Figma and Balsamiq

Hello team,

As we need to create a web prototype as soon as possible, we need to decide which tool to use. Both Figma and Balsamiq are popular tools for creating web prototypes, but they have different strengths and weaknesses depending on our specific needs.

I have shared some information about Figma and Balsamiq in the chat. I would appreciate it if everyone could leave their opinions and insights on which tool, they think would be better for our project. Please leave your thoughts and any relevant information in the comments in the document so that we can make an informed decision together.

Thank you.

Nik Ranjan

* Figma is best to use as it supports what Balsamiq supports and them you can transfer those with ease to high – fidelity prototypes as well (clickable buttons to test web flow).
* Balsamiq is easy to get into and drag and drop but that is all it does, translating these to Figma would slow us down even more and take more time

Mewantha Jayasekara

**Figma**

Pros:

1. Good at designing complex interfaces
2. Many plugins and other tools to choose from
3. Those who are familiar with sketch or Adobe XD, it will be easy to use

Cons:

1. Could get slow when working with complex files
2. The interface could be complicated for some users

**Balsamiq**

Pros:

1. Good for creating low-fidelity prototypes and wireframes
2. Both experienced and beginner level users will find this easy to use
3. Can be used without internet connection

Cons:

1. Collaboration options are limited compared to Figma
2. Not suitable for complex projects