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**Title of Experiment:.** Design High Fidelity prototype for Given Problem Statement using Figma tool.

**Objective of Experiment:.**

The objective of this experiment is to create a high-fidelity prototype of the Swiggy app using the Figma design tool. This prototype will serve as a visual representation of the proposed improvements and enhancements for the Bank website, with a focus on improving user experience, functionality, and aesthetics.

**Outcome of Experiment:** We created A High Fidelity prototype Of the Swiggy.

**Problem Statement:**

The current Swiggy app faces several issues that hinder its functionality and user-experience.

**Description / Theory:**

**Prototyping:**

Prototyping is a fundamental concept in the field of product and software development. It involves creating a preliminary, simplified version of a product or system to visualize and test its functionality, design, and features before committing to full-scale development. Prototypes are essential for gathering user feedback, clarifying requirements, and identifying potential issues early in the development process.

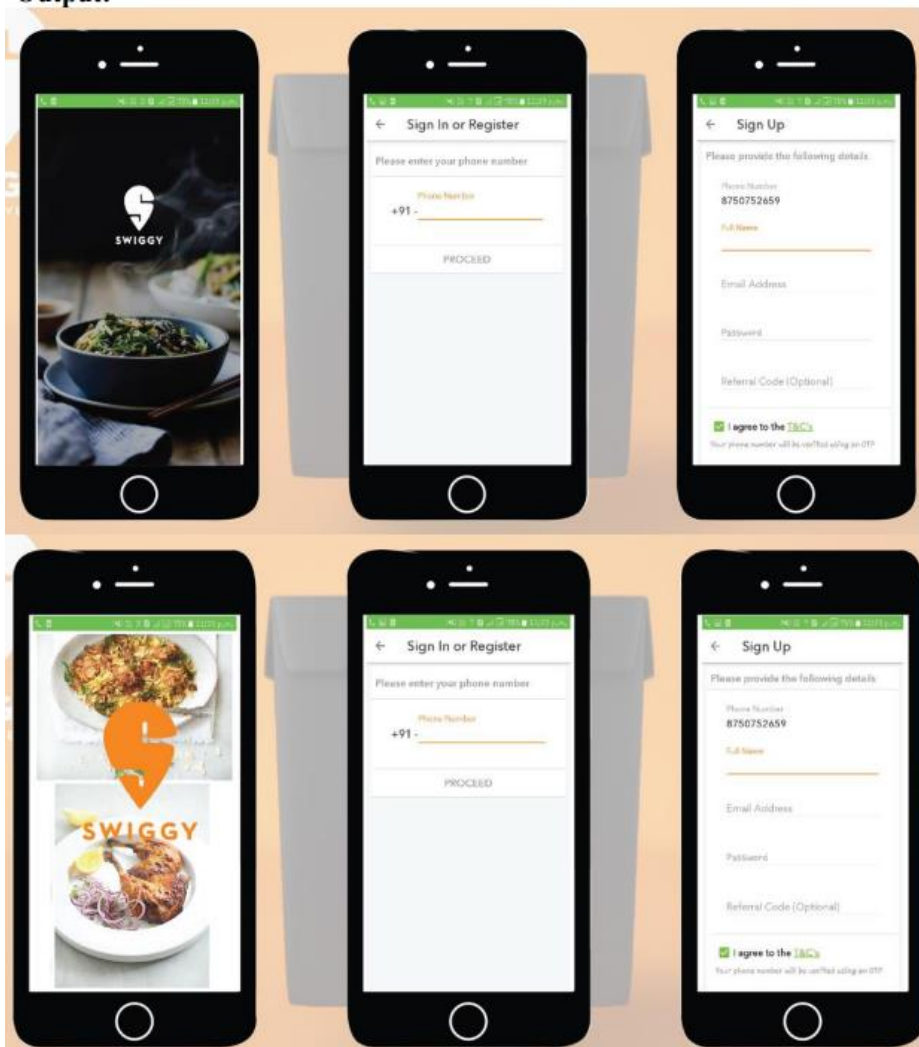


## High Fidelity Prototype:

High-fidelity prototyping is an advanced design technique that involves creating highly detailed and realistic prototypes of products or systems. These prototypes closely resemble the final product in terms of design and functionality, allowing for in-depth user testing, requirement validation, and improved communication with stakeholders. High-fidelity prototypes help reduce development risks and ensure the final product meets user expectations.

In summary, high-fidelity prototypes are comprehensive and sophisticated representations of a product or system, offering a realistic user experience, in-depth testing capabilities, and insights into design feasibility. They are a crucial step in the product development process, helping ensure that the final product aligns with user expectations and project requirements.

