

# Exercise: Create wireframe in Figma

## Introduction

In a previous lesson, you went through the steps to create a wireframe for the online ordering home page for the “Little Lemon” mobile version of the website. In this exercise, you will create the wireframe of the product detail page.



**Note:** In wireframes, no color or images are included. It is just a blueprint. All that is important here is the layout and functionality.

## Instructions

To create your wireframe, you should complete the following steps:

**Steps 1-5:** Setting up your frame, grid and content placement.

**Steps 6-12:** Designing your content.

Let's start!

### Step 1: Gather Requirements

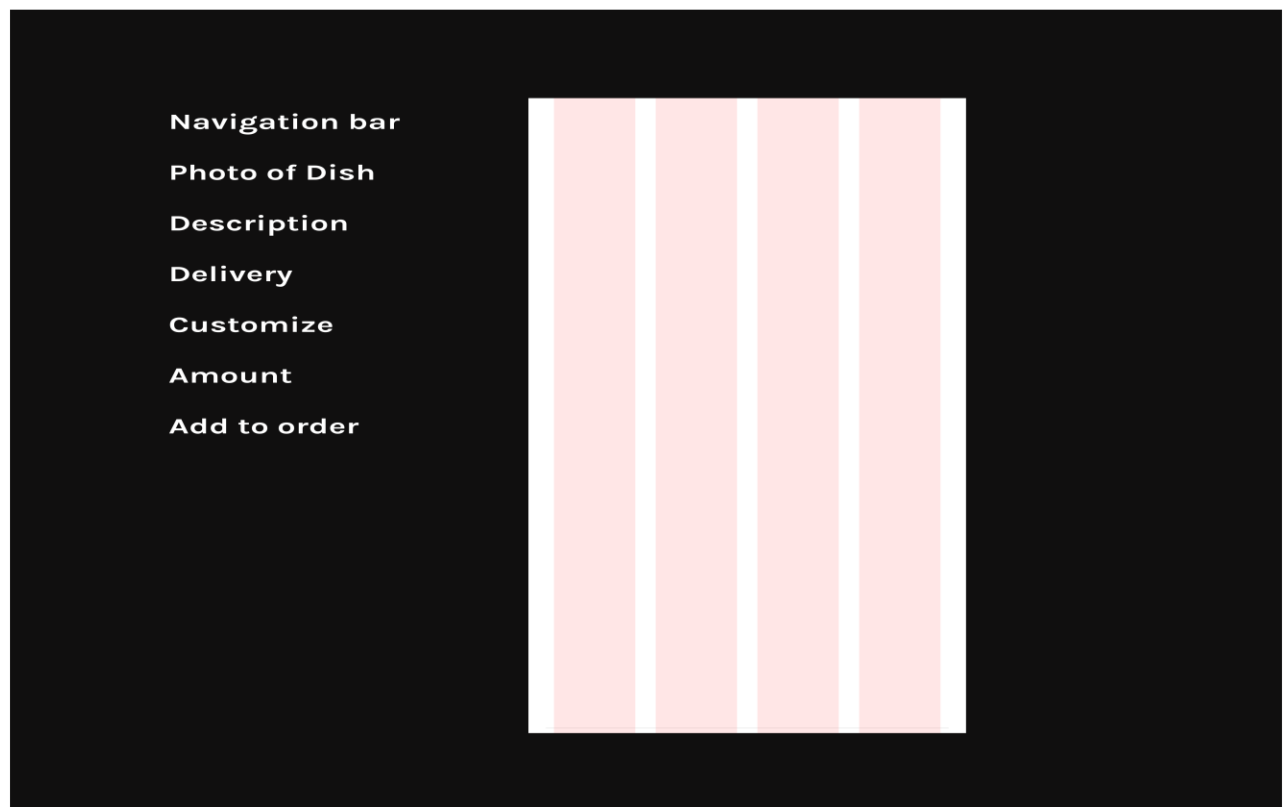
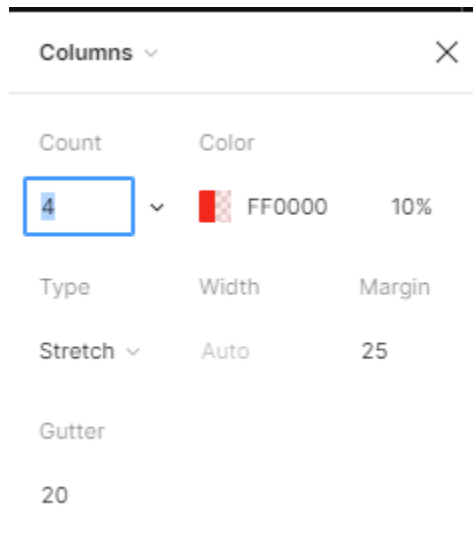
Here you write down or sketch out what you require to go on to the page, such as the:

