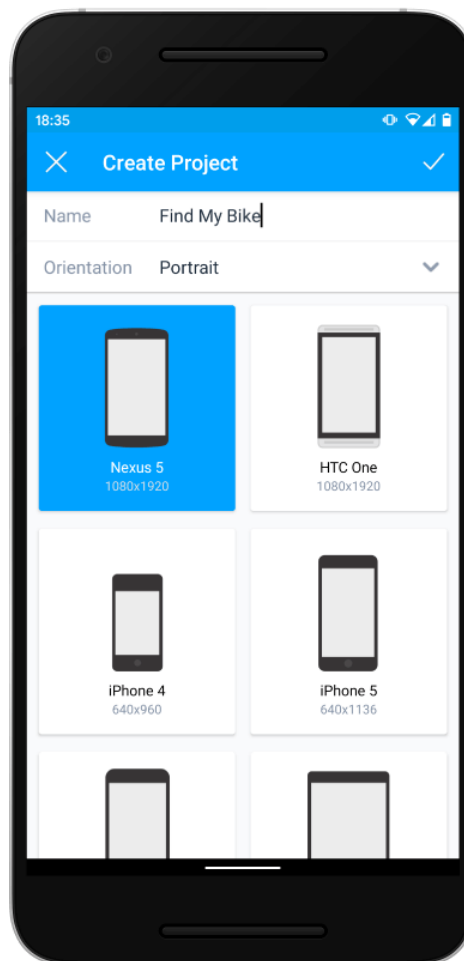


How do you bring a paper prototype to life?

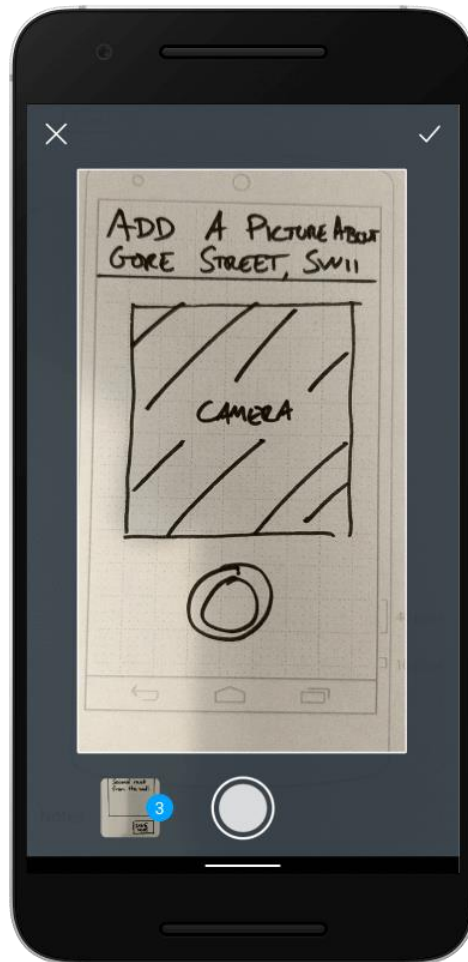
I'm going to walk you through how I made my working prototype in Marvel. I am using an Android device, but the experience will be very similar on iOS.

Step 1



Opening Marvel, I will make a new project. I'll keep it in portrait orientation, name it "Find My Bike", and choose a screen size similar in proportions to the templates I drew. In my case, I'll pick Nexus 5. I'll click the tick to continue.

