1. Fill in the blank: A high-fidelity prototype must have visual elements, navigation, and _____.

    1 / 1 point

- ◉ interactions
- ○ placeholders
- ○ outlines
- ○ wireframes

✓ **Correct**
A high-fidelity prototype must have visual elements, navigation, and interactions. Interaction is included in high-fidelity prototypes because it contributes to the design's functionality.

2. When finalizing the navigation for a high-fidelity prototype, what questions should the designer ask? Select all that apply.

    0.75 / 1 point

- ☑ How does a user get from one screen to the next?

  ✓ **Correct**
  This is a good question to ask because it considers the user and addresses how the user flow should be navigated. Other key considerations include: "How easy is it to locate navigation-related icons?" and "At which point does the user journey end?"

- ☑ How easy is it to locate navigation-related icons?

  ✓ **Correct**
  This is a good question to ask because it examines how the user would interact with the product. Other key considerations include: "How does a user get from one screen to the next?" and "At which point does the user journey end?"

- ☑ What color should be used for the navigation-related icons?

  ⊗ **This should not be selected**
  Color considerations are complete by this stage of the design process. The focus at this stage is how the user flow should be navigated. Key considerations include: "How does a user get from one screen to the next?" "How easy is it to locate navigation-related icons?" and "At which point does the user journey end?"

- ☑ At which point does the user journey end?

  ✓ **Correct**
  This is a good question to ask because it accounts for the navigation required to end the user's journey. Other key considerations include: "How does a user get from one screen to the next?" and "How easy is it to locate navigation-related icons?"

3. A designer builds a high-fidelity prototype in Figma and wants to make it interactive. What is the first step to making a design element interactive?

1 / 1 point

○ Indicate the destination

◉ Select the item for the hotspot

○ Make the interaction that connects the hotspot to the destination

○ Add the interaction and animation

✓ Correct
The first step in creating a connection or interaction in Figma is to select where the user's interaction will take place.

4. When creating a high-fidelity prototype in Figma, what happens directly after the designer adds the interaction details?

0 / 1 point

◉ Connect the screens

○ Adjust the animation

○ Share the work

○ Lay out the mockups

⊗ Incorrect
This step occurs right before a designer adds the interaction details in Figma. Adjusting the animation occurs after a designer adds interaction details in Figma.

5. Fill in the blank: Screens should be laid out in the order of the user flow because the first connection a designer makes will be the starting frame for the prototype. This is the first ___ they want a user to take in the app.

1 / 1 point

○ view

◉ action

○ completion

○ pass

✓ Correct
The user flow is important to how the designer creates the first connection they want the user to act upon.