EXPERIMENT-6

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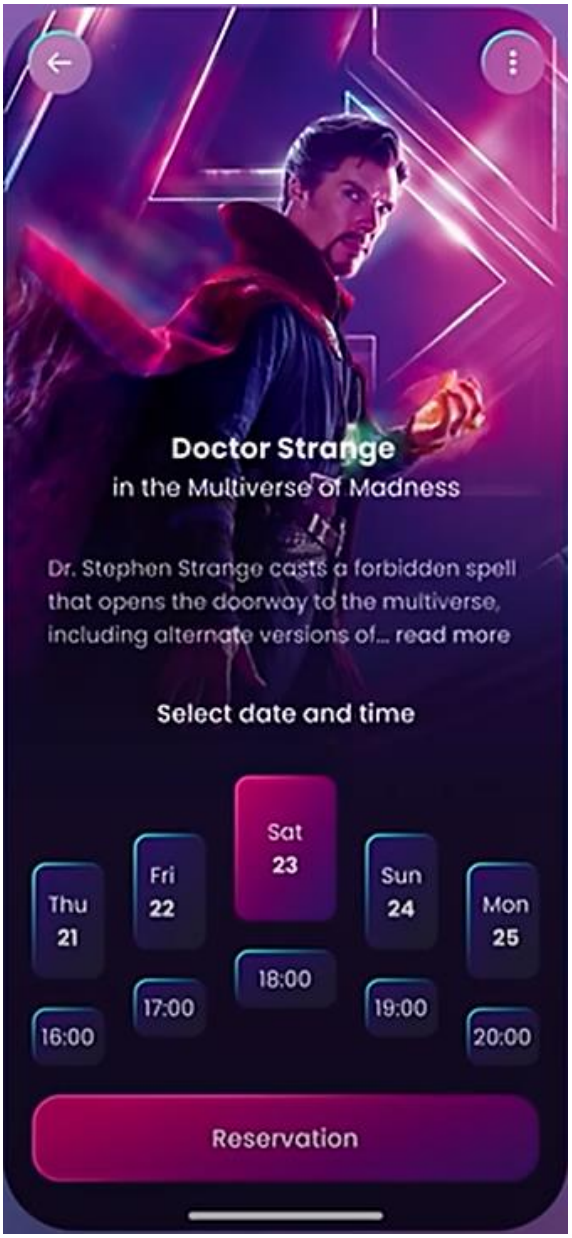
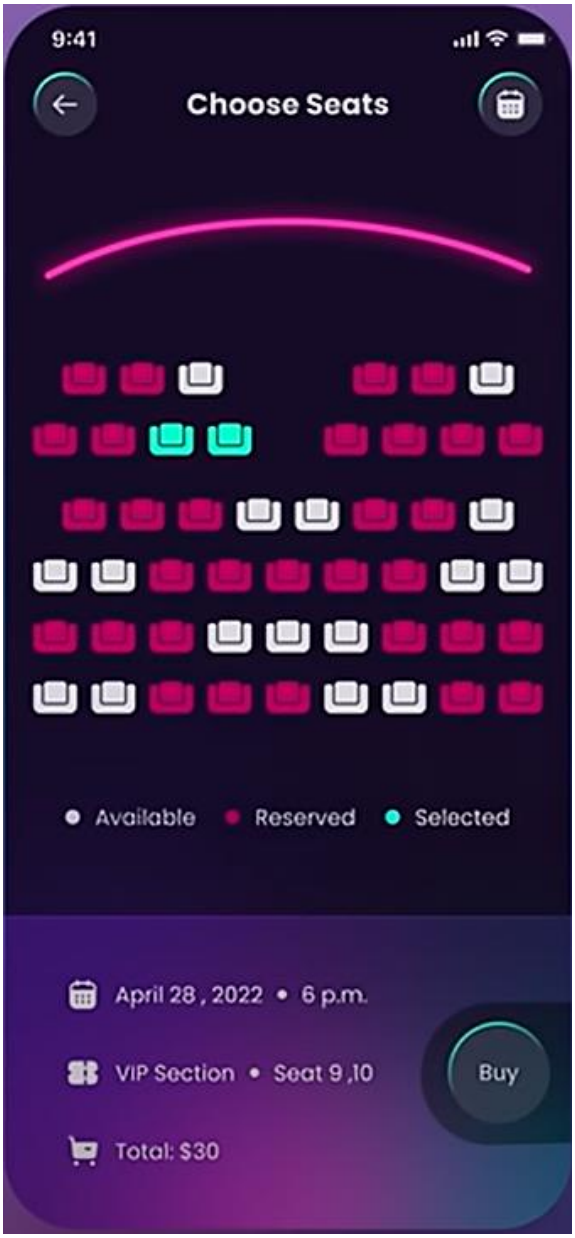
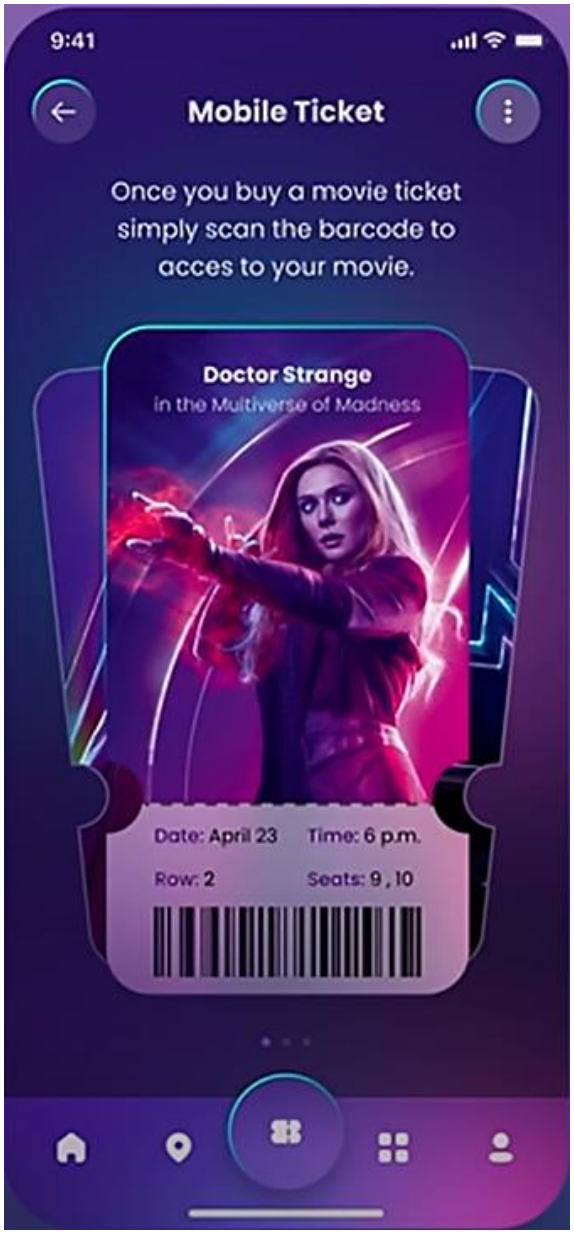
Simulate the lifecycle stages for UI design using the RAD model and develop a small interactive interface using Axure RP

