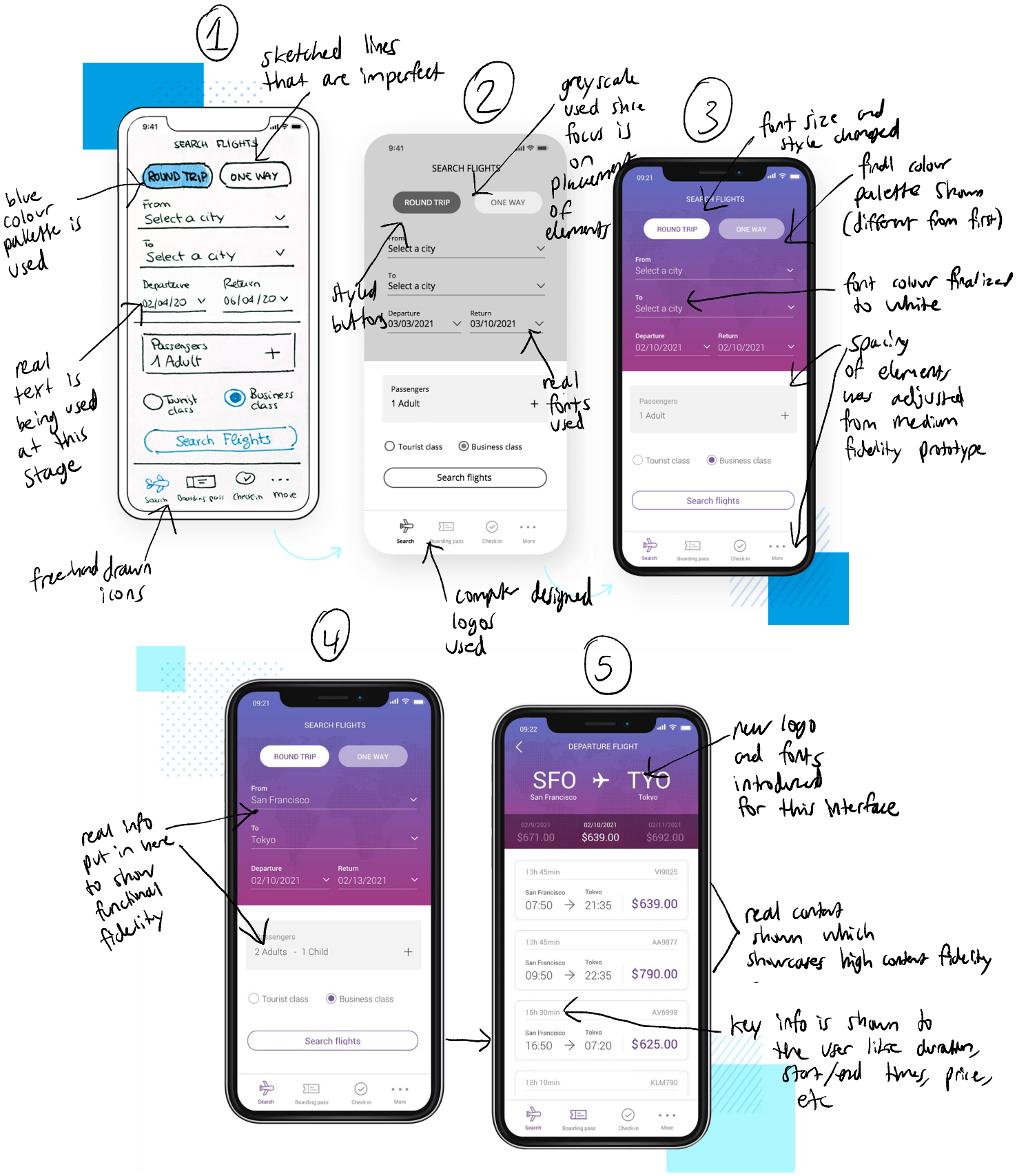

Low fidelity vs high fidelity prototypes (https://www.justinmind.com/blog/low-fidelity-vs-high-fidelity-prototypes/)

Visual fidelity (sketched <-> styled)
- First iteration is sketched out with imperfect lines but the general idea of where elements will be placed are still present
- Overall, this paper prototype is static and has a low visual fidelity
- First iteration to the second introduces actual mapped out elements using pixels and more styling when it comes to font, buttons, icons, etc
- Second iteration is more of a medium fidelity since it is created with computer-based tools which make it look more formal and refined but visual elements are still not 100% perfected
- Second iteration uses a greyscale palette as it is more important to know where the exact elements will be places in terms of pixels as well as what style of buttons, font, and icons will be used
- Third iteration finalizes the colour palette used, exactly where elements are placed, and font size/style (high fidelity)
- Reused some widgets and templates when going from medium to high fidelity prototypes
- We can tell that from the paper prototype to the final styled prototype, the colour palette was changed which is an indication that the team of designers all came to agree on a choice then changed it afterwards as per the brainstorming process

Functional fidelity (static <-> interactive)
- Fourth to fifth iteration actually shows what happens when the “Search flights” button is pressed by the user when info has been put in
- Should have shown how the drop down menus work since that is what the user will interact with the most when choosing flights
- Also needs to show what the check-in interface would look like and more options interface to get an idea of the full application
- To make a more interactive, high fidelity prototype, designer should show how the user is able to scroll through different flights and what happens when they click on a singular one
- Should show how the interface would change when user selects one-way flights instead of round trips

Content fidelity (lore ipsum <-> real content)
- From the first iteration to last, no dummy text was used and instead, real production text was used - Since this interface relies solely on user information, it was important to let users know what they will need to enter to have the application function for them
- Real content was also shown when “Search flights” button was pressed when user info was put in - This is important for the user to know what info will be shown to them when certain actions are done on the application
- Should add content for other interfaces of the app such as check-in, more options, and one-way flights

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