# Summary

I believe that the low-fidelity testing of the prototype was successful. A lot of criticism has been received of the prototype, not of the product itself, but of the prototype. Below are the main feedbacks.

Positive feedback:

* Interesting idea.
* Tour interactivity.
* Easy navigation.

As for negative feedbacks (I use the phrase negative feedbacks here, but specifically in the methodology associated with prototypes there is no negative or bad rating, it’s better to get a bad one, no at all), then there were much more of them, which means that there is something to work on!!!

Negative feedback:

* Paper prototype, difficult to abstract and use imagination, the concept and navigation was understood by all test takers, but there were complaints about "prototype quality".
* Lack of colors.
* Lack of the ability to zoom posters.

In the future, it is planned to create a medium fidelity prototype in order to understand whether the project is moving in the right direction. Colors will be added. The biggest change will be the addition of poster zooming.

To summarize all of the above, it is worth noting that a paper prototype, namely a wireframe for projects such as a virtual tour, was not the best idea. The original plan was to create a Story Board Card in the right color scheme, with volumetric pictures and paper applications. This did not happen due to the limited budget, namely 150 hours. It is worth noting that perhaps the point is not in the wireframe as a concept, but in the quality of execution. Perhaps more attention should have been paid to the implementation of a better low-fidelity prototype.