

Peer-graded Assignment: Weekly challenge 3: Build a low-fidelity prototype for your portfolio project

Deadline Jul 23, 11:59 PM +08

Ready for the assignment?

You will find instructions below to submit.

Instructions

My submission

In this activity, you will build a low-fidelity prototype based on the digital wireframes you created in the previous Weekly Challenge, [Create digital wireframes](#)[↗], for your portfolio project. With a prototype, you can begin testing the basic functionality and usability of your designs.

You will also give and receive feedback from two peers. Feedback will help guide you with improving your designs. A fresh perspective can also help lead to new ideas, and it can help us understand something from a new perspective!

Discussions

Review criteria

Your digital prototype in Figma will be assessed out of three points using the following criteria:

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1 point: The prototype connects at least four distinct wireframes allowing completion of a main user flow.

1 point: The prototype includes connections that allow users to proceed forward and backward within the sequence.

1 point: The prototype embeds cues for user navigation that are clearly indicated.

Additional areas for consideration:

Displays messaging or navigational cues that indicate successful completion of the simulated user flow

Includes a means for users to return to the starting point after successfully completing the flow sequence

Step-By-Step Assignment Instructions

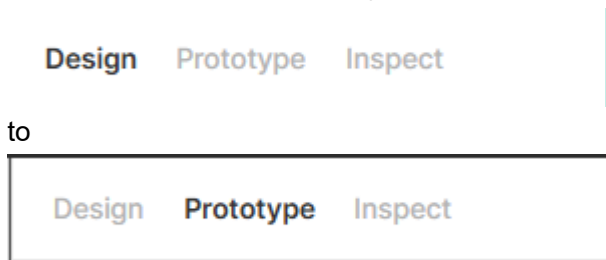
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As with the prototype you built in the activity [Practice creating a low-fidelity prototype in Figma](#)[↗], make sure you have your Figma project open and wireframes completed for all screens that are needed to complete the main user flow. For example, with Zia's Pizza, the user needs to be able to build and order a customized pizza.

Make sure the individual wireframe screens are labeled accurately; this will be very helpful as you begin making interactive connections, and it will keep you organized. Keep in mind that sometimes you will be sharing files with others. Maintaining neatly organized designs helps a lot with maintaining clarity!

Step 1: Change from the design tab to the prototype tab.

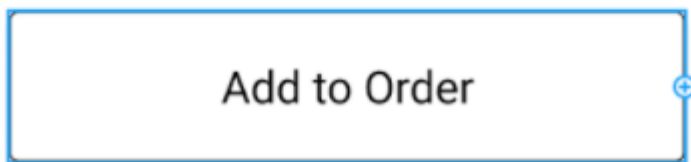
You'll notice the option to change from designing wireframes to connecting them in a prototype in the upper right corner. Switch over to **Prototype**.



