

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, you can begin testing basic functionality and usability.

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



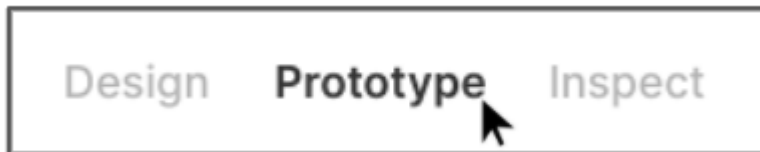
Step-by-step instructions

Before you begin, make sure you have your portfolio project open and that you have created all the wireframes needed to complete your primary user flow. To make your life easier, make sure the individual wireframe screens are clearly labeled so you can quickly identify them and distinguish between them. This process will be helpful as you make interactive connections.

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

Whether you're using Figma or XD, you'll need to move from design to prototyping. 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:



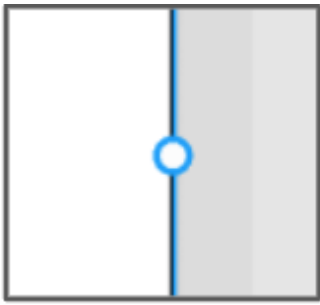
Step 2: Select an element's connection node

In either design tool's prototype mode, you will 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. Click the node, and drag it to a wireframe.

In XD:



In Figma:



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

Using that connection node, you can drag to make a connection to the following 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 connected the wrong screen, you can change the destination on the right side as well.

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

Step 4: Connect the rest of the necessary screens for 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.

Step 5: Preview your prototype in action

With your connections made, you can 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 top left corner of the screen. Sharing your project link will be an asset to you when you want feedback on your prototype.

In XD:



In Figma:



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 simulated activity?

Did you return users to a sample origin after completing the simulated activity?

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.