**Forms of Prototyping**

**Concept Prototype**

A Concept prototype is a form of prototype that is developed in the very early stages of a project. Concept prototypes are designed to clearly convey what they end product should look like, how it should function, how it will be interacted with by the user, as well as more in depth information such as the scope of the project from a business perspective and system topology. The reason these prototypes are made very early on in project development is to allow the team to have a clear and collective picture on what the end product should look and feel like. Concept prototypes can be created through any medium, such as computer applications or even on paper.

**Feasibility Prototype**

A Feasibility prototype is one that is created in order to establish if the end goal of the project, or if the solutions to individual tasks or challenges are achievable. The feasibility prototype tends to be focused on the technical aspects of the project as if the technical solutions do not work together then the project will never reach completion. This form of prototype is essential in making sure that the project can meet business needs.

**Horizontal Prototype**

This form of prototype only models the surface layer of the project, such as user interface, input and output boxes and menus. Essentially, anything that the user would not see while using the end product is not covered in this prototype. While technical depth is not required when creating a horizontal prototype. It is still necessary to explain how basic functions such as menu navigation work.