

Introduce prototype tools i used

Adobe XD is the all-in-one UX/UI solution for designing websites, mobile apps, and more. Design, prototype, share. All in XD." Sounds great, and it's actually true. XD is streamlined software that is pretty simple to grasp. As long as you can plan a general app layout, navigation and graphics are easy to create. Whether you remake graphics for your prototype screens, or create them in XD, the process is relatively painless.

Artboard

In the upper left corner, you'll see Design, underlined and bolded. This means you are in Design View, or mode. This view will show tools and options used to create the designs on your screen. As in other Adobe apps, you'll see familiar tools in the tool menu on the left, like shapes and the Pen Tool. They work just the same.

Make Some Screens

Now, you can create graphics here in XD — it's really easy. However, you can copy and paste graphics straight from Illustrator. For the sake of clarity, that's what we'll do here. I have used some premade prototype graphics, and then made an extra screen to show how some other stuff works.

Home screens

Original vectors via Hurdy-gurdy

Now, I can select each screen, copy and paste right into XD.

First, I'll use the Artboard tool to add 3 more screens to the project. In the tools menu, on the left side of the window, second from the bottom, is the Artboard tool. You can also hit A on the keyboard to activate it. Select it, then click to the right of the main screen to add.

Add Screens

When I hit Command + V (to paste the screen I copied from Illustrator) it will come in at 100%. These being vectors, I can freely resize as I wish, without concern for loss of quality. So, even though it's tiny, I just hold Shift and drag the corners to resize it, proportionally, to fit the artboard. Don't worry about going out of bounds – the artboard only shows what is on it, not what is beyond it.

Create Screen Transitions

Now, we'll start creating the interactions in our prototype. Remember Design View in the top left of the screen? Now, we'll switch to Prototype view. Notice how the tools and options change for this kind of work,

Screen Transitions

Here, we can assign actions to screens or individual elements. In the first example, I'll select the entire Home screen by clicking on the artboard name above it, then assign where the app goes when the screen is tapped. I set the destination screen by dragging the Trigger, or the blue arrow that appears when on an element or screen, when it is selected, to another screen.

Drag the Trigger

From the pop-up menu, you can cycle through different transitions and animation styles to find the one you like. I always side with minimalism to prevent unnecessary distraction, so a Tap is just fine. You can also choose a destination here, from the drop down menu, by clicking the Trigger without dragging it.

Create Object Transitions

Just like assigning gestures to whole screens, you can assign actions to individual elements on the screen, like: buttons, elements, and images. You just double-click the object and either drag the Trigger to the screen you wish, or click the Trigger after selecting, to select the destination from the drop down menu.

Here, we'll make a Sign in button on the Find Location screen to take the user to the Sign In screen when tapped. Double-click the button and click the Trigger. Set the destination, and any other transition style you want.

Object Transitions

Preview the Interactions

You can see how the prototype will work in two ways. The first way is on your computer. In the upper right corner is a Play button, or a dark triangle pointing right. This will open a window, so you can use your mouse to click around on it, seeing if your destinations is correct.

The second is to use your phone to test. You'll have to install the Adobe XD app, and hook your phone up to the computer. Then, click the phone icon next to the Play button, and open the XD app. Select the project you wish to test from list, and start tapping and swiping.

Now, you should have a general grasp on how cool and easy XD makes prototyping app screens. Of course, there is far more to it than this. You'll need to think about adding Triggers to return Home, or when to swipe vs. when to tap, but I found that learning these basic gestures eliminated much of the disconnect I felt about learning something that seems so complicated. Honestly, I assumed there was, like, coding or math involved.


System screenshots

HOME

Products


my orders

Login / registrar



Gents Hoody
Red

Detail



Gents Hoody
Blue

Detail

Login / registration

Name...

Mobile Number...

Password ...

Login / registrar

Back To Home

Products

my orders

Back To Home



Gents Hoody
Red
price:1000

Detail



Gents Hoody
Blue
price:1000

Detail



Gents Hoody
yellow
price:1000

Detail



Gents Hoody
Black
price:1000

Detail

Products

my orders

Back To Home



Gents Hoody
Red
price:1000
Size: M, L ,XL

Order

write your comment....

x's comment....

z's comment....

Products

my orders

Back To Home



Gents Hoody

Blue

price:1000

Size: M, L ,XL

Order

write your comment....

x's comment....

z's comment....

Order History

Gents Hoody red

1000 BDT

Gents Hoody blue

1000 BDT

Total :

2000 BDT

cancel order

confirm order

Back To Home

**Thank you
For
Your order**

[Back To Home](#)

**Please
Order
Something**

[Back To Home](#)