Step 2



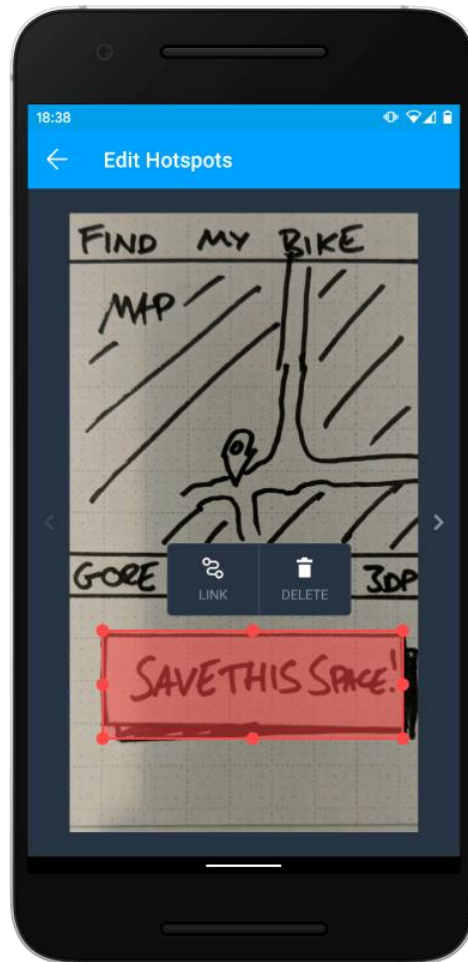
Next, I add some screens to it. I tap the add button, choose 'Camera', and then take pictures of each sketch one by one. Don't worry about cropping them perfectly right now, just make sure everything is visible. When I've taken all five pictures, I will tap the top right tick to continue.

Step 3



Now I can crop all the images to size. Use two fingers to pivot and zoom your photos until they fill the border; repeat for each photo you have taken, and then click the top right tick to save.

Step 4



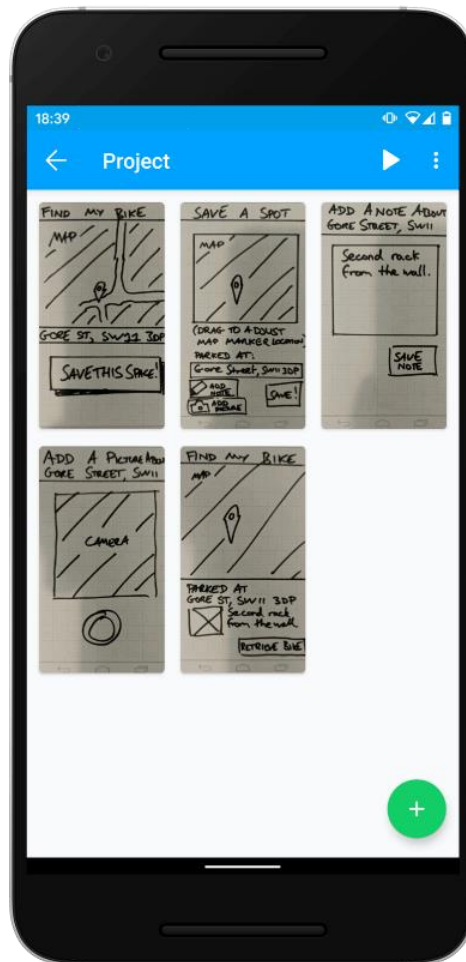
Now it's time to wire the app together. Tapping the first screen will zoom into it and allow you to edit hotspots. Tap on the screen to add a hotspot; you can then move and size it with your fingers. In my example, I'll drag it over the 'save this space!' button.

Step 5



Tapping on the hotspot again, I'll choose 'link', and then select the screen it should link to from the top row. Scroll the row left and right if it doesn't appear. You can also choose an animation from the 'transition' list. If you do, think about how apps you've used might use animation. For example, you might find 'push right' and 'push left' suitable for moving forward and backward in a process. Tap the top right tick when you're happy with a link.

Step 6



I will then repeat this process for each of the screens in my app. Some screens might have multiple hotspots. If you're working with an Android template, you might want to link up the 'back' button in the bottom of an Android screen.

Step 7



When you're happy with the links, try it out! Hit the 'play' icon in the top right of the screen to test your prototype. Tapping on hotspots will follow links with the appropriate animations. If you tap anywhere else on the screen, the available hotspots will highlight. To exit your prototype, hold your finger down on the screen until a menu appears, and choose LEAVE PLAY MODE.