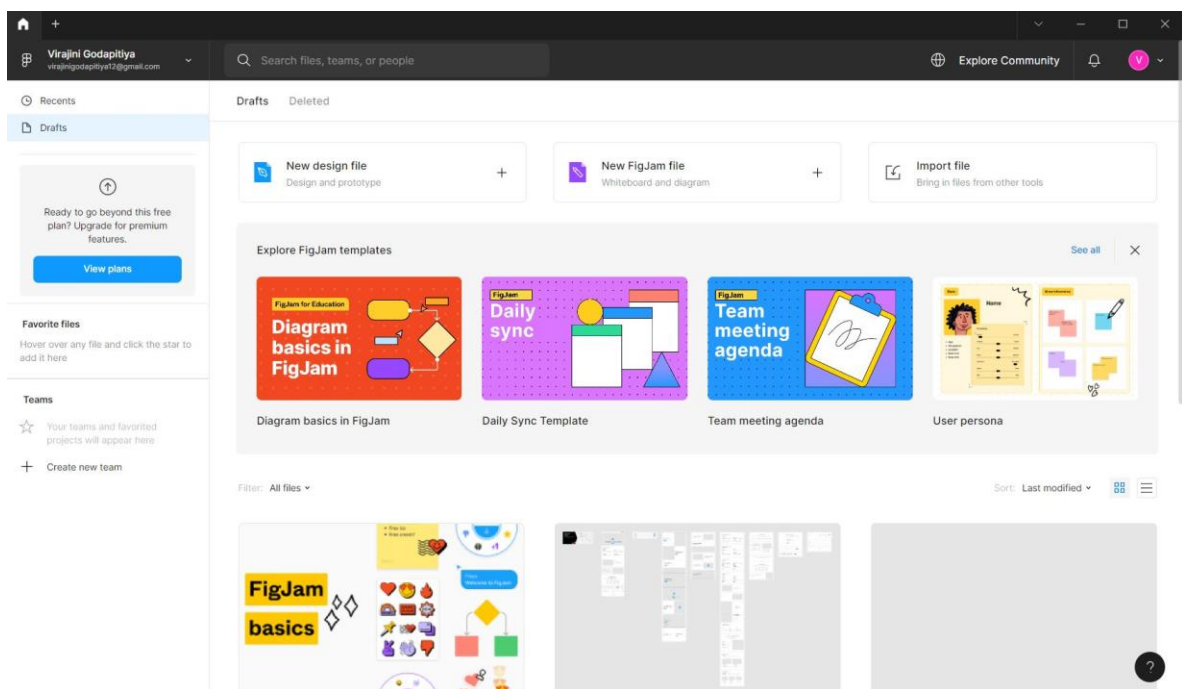


1. Getting started

Figma is an industry-used ‘wire framing’ tool, it is used for building concepts of applications before they are developed! Importantly, it is free and easy to use.

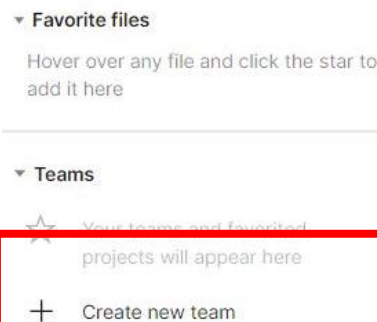
1.1. Sign up

Head across to <https://www.figma.com/> and click on ‘sign-up’ in the top right corner Once signed up, you should see a screen similar to this one.



1.2. New Project

On the left-hand side of a new team’ and enter



the screen above, click ‘Create any team name.