## Output:



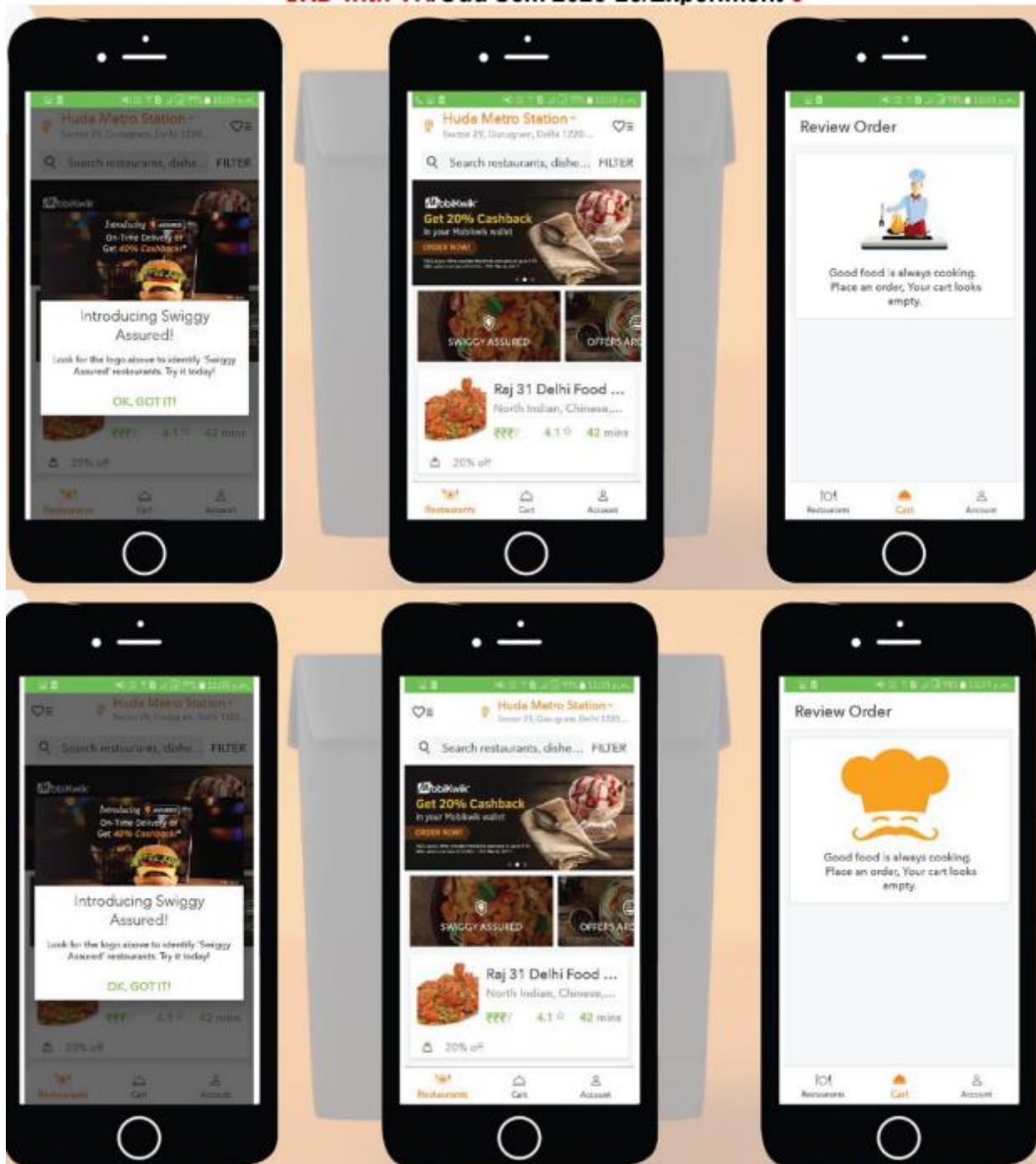


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UXD with VR/Odd Sem 2023-23/Experiment 4