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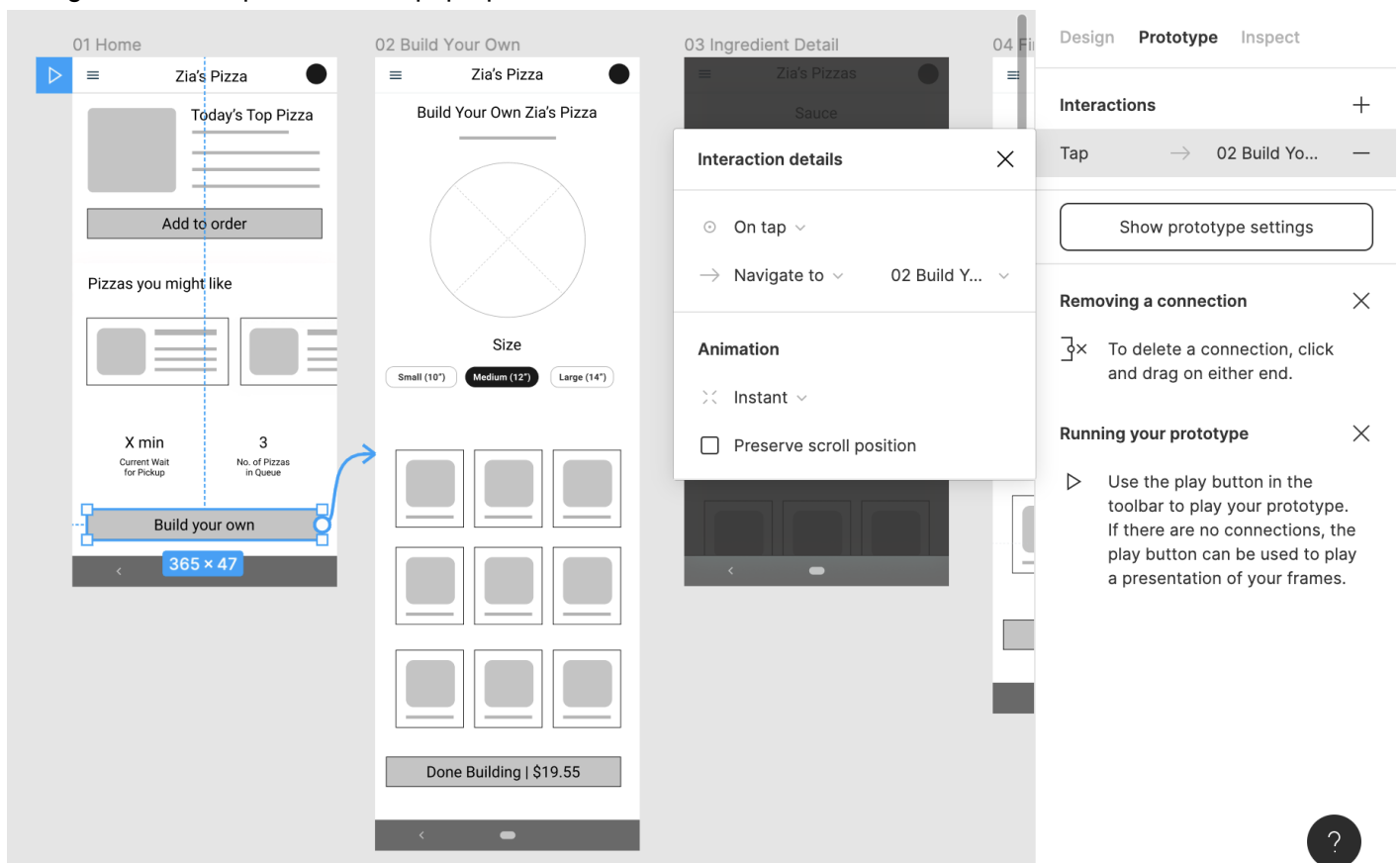
Step 2: Select an element's connection node.

In Figma's prototype mode, when you click on an element of your wireframe, you'll notice a small blue circle with a plus sign in it. This is called a **connection node**. With the connection node, you can tell Figma what screen to show next when that element is clicked.