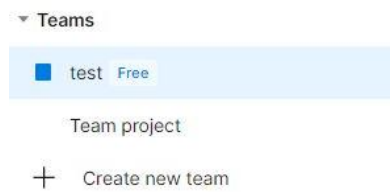
BSc (Hons) in Information Technology

Year 2

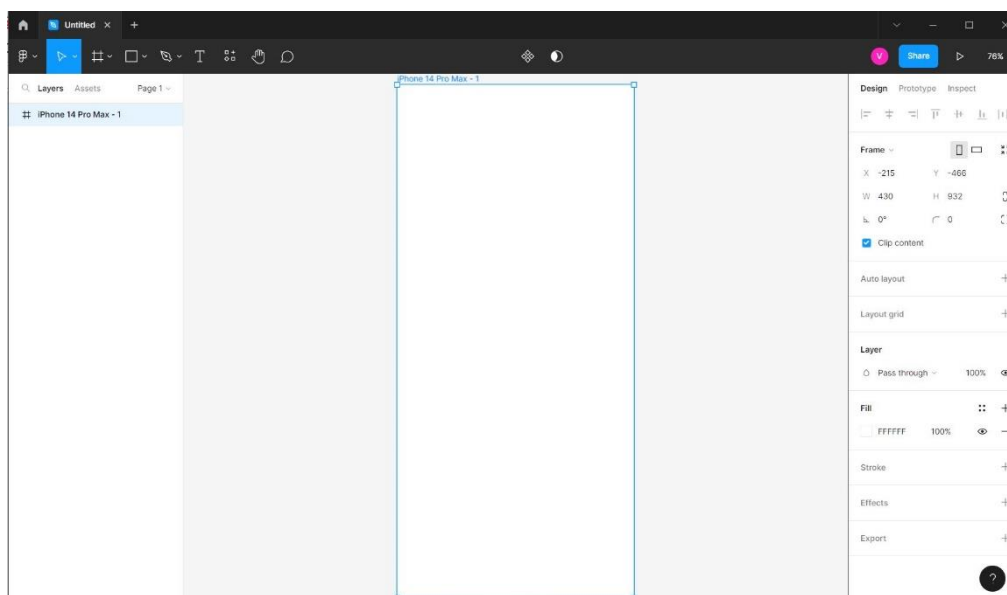
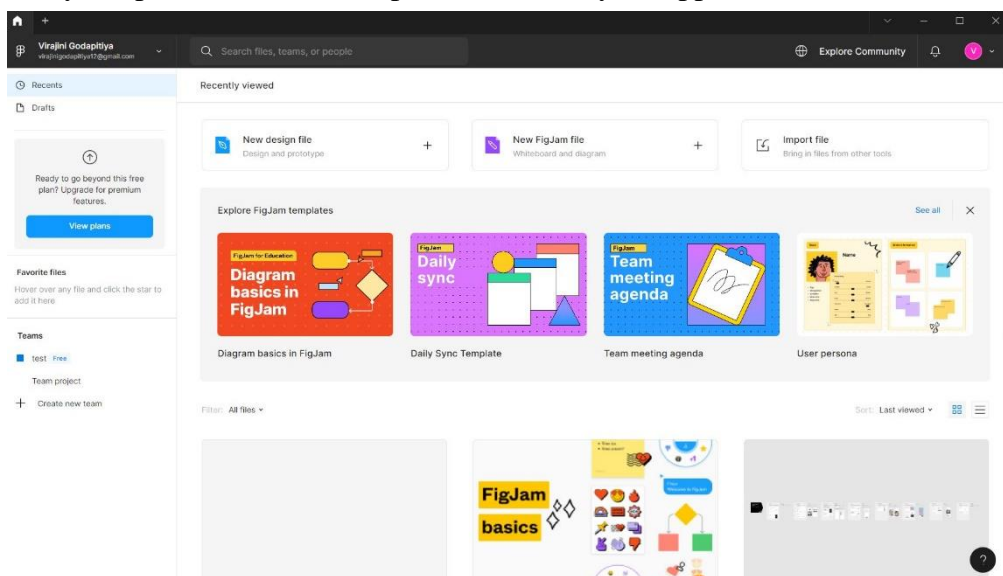
IT2010 - Mobile Application Development

When you create your new team, you'll have the chance to invite your teammates (if you are working in a team) by entering their email.

Then click on 'Team project' under your team name to view your project.

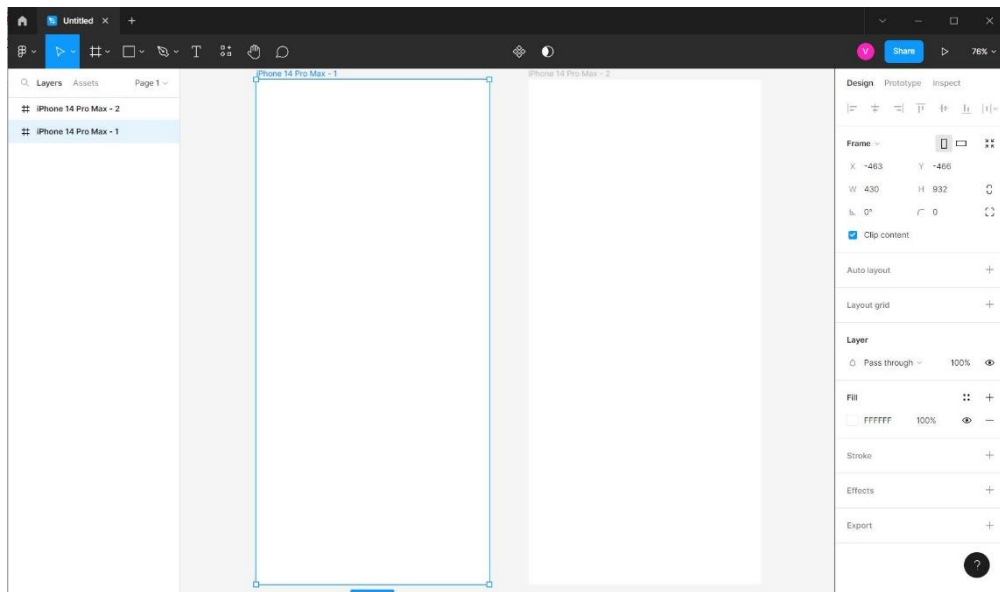


To get started, click 'New design File' and go to 'Region tools' and then select 'Frame', choose any template as this will be pre-set to demo your app idea on a mobile screen.