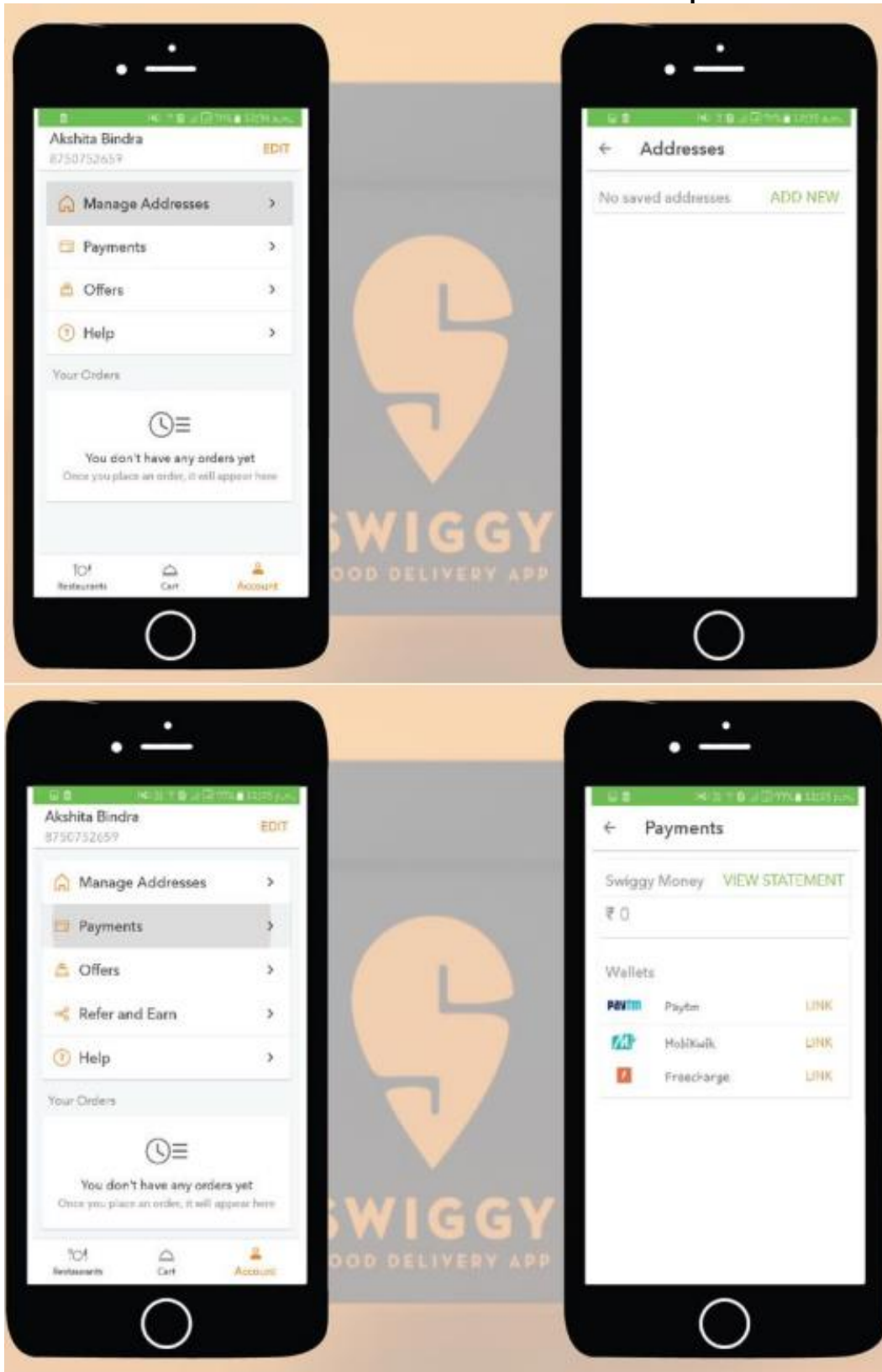


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