- Navigation bar
- Photo of the dish
- Delivery time
- Customize the dish

- Number of dishes to order
- Add to basket button

## Step 2: Create a frame and grid

- Open a new Figma file and create a frame.
- Select the iPhone 13 Pro Max – 1.
- Add a 4-column grid with a margin of 25.



### Step 3: Content block

- Construct a content block guide, using basic rectangles for each block.



### Step 4

- Move these guides out of the frame.



## Step 5

- Reduce the width of the guide rectangles.
- Keep the text as this provides a rough outline of all the content in the wireframe. You will use it as a reference while designing within the frame.



## Step 6: Header/ Navigation bar

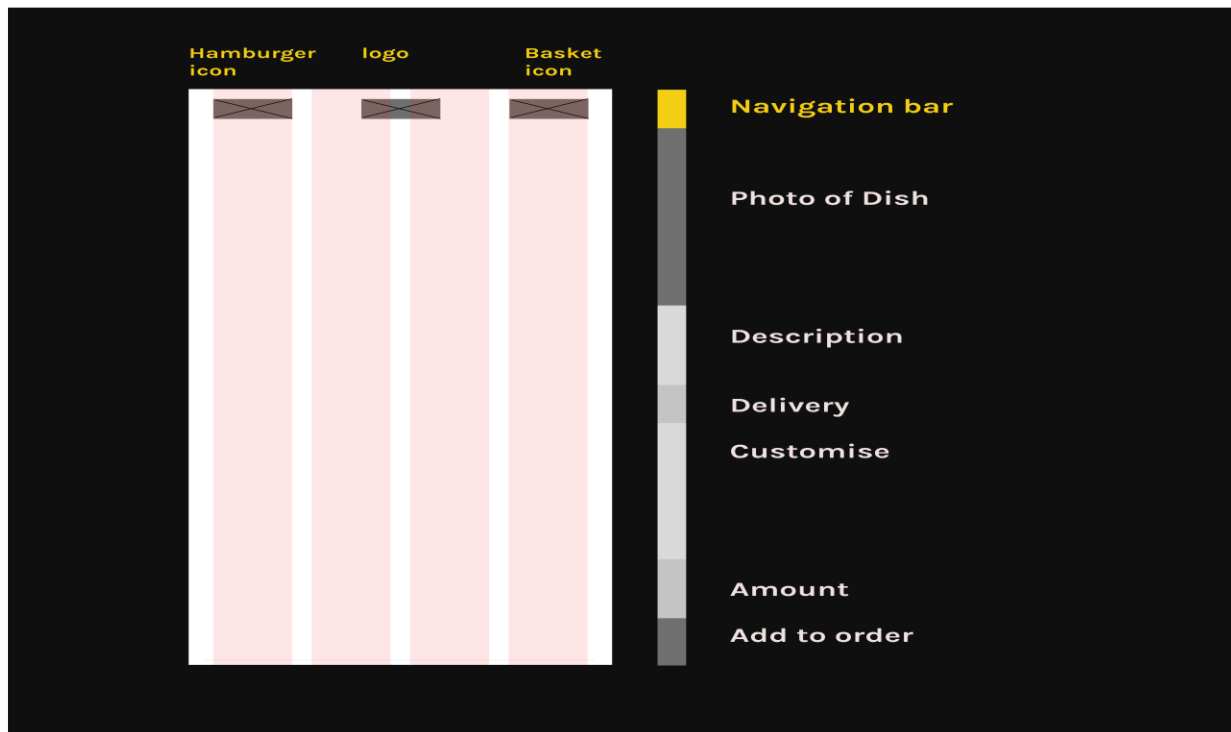
### Contents

- Add a menu icon. A way to navigate to the home screen is to use a hamburger menu to open a side menu as I have used in this example. This helps the user to easily navigate to other pages on the site.

**Note:** Your navigation does not need to be detailed because it is usually secondary to the wireframe.

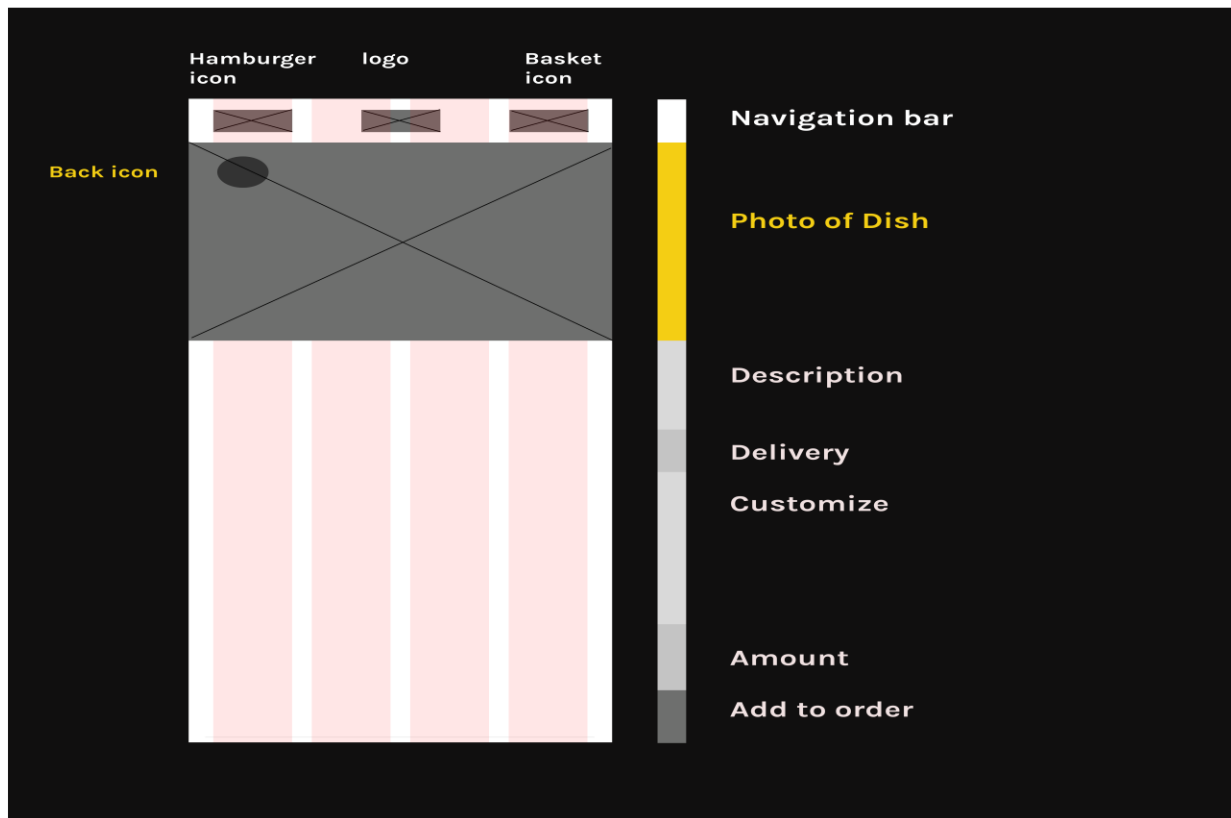
- Add a logo so users recognize what site they are on.
- Add a shopping basket as it's an online delivery service. When the basket is tapped, it opens up a pop-up overlay that allows users to track and alter what they intend to purchase. It also adds an option to check out.