AIM:

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







🔷 1. Requirements Planning Stage

✅ Objective:

- Define system goals.
- Identify user needs.
- Set scope for functionality.

📱Example from UI:

This stage is *before* any of the three screens. Think of it as the sketch/notes stage before anything is

built.

- You define that the system must:
    - Allow movie selection.
    - Let users pick a date, time, and seat.
    - Generate a digital ticket.

🛠 In Axure RP:

- Start with basic low-fidelity wireframes.
- Use boxes, text placeholders, and notes to define UI elements.
- Share these for early feedback.

🔷 2. User Design Stage

✅ Objective:

- Build and refine prototypes *with* user input.
- Quickly test layout, flow, and interactivity.

🖼 Screenshot 1: Movie & Time Selection

- Users select:
    - Movie (Doctor Strange)
    - Date (e.g., Sat 23)
    - Time (e.g., 18:00)

🔲 RAD Link:

- User Design stage in action—simple but polished layout.
- Early mockups are tested with users for feedback:
    - Are dates easy to tap?
    - Is time selection intuitive?

🛠 In Axure RP:

- Interactive buttons for dates and times.
- Dynamic panels to swap content based on selections.
- Simulated click flows let stakeholders "experience" the interface before coding.

🔷 3. Rapid Construction Stage

✅ Objective:

- Develop the actual functionality.
- Continue prototyping, improving based on testing.

🖼 Screenshot 2: Seat Selection Interface

- Visual feedback with color coding:
    - Cyan = selected
    - White = available
    - Red = reserved

🔂 RAD Link:

- This is the core interactive logic under construction.
- Developers or designers might still tweak layout or logic here.
- New versions are tested with users.

🛠️ In Axure RP:

- Repeater widgets for seat grids.
- Conditions and styles to toggle colors on click.
- Simulated “Seat 9, 10” selection.
- Optionally show seat total price logic (as in the lower text: $30).

🔷 4. Cutover (Implementation) Stage

✅ Objective:

- Finalize the system.
- Conduct final user acceptance tests.
- Prepare for launch or handoff to development.

🖼 Screenshot 3: Digital Ticket Screen

- Shows a completed ticket:
    - Date: April 23
    - Time: 6 p.m.
    - Seats: 9, 10

🔂 RAD Link:

- Final product is ready to use or demo.
- All prior user choices (date, seat) are reflected.
- Final look and logic are locked in.

🛠 In Axure RP:

- Variables are used to carry choices across screens.
- Barcodes added for realism (though simulated).
- Prototype can be tested by QA or presented to stakeholders.