

Prototyping is a process where you create small iterations of your planned application in order to quickly/consistently find flaws, receive feedback, or apply and test needed changes.

There are 3 types or levels of prototypes which are measured in fidelities. Initially you would start with a low-fidelity prototype which would be the “skeleton” of your application as a low-fidelity prototype deals on only having a gray-scaled and non-functioning UI. The goal of a low-fidelity prototype is to be able to have multiple iterations of how you want to arrange the UI and make it that the application is not cluttered, and to have an idea what their application would look like without needing to code the application. Meanwhile, nearing the end of prototyping you would have to come across high-fidelity prototypes which is a prototype that already has colors, has a decided layout, and already has some functionality. Having a high-fidelity prototype would help you see if it's already ready for development as that the design can be currently finalized, and it's decided that everything seems functional. An example of a low-fidelity prototype can be Facebook but without the colors, content, and functions like the chat with only the layout being left behind. Whereas if it were already a high-fidelity prototype it would have colors, usable content, and functions such as the chat feature.

Prototyping is very important as it reduces time and cost when developing a project as everything is already laid out without having to code that much serving as a blueprint for the development. Without prototyping we would spend so much time with revisions as it takes longer changing the actual product as you have to deal with the source code and the assets involved.