**Note:** Images are represented as a rectangle with an x through it.



## Step 7 Placements

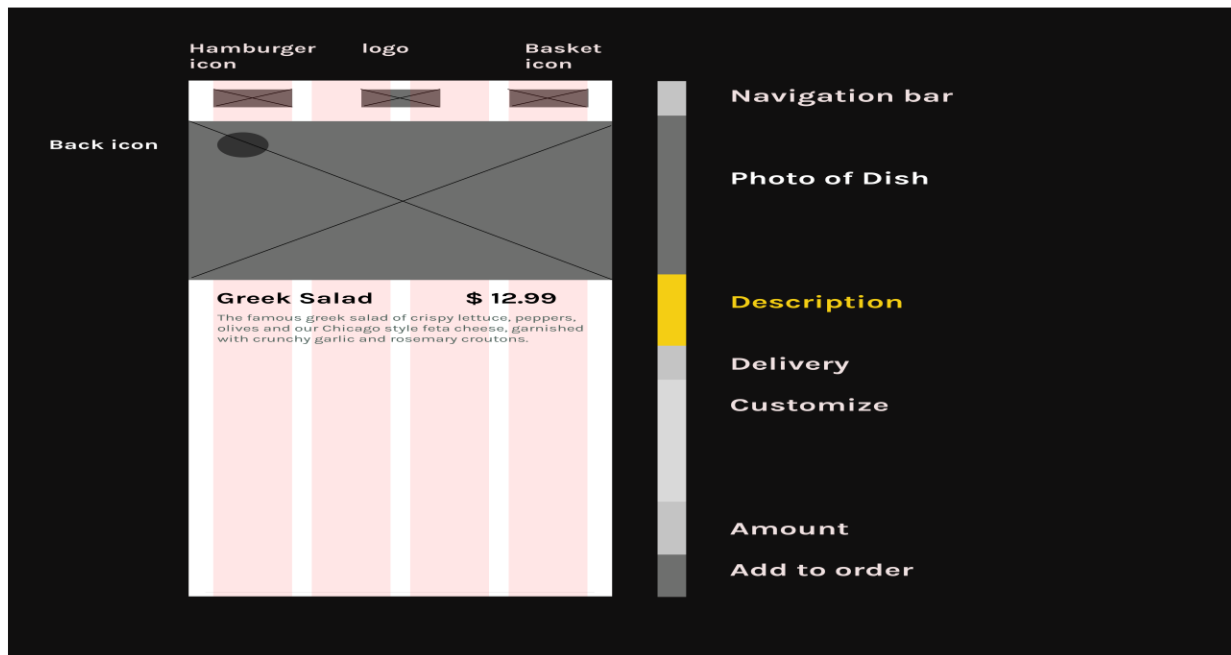
- Add a placement for an image of a dish as a rectangle with an x through it.
- And add a placement for the back button so users can return to the previous page.