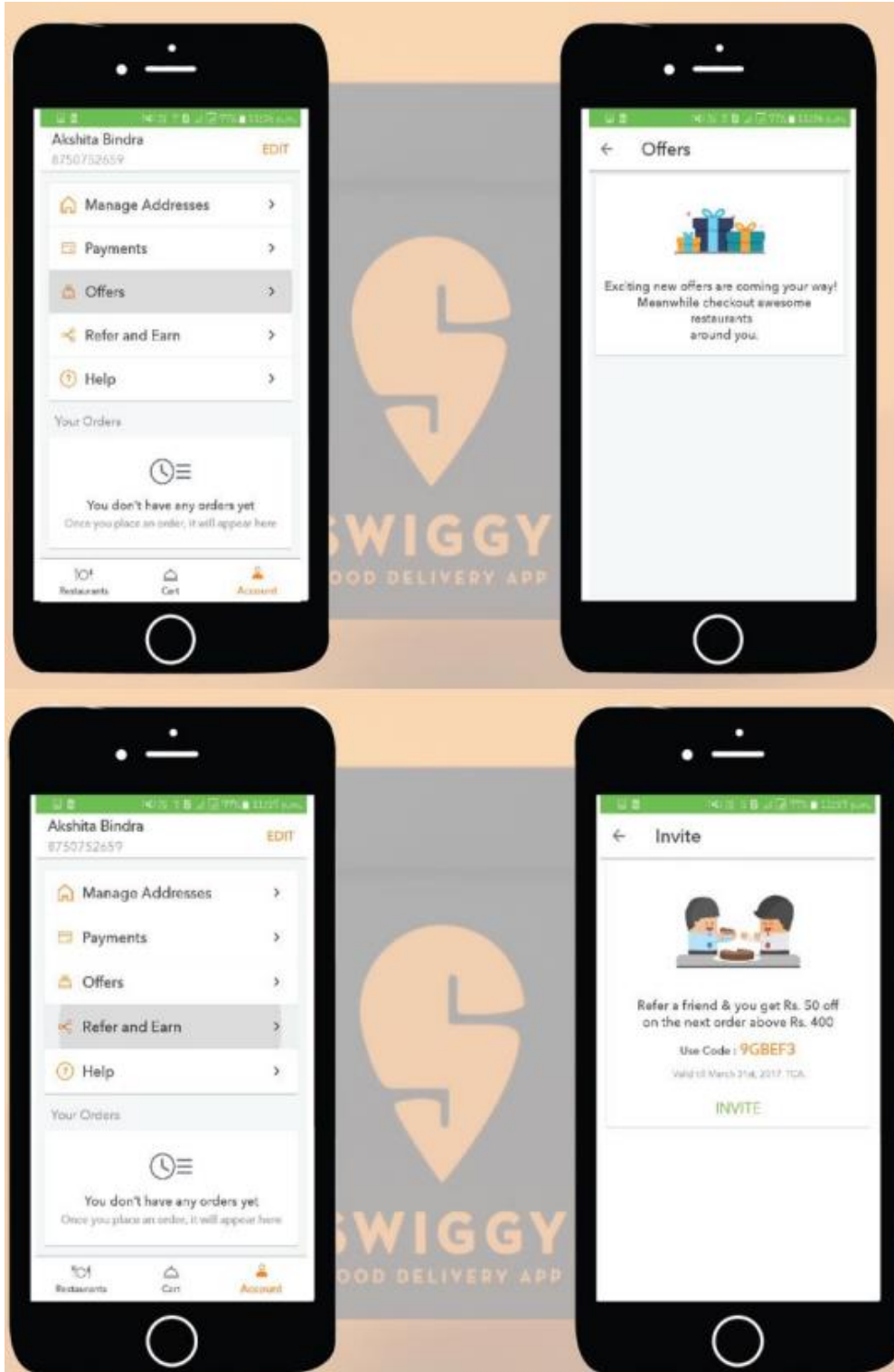


