

Peer-graded Assignment: Weekly challenge 5: Create a high-fidelity prototype for your portfolio project

Deadline Aug 13, 11:59 PM +08

Ready for the assignment?

You will find instructions below to submit.

Instructions

My submission

In this peer review assignment, you will add interactivity to your portfolio project's mockup screens to create a working prototype. A **high-fidelity prototype** is a representation of a final product that demonstrates its functionality. High-fidelity prototypes are a series of interconnected mockups that represent all the pages in a design. Prototypes allow you to demonstrate how your product will look, feel, and work before passing it off to the development team. If you've done this in previous courses, you'll find this activity very familiar. However, at this level of fidelity, you'll be experimenting with and giving more thought to various types of gestures and motions. Once your prototype is complete, you'll upload a link and share it for your peers to review. As you review your peers' work, consider how prototypes help convey design ideas and give stakeholders an idea of how the product will function.

Discussions

Review criteria

Your submission must include a completed high-fidelity prototype. By now, you should have a complete set of mockups for your design that you will use to create your prototype. [less](#)

Your submission will be assessed out of 8 points using the following criteria:

- 1 point: At least 4 mockup screens are connected in a simulated navigational flow.
- 1 point: Users can proceed forward and backward within the flow.
- 1 point: Users can enter the flow from different starting points.
- 1 point: Cues for navigation are clearly indicated.
- 1 point: Screen transitions have animations to add motion to the design.
- 1 point: Animation speeds appear to align with accessibility standards.
- 1 point: Successful completion of simulated activity is indicated.
- 1 point: Users are returned to the screen they started on after successfully completing an activity.

Step-By-Step Assignment Instructions

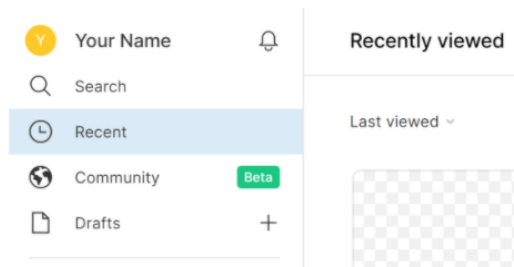
Step-By-Step Instructions

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In this activity, you'll use the high-fidelity mockups you created in the previous sections of this course. Follow the directions below to create a high-fidelity prototype for your portfolio project.

Step 1: Open your project in Figma

After opening the Figma website or starting the Figma desktop app, find your project under **Recent**. Click on the project to open it.



Step 2: Arrange your high-fidelity mockups

Take time to make sure your frames in Figma are in the navigational order that your prototype will follow for the user journey. Making sure your screens are in this logical order will make it easier to create a prototype.

Step 3: Create an initial connection between two screens in your prototype

You may recall this process from earlier courses, but as a reminder, here is an overview of the process.