## Step 8: Description

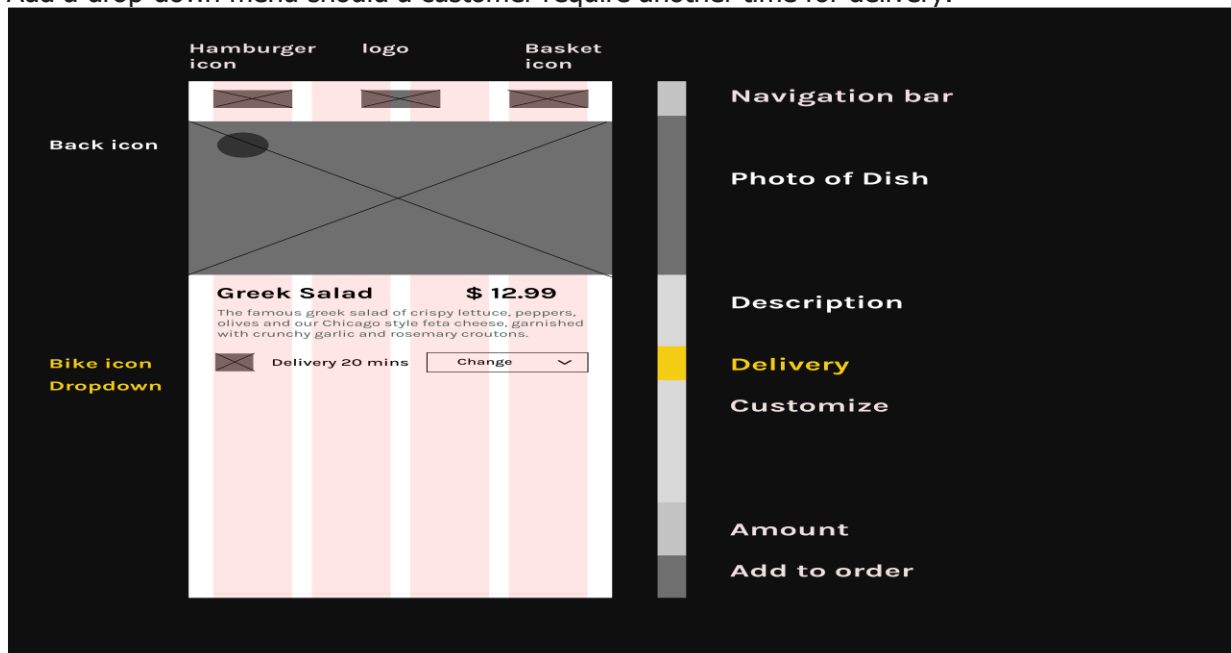
- Add a sub-heading for the name of the meal and its price.
- Add body text to give a description.

**Note:** The wireframe does not have to include details at this point but is added here for demonstrative purposes.



## Step 9: Delivery

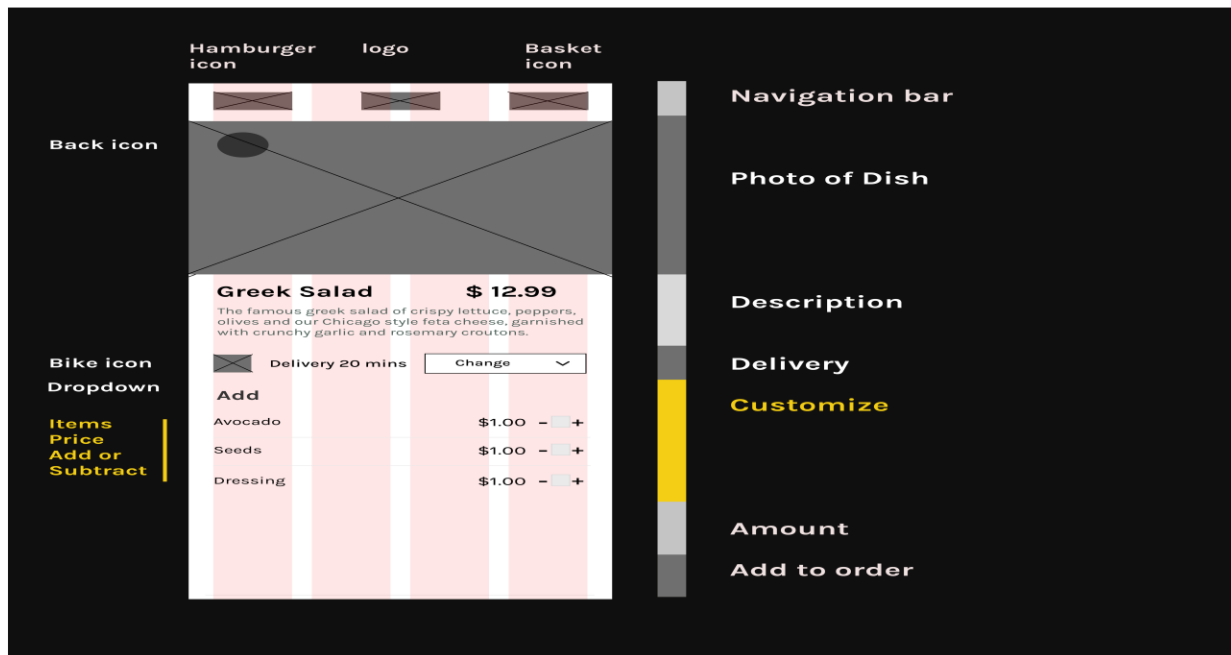
- Add an icon placement for a vehicle.
- Add a general time for delivery.
- Add a drop-down menu should a customer require another time for delivery.