2. Adding screens

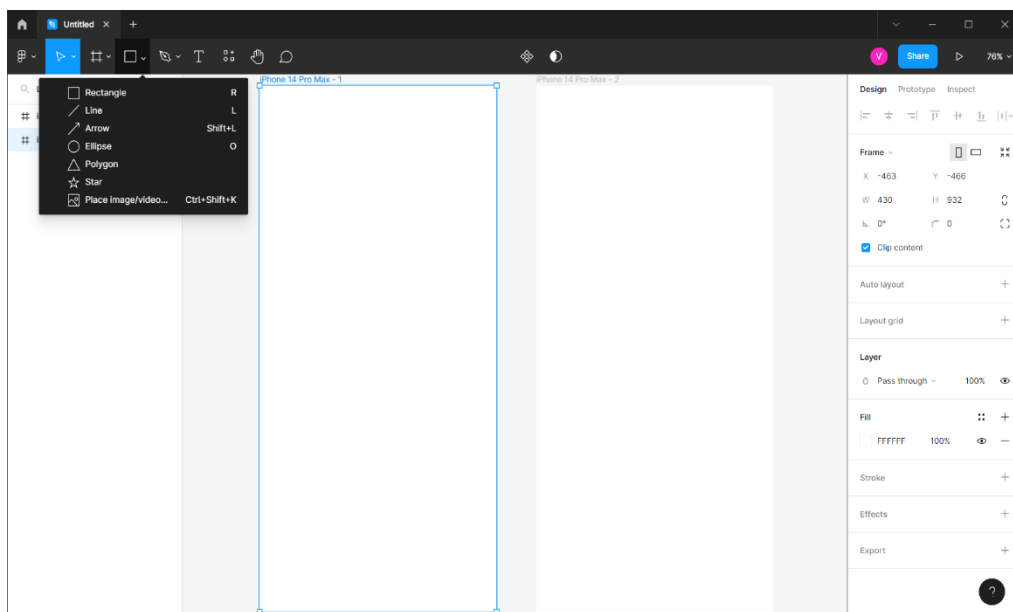
Just click the blank frame to select it Press ctrl + c, to copy the frame, and press ctrl + v to paste a new frame.



By copying and pasting the same blank frame, you will keep each screen the same size.

3. Adding features

To add features to each screen to show your app idea, first of all, you can draw shapes on the canvas by using one of the shape tools from the top left toolbar.