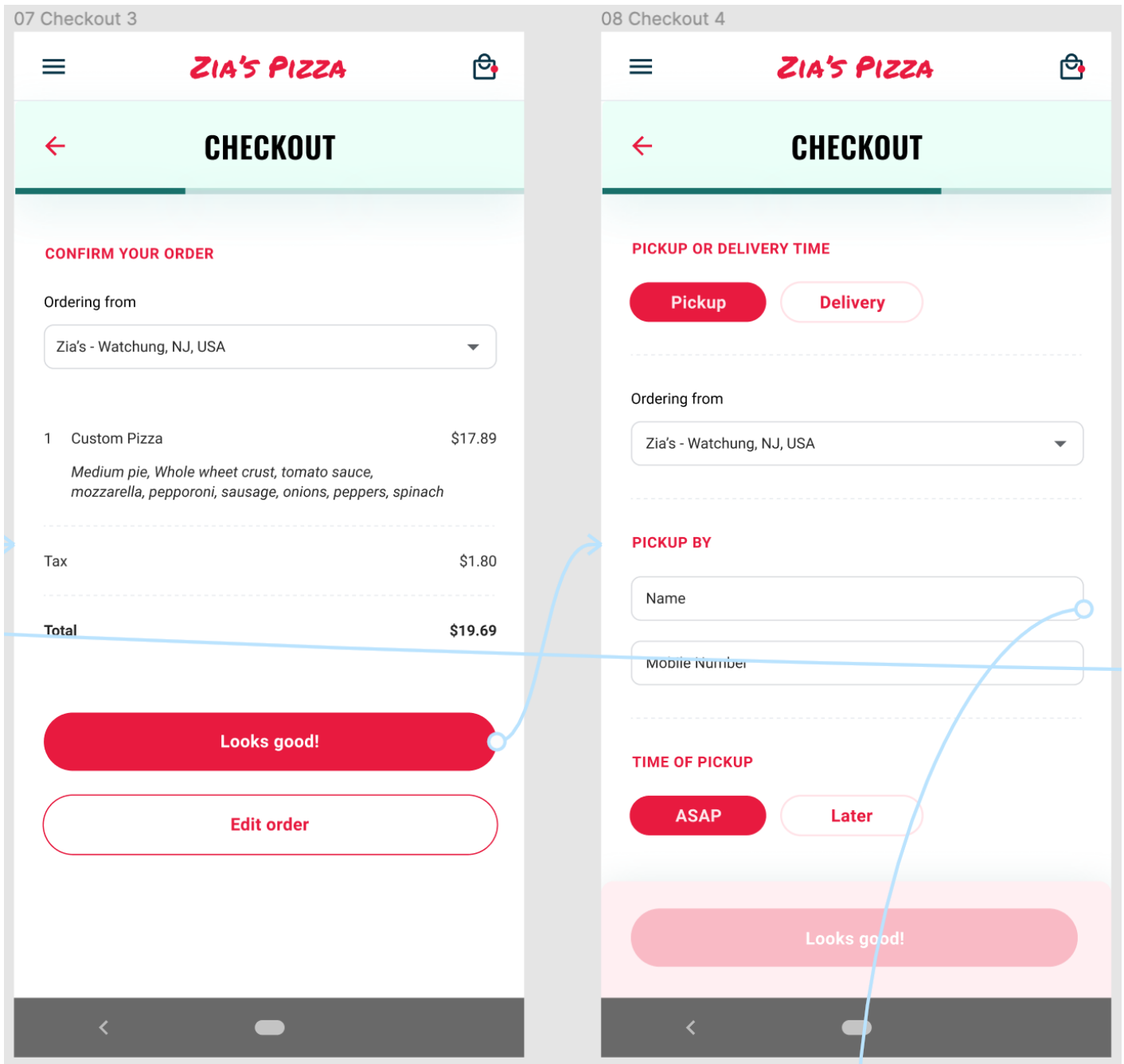
First, switch from the design panel to the prototype panel by clicking on the word **Prototype** in the top right corner.

Design **Prototype** Inspect

Click on the element within the screen that the user will use to transition to the next screen, for example, a button.

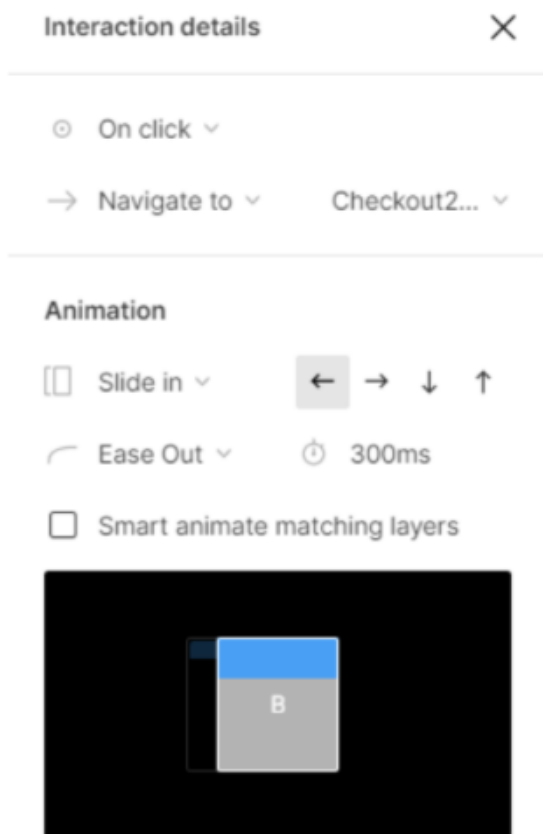
Looks good!

