<u>Exercise 5a:</u>

<u>Simulate the lifecycle stages for UI design using the RAD model and develop a small interactive interface using Axure RP</u>

<u>Aim:</u>

The aim is to demonstrate the lifecycle stages of UI design via the RAD model and develop a small interactive interface employing Axure RP.

<u>Procedure:</u>

Phase 1: Requirements Planning

    1. Identify Key Features:

        o Navigation (Home, Categories, Product Details, Cart, Checkout, Order Confirmation, History)

        o User Actions (Browsing, Searching, Cart Management, Checkout, Order Tracking)

    2. Create Requirements Document:

        o   List features and functionalities.

        o Document user stories and use cases.

Phase 2: User Design

    1. Install Axure RP:

        o Download and launch Axure RP.

    2. Create New Project:

        o Start a new project (e.g., "Shopping App Interface").

    3. Create Wireframes:

        o Use widgets to design key screens (Home, Categories, Product Listings, Details, Cart, Checkout, Confirmation, History).

4. Add Interactions:
    - Define actions (e.g., OnClick) for elements (buttons, links).
5. Create Masters:
    - Build reusable components (e.g., header, footer).
6. Add Annotations:
    - Describe functionality using the Notes panel.

Phase 3: Construction

1. Develop Interactive Prototypes:
    - Add interactions and transitions for a dynamic experience.
    - Use dynamic panels for elements like carousels and pop-ups.
2. Test and Iterate:
    - Preview the prototype.
    - Gather feedback and make necessary adjustments.

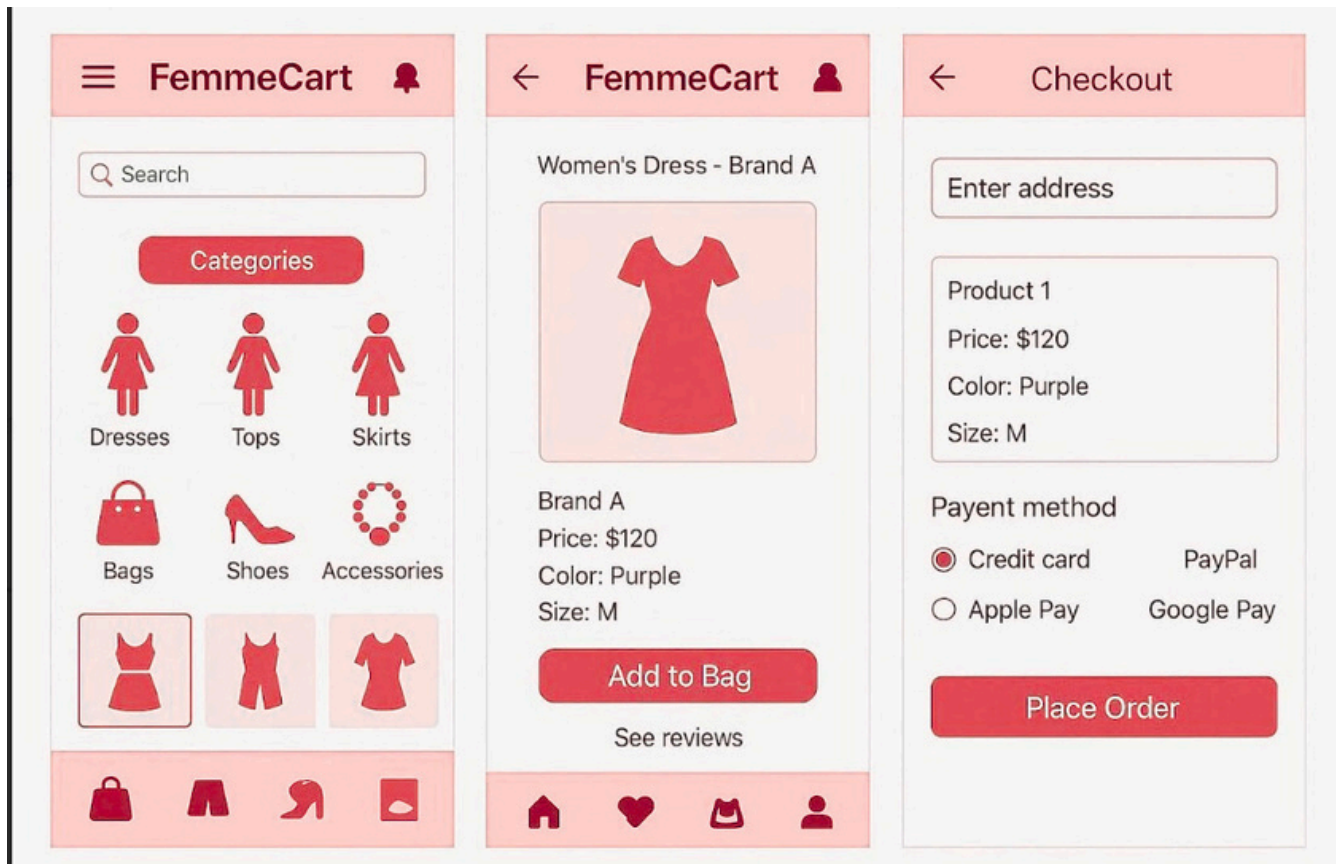Phase 4: Cutover

1. Finalize and Export :
    - Complete design and interactions.
    - Export the prototype (HTML or Axure Cloud).
2. User Training and Support :
    - Conduct training and provide documentation.

Output:



Result:

Hence, a fully interactive prototype has been developed using Axure RP.