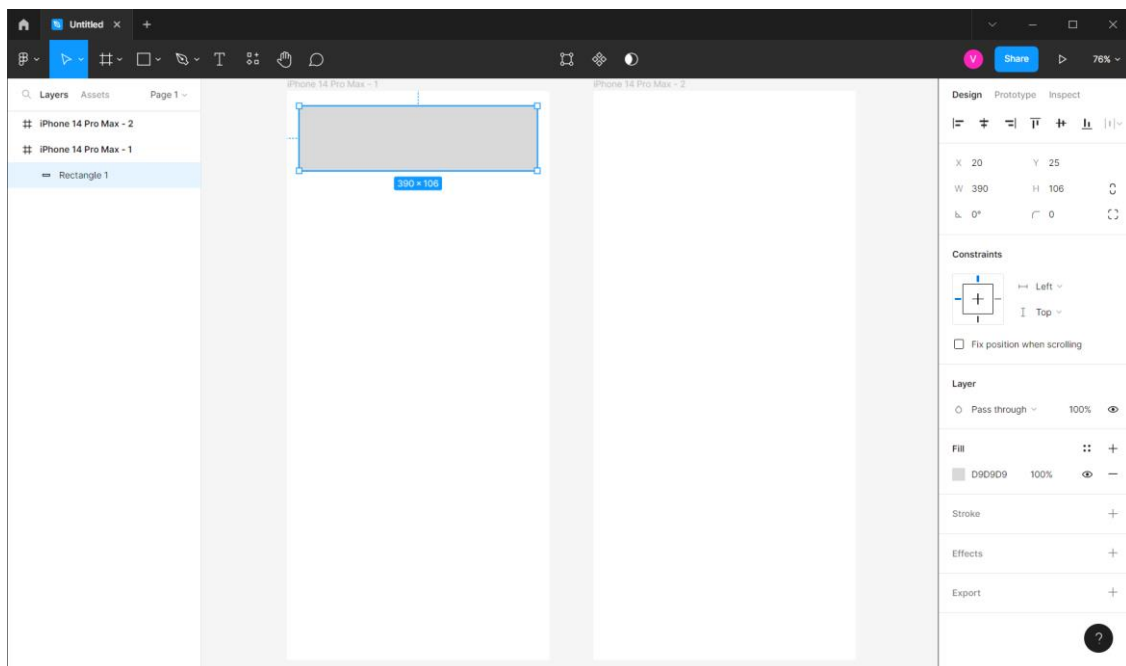


These are the most useful shape tools that allow you to quickly design a layout for your application storyboard.

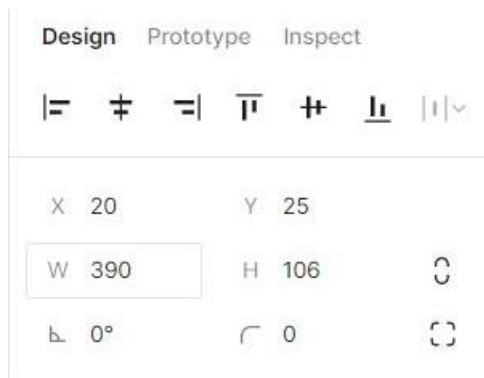
To add text, you can click the capital T icon or simply press the 'T' key to start adding text to your storyboard.

3.2. Modifying elements

Draw a rectangle on your screen by pressing 'R' and clicking & dragging on the screen, if you look on the right-hand side you can see all the different properties you can modify of the element.

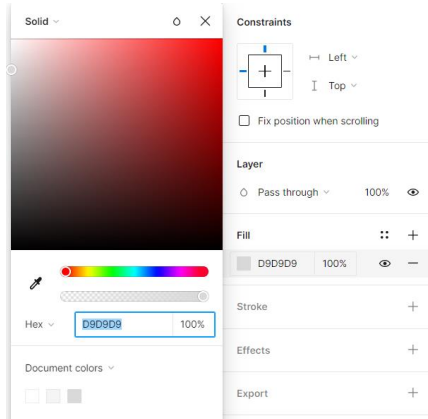


Some importance properties



we can change the position of the element with the X and Y options.

We can also change the Width and height with the W and H properties. Finally, we can change the angle of the element, and how rounded the corners are.

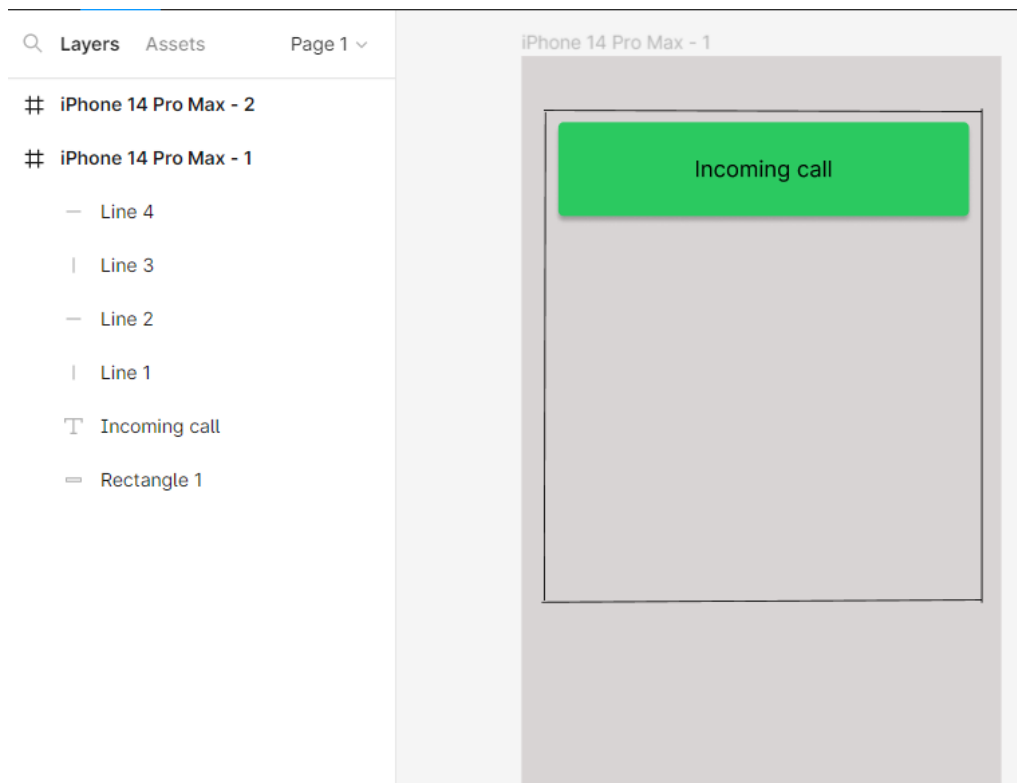


We can change the color of any element by changing the 'Fill' property. If you have selected a color pallet, make sure that your screens follow it to give it a nice, consistent feel.