The **connection node** is the circle on the right side of an element in prototype mode. Drag the node from a selected element to the screen you want to connect to, as shown here.



Step 4: Experiment with different animations

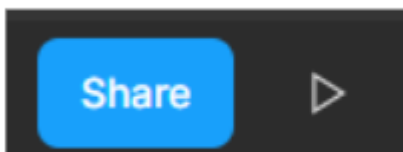
Once you have made your first connection, test out the different animation options in the **interaction details panel** to determine which of them creates the most intuitive user experience for your prototype.



Figma has several animations, so you'll have plenty of options to choose from to make your prototype seem as realistic as possible.

Step 5: Preview the interaction

Using the **Present** button in the top-right corner of the toolbar, you can verify that the interaction's gesture and motion make navigation clear, simple, and delightful for the user.



Remember that this is an iterative process; you'll be able to make changes to these interactions after getting feedback. This first set of decisions doesn't need to be the final set of decisions.

Repeat this process for all the screens in your main user flow. Aim for usability. Not every interaction needs to be novel, fun, or quirky.

Step 6: Save and share your portfolio project high-fidelity prototype

Click **Share Prototype** in the top right of your screen in Figma. Make sure your prototype is named appropriately. Then, set your link access to "Anyone with the link" and your share settings to "can view". When you're finished, select "copy link". This will generate a link to your prototype so your peers can view it. Submit your link in the assignment prompt below.

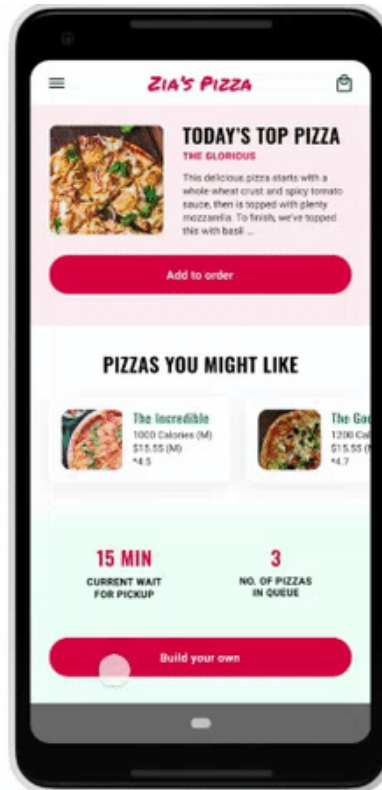
Your peers will be reviewing the prototype and giving you feedback on it. After you've submitted your own prototype, review the work of two of your peers following the assignment rubric.


Example Submissions

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Example Submission

Below is an example of a high-fidelity prototype, using the Zia's Pizza example we have been following in this course. In this example, the user clicks through the process of building and buying a pizza.



To interact with the complete prototype for Zia's Pizza, follow the link [here](#) .

Examples of Good Feedback

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In the example above, the gestures and motion are simple and straightforward. Most of the animations are **On Tap/Instant** to keep the user experience clean and easy. A different animation is applied to the navigation menu-overlay to better reflect the action. When the user presses the hamburger menu, the **Move In** animation is used to make the panel look like it's sliding in from the side. Choosing animations to fit the action brings life to the design and improves the user experience.