Here's a comparison between **Low-Fidelity** and **High-Fidelity** prototypes in tabular format:

Aspect	Low-Fidelity Prototype	High-Fidelity Prototype
Definition	Simple, rough sketches or wireframes that outline the basic structure and functionality of a design.	Detailed and polished representations of the final design with interactivity and visual elements.
Purpose	Focuses on layout, navigation, and overall concept.	Focuses on detailed user interactions, visuals, and usability.
Visual Detail	Minimal, often monochromatic, and lacks styling.	Highly detailed with colors, fonts, images, and branding elements.
Interactivity	Limited or no interactivity; often static.	Fully interactive, mimicking the final product's behavior.
Tools Used	Paper sketches, Balsamiq, or simple digital tools like wireframing apps.	Figma, Adobe XD, InVision, or Sketch.
Development Cost & Time	Quick and inexpensive to create.	Time-intensive and requires more resources.
Feedback Type	Used to gather early feedback on ideas and concepts.	Used to test specific functionalities and user experience details.
Target Audience	Internal teams and stakeholders during the initial design phase.	End users, clients, or developers in later stages of the process.
Examples of Output	Hand-drawn sketches, basic wireframes, or mockups without detailed visuals.	Clickable prototypes, complete designs with animations and transitions.
Flexibility	Easy to modify based on feedback.	Harder to adjust without significant time investment.

Let me know if you'd like further clarification or examples!

Here's a comparison between **Prototype** and **Wireframe** in a tabular format:

Aspect	Wireframe	Prototype

Definition	A simplified layout of a design that shows the structure and basic elements of a page or screen.	An interactive simulation of the product that demonstrates how it works.
Purpose	Focuses on the arrangement of content, structure, and functionality without design details.	Mimics the final product to test interactions, user flows, and overall experience.
Visual Detail	Low visual fidelity; usually basic lines and boxes without color or detailed styling.	Can be either low or high fidelity, with more detailed design elements and interactions.
Interactivity	Typically static with no interactive elements.	Interactive, allowing users to click, navigate, and engage with the design.
Tools Used	Balsamiq, Sketch, Adobe XD (basic mode), or even pen and paper.	Figma, Adobe XD, InVision, or other prototyping tools.
Stage in Design Process	Used in the early stages to outline the general layout and flow.	Used in later stages to simulate the final product and test usability.
Feedback Type	Collects feedback on structure, layout, and content placement.	Collects feedback on user experience, functionality, and interactions.
Level of Detail	Minimal, focusing on content hierarchy and information layout.	High, focusing on user interactions, animations, and behavior.
Modification Ease	Easier and quicker to modify due to simplicity.	More complex to modify, especially if high fidelity.
Output Use	Guides the development of more detailed designs or prototypes.	Used for user testing, client presentations, or final design validation.

Let me know if you need more details or examples!