You can also add other effects such as outlines and shading with the 'stroke' and 'effects' options.

3.3. Layering elements

Make sure when adding elements, you get the 'order of layers' right. Simply it decides what goes on top. If you accidentally put text behind a button instead of in front of it, the text wouldn't be readable. So you need to drag and drop that layer below.

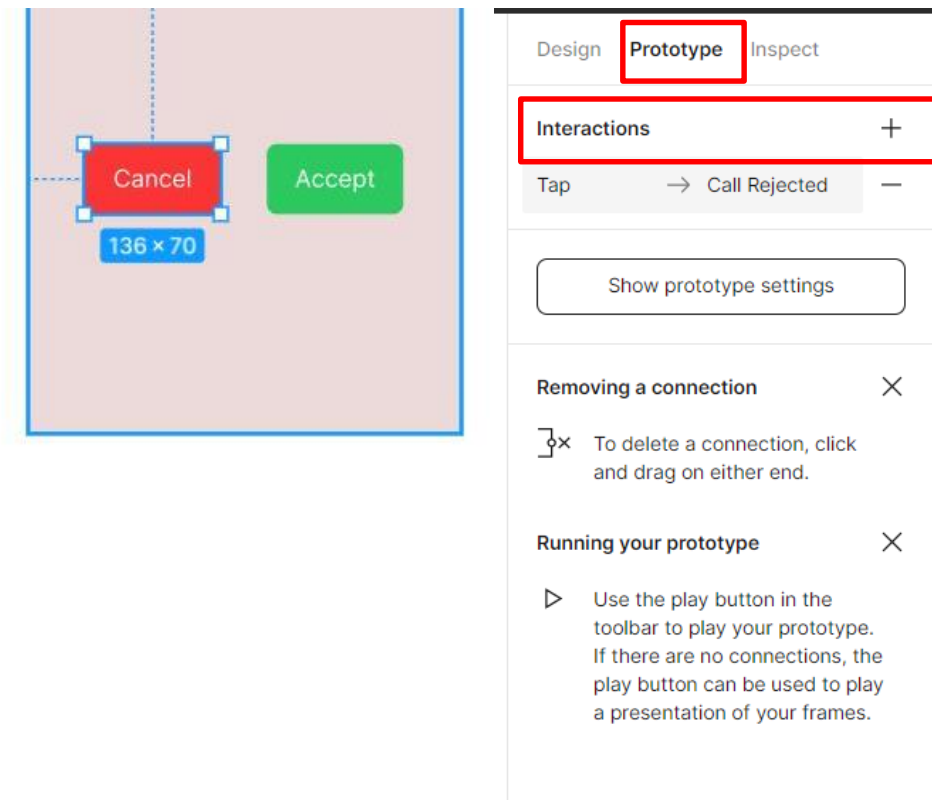


4. Adding interactions

It's possible to add interactions to your elements, so that when you are in 'presentation mode' they will act and behave as if they were on a real application.

I have created 3 screens in the storyboard. One for an incoming call and then, If the user presses Cancel, it directs to the call rejected page. If the user presses Accept, it directs to the call answered page.

