

1.



Activity introduction

This activity will help you apply your prototyping skills. In this activity, you'll build a low-fidelity prototype of your complete user flow. With this prototype, you can begin testing basic functionality and usability. You recently completed a similar activity with your dedicated mobile app. Now, you're creating a low-fidelity prototype based on your website wireframes.

After completing this activity, you'll have the opportunity to compare your work to a completed exemplar in the following course item.



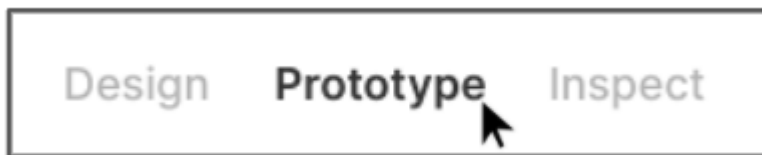
Step-by-step instructions

Before you begin, open your project and make sure you created all the wireframes needed to complete your primary user flow. For simplicity, clearly labeling each wireframe screen can help you quickly identify and distinguish between them. This process will be beneficial as you make interactive connections.

Step 1: Change from the Design tab to the Prototype tab

Whether you're using Figma or XD, you should know how to switch from the design stage to the prototype stage. In Figma, this option is in the top right corner of the screen. In XD, this option is in the top left corner of the screen.

In Figma:



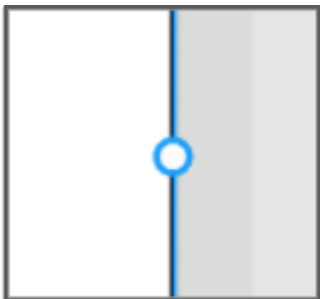
In XD:



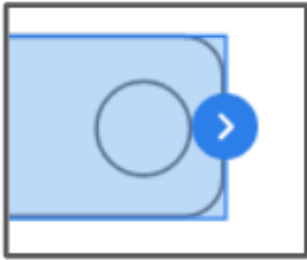
Step 2: Select an element's connection node

In either design tool's prototype mode, you'll notice a small blue circle when you click on an element of your wireframe. This small blue circle is called a connection node. With it, you can tell Figma or XD what screen to show next when you click that element. Both tools use very similar connection nodes — the underlying functionality is identical.

In Figma:



In XD:



Step 3: Make a connection between an element and a screen

Using that connection node, you can drag to make a connection to the destination screen. After making the connection, you'll have a few options available to modify the interaction on the right side of the screen. As this is a low-fidelity prototype, the standard interaction will work great. If you accidentally connect the wrong screen, you can change the destination on the right side of the screen as well.

As you're working on this process, think critically about the element you're connecting as well. You can connect any element to any page, but make sure that users understand what they can or should interact with. Ask yourself, "Will my users be able to tell which elements they should click?" Navigation cues help guide a user through your product and are the supporting foundation on which your prototype is built.

Step 4: Repeat for all the screens in your main user flow

Repeat steps two and three until you've connected all elements to their respective screens. It might end up appearing a little messy, but that's fine! You're just learning all the ways a user can navigate your prototype. Don't forget to connect elements that navigate back through your flow as well. You'll likely have a back arrow that helps a user navigate to a previous screen—don't forget to make that connection too!

Step 5: Preview your prototype in action

You can now click the Play button in the upper-right corner to ensure everything is working as expected. This is the same in both Figma and XD. When viewing the prototype in Figma, you can also share it. In XD, the sharing tool is its own panel; you can find it in the screen's top-left corner. Sharing your project link will be an asset to you when you want feedback on your prototype.

In Figma:



In XD:



Congratulations! You've built your low-fidelity prototype. Producing an interactive digital product is a big deal.

Step 6: Reflect on the completion of this activity

Be sure to address the following questions in your completed deliverable:

Did you connect all the wireframes required to complete the main user flow?

Did you provide a means for users to proceed forward and backward within the flow?

Are cues for navigation clearly indicated within your prototype?

Did you indicate successful completion of the main user flow?

Did you give the user the option of returning home after completing the main user flow?

Step 7: Save your work

As you complete these activities, remember to:

Save all of your work to your computer, a hard drive, or a Google Drive folder to make sure you have all the resources you'll need later in the course for your portfolio.