# Introduction to Figma, Wireframes, and Topic Selection

* Signup to Figma account
  + <https://www.figma.com/>
* Basics of figma:
  + Creating frames (different screen sizes and devices)
  + Text (Size, Weight, Alignment)
  + Shapes (Fill and stroke)
  + Images (Adding and clipping)
  + Basic prototyping (Click an element on one page and reach another)
* [Basics of Figma](https://youtube.com/playlist?list=PLXDU_eVOJTx7QHLShNqIXL1Cgbxj7HlN4&si=XnDuuEpcYdWCL0YV)
* Creating Wireframes
  + Reading Materials
    - [Wireframing essentials](https://www.lucidchart.com/pages/how-to-make-a-wireframe)
    - [Guide to creating wireframes](https://careerfoundry.com/en/blog/ux-design/what-is-a-wireframe-guide/)
* Topic Selection
  + Mobile Application (must include tablet interface)
  + Web Application (must include mobile view)
  + Game Application