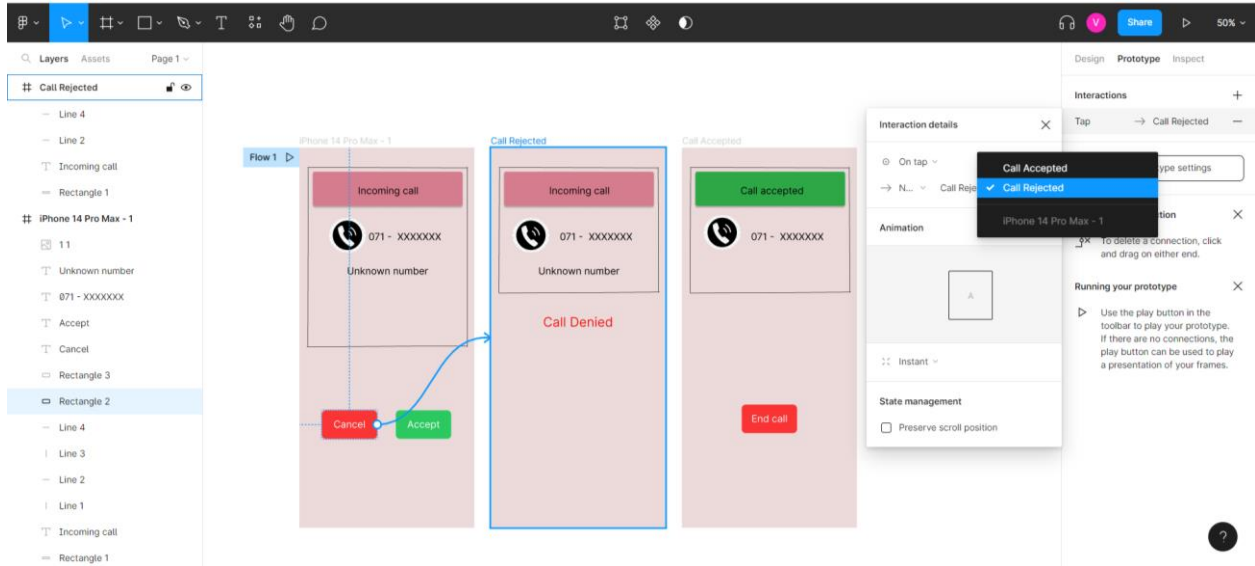
Click on the element you want to do something when the user presses it. Here I have selected 'Cancel' button.



Next, click on the 'prototype' tab on the far right-hand side, and click the plus near 'interaction'.

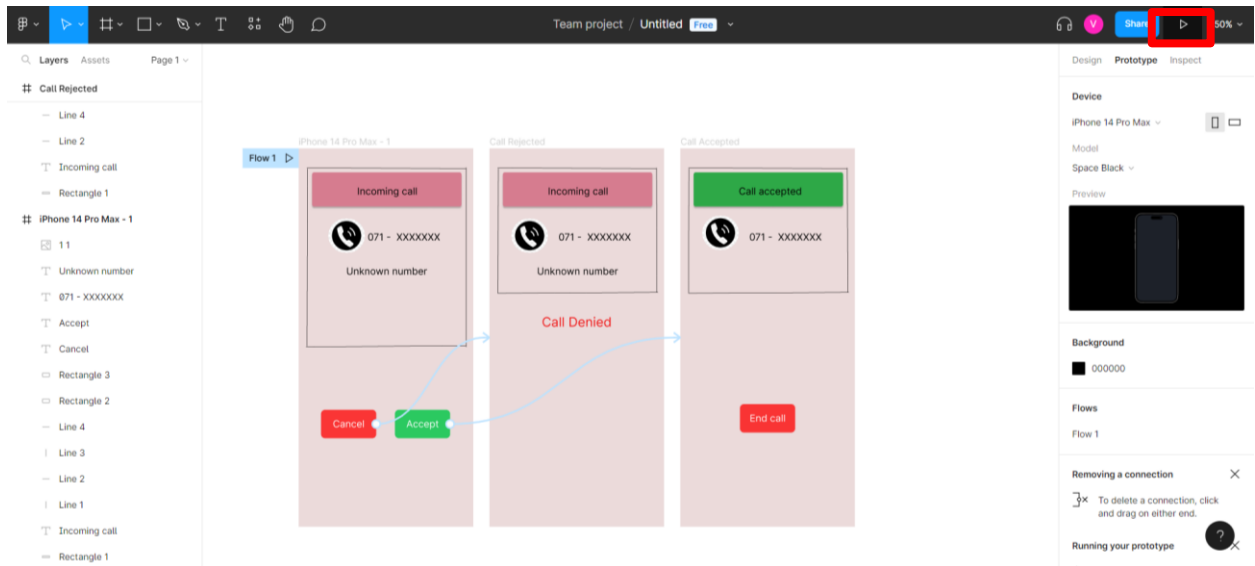
Then click 'Navigation to' and select which screen the user navigates to when that element is tapped.

Here I will choose the 'Call rejected' screen so that when the user presses the 'Cancel' button, they will be shown the correct screen. Now you just have to do the same thing for the 'Answer' button.