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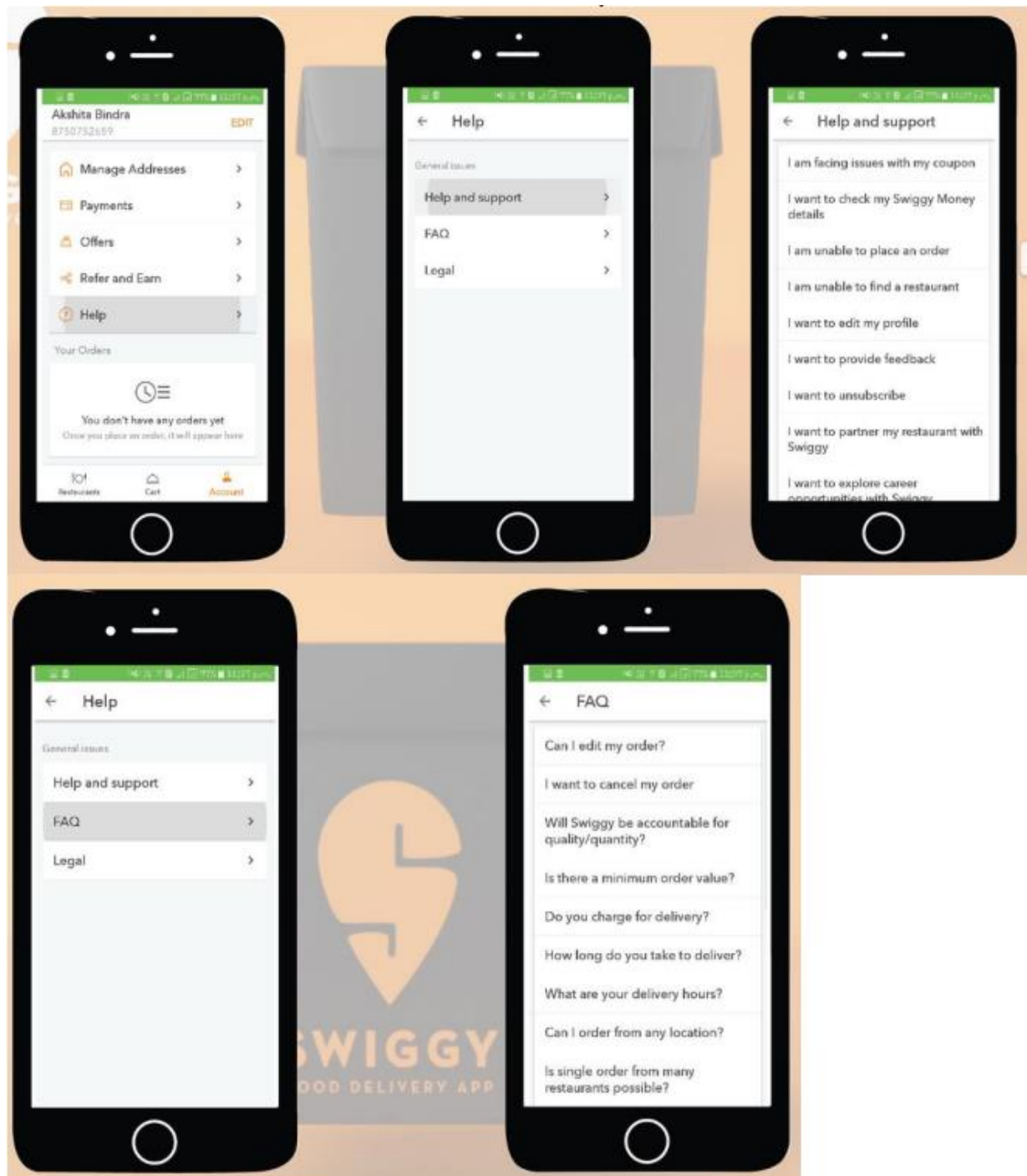


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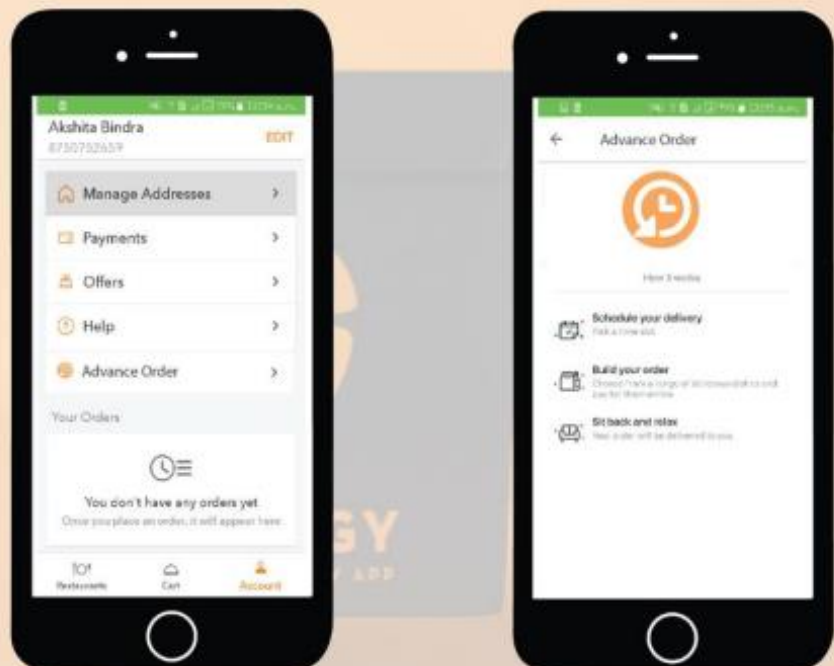
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## PRE-ORDERING

There are times when the customer is not able to get their desired dish from a restaurant because the dish is not being available due to last minute order.

This feature allows the customer to order their food in advance and get their dish delivered on the desired time.





## **Results and Discussions:**

### **Result:**

The high-fidelity prototype for the Swiggy app has been successfully developed, closely resembling the final product in design and functionality.

### **Discussion:**

The prototype enabled realistic user testing and feedback, validated project requirements, and supported collaboration among team members. Despite the time and resource investment, the iterative design process resulted in a user-friendly, modern app that aligns with stakeholder expectations.