## Step 10: Customize

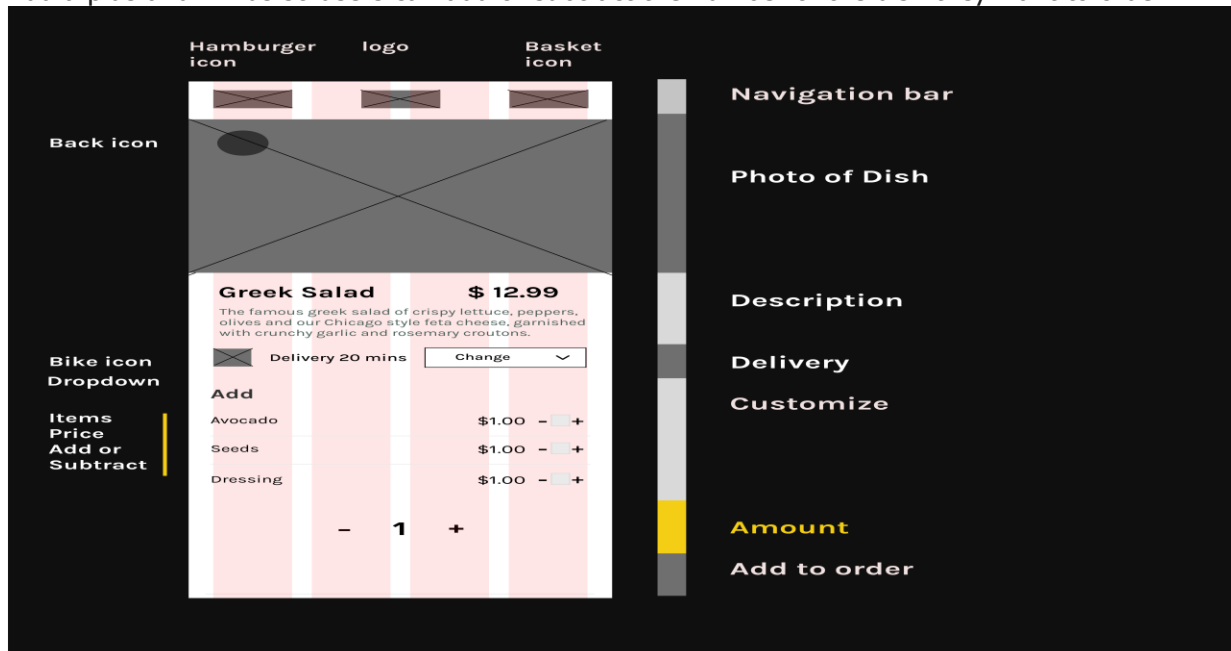
- Add text to inform the user that they can add items to their dish.
- List the options and price.





## Step 11: Number of dishes required

- Add a plus and minus so users can add or subtract the number of the dish they want to order.



## Step 12: Add to order

- Finally, add a button so users can tap to add a dish to their order.
- And add a text placement displaying the total amount of the dish within this button.