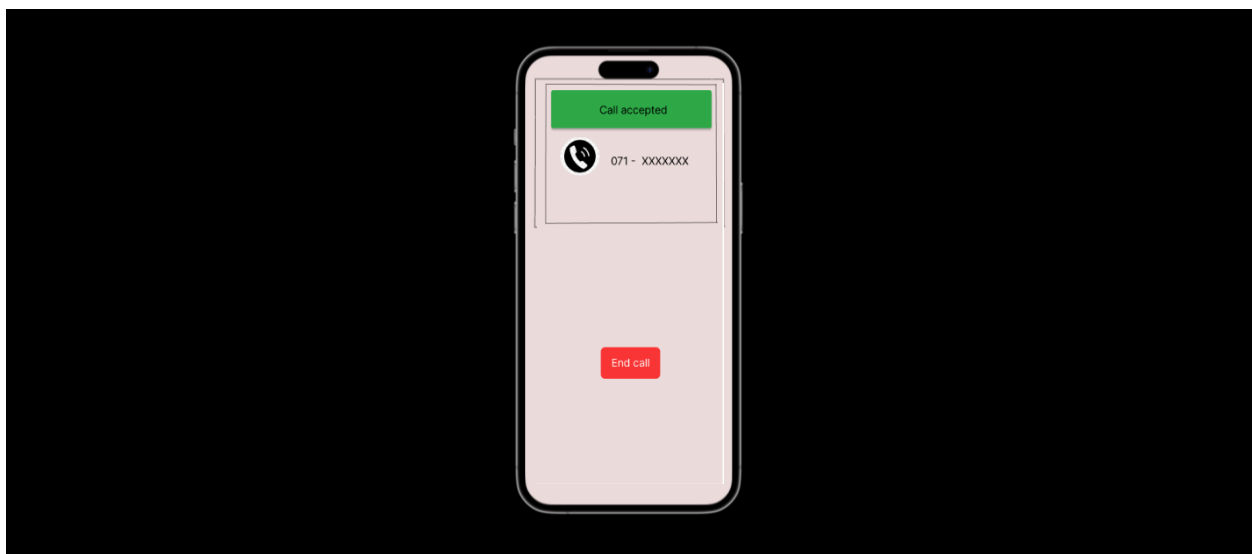
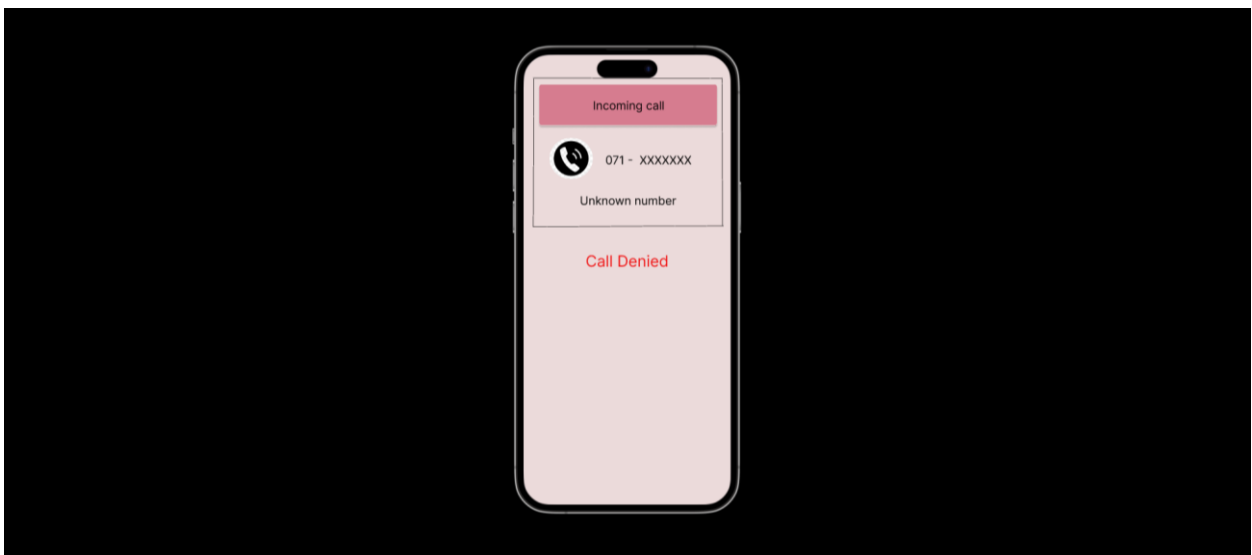
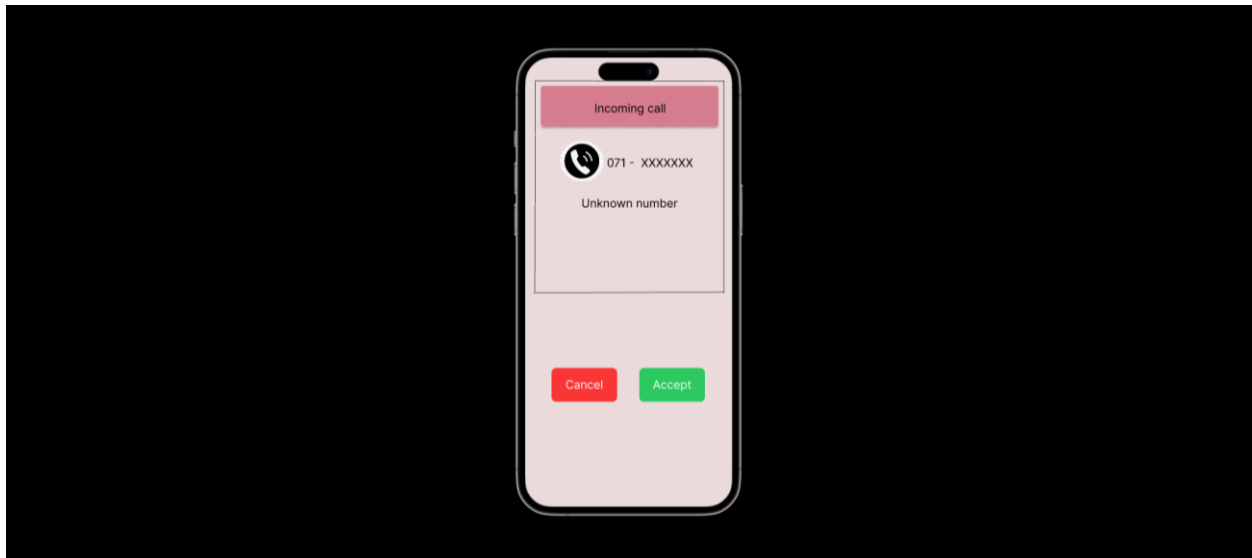


5. Presentation mode

Once you have finished the initial design, give it a go and see how it looks in presentation mode by clicking the play button in the top right corner.

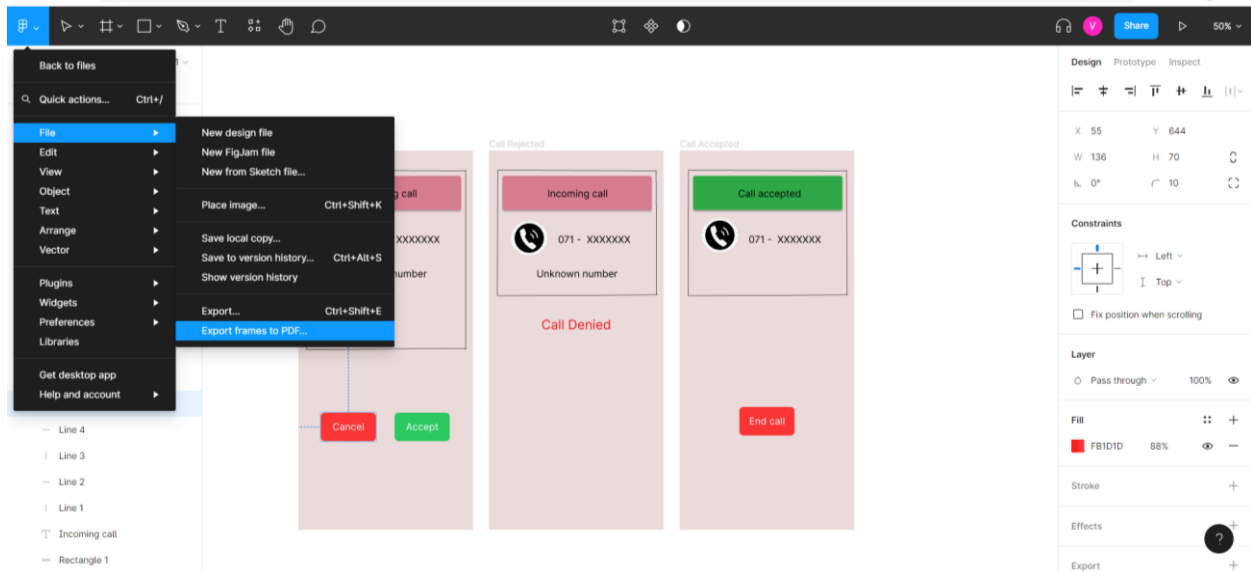


Here, you will see what your design looks like on the end device. This is useful for getting an idea of how your app's color scheme, spacing, and general layout work



6. Export Options

you can easily export your finished storyboard from Figma by clicking the 'files' tab at the top left corner and choosing one of the export options. Export frames to PDF will download every frame in a single PDF document, whereas 'Export' will only export what you have selected.



Incoming call



071 - XXXXXXXX

Unknown number

Cancel

Accept

Incoming call



071 - XXXXXXXX

Unknown number

Call Denied

Call accepted



071 - XXXXXXXX

End call