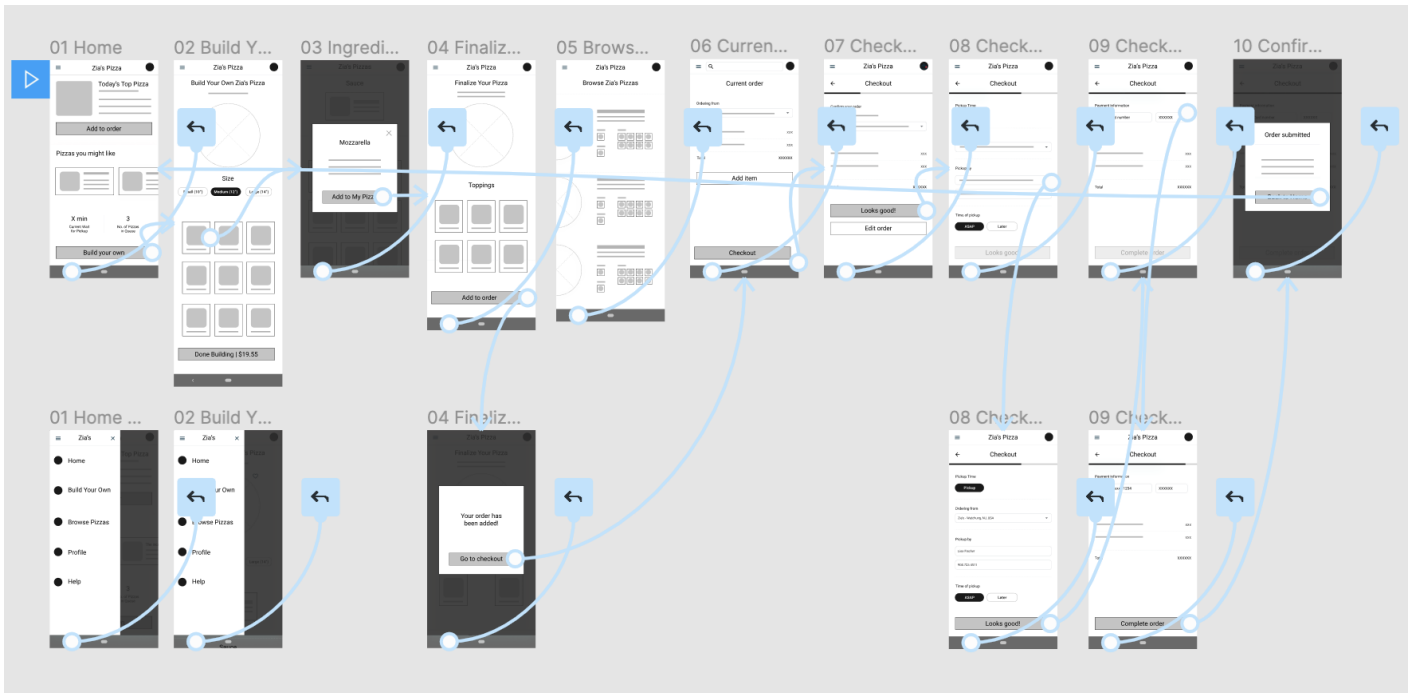


Step 3: Make a connection between an element and a screen.

Using the connection node, drag to make a connection to the following screen. When the connection is made, you will have a few options available in the **Interaction Details** pop-up. For this prototype, the standard interaction ("On click - Animation:Instant") is fine. If you accidentally connected the wrong screen, you can change it in the dropdown in that pop-up as well.



Repeat steps 2 and 3 until you've connected all elements to their respective screens. It might be a little messy, but that's fine: You're just observing all the ways a user can move around your prototype!



Step 4: Observe your prototype in action!

With your connections made, click the **Play** button in the upper right-hand corner to ensure everything is working as expected. When viewing the prototype, you also have the option to share it. This will be valuable when you're ready for feedback on your prototype.

When complete, submit your prototype for peer review by copying the link for the design and then sharing the link through the My Submission tab at the top of the page. To copy the link:

- . Click the blue "Share Prototype" button in the upper right corner.
- . Check that the "Anyone with the link" and "can view" options appear.
- . Click the "Copy link" button to receive the shareable link.

After submitting your assignment, make sure to give feedback to at least two peers. Remember, each piece of feedback you receive is valuable and helps you identify good and bad design patterns. Be patient with early feedback and mindful of who is providing the ideas; they may not be your target audience. It's good practice to view each piece of feedback as one data point. The more common data points you get, the easier it will be to identify patterns and confidently take the next step toward a more complete solution.

Congratulations on making this prototype portfolio-ready!

This prototype will need to be added to your portfolio later. Make sure to save a copy of this prototype in your Figma account. Keeping notes of how things are going throughout the process makes it a lot easier to write your case studies.

Example Submissions

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[Example submission for Zia's Pizza: Click to open in Figma](#)

Exemplar Explanation

In this prototype, the user can go through the process of starting a new pizza order, customizing a pizza, confirming that the pizza's correct, and submitting the order.

Users can complete a task or user flow, move forward and backward, and navigate with the cues included.

Remember that a prototype is always built around testing the user flow that solves the user problem. In this example, there was no need to build out the settings screen. This prototype was just testing the main user flow of ordering a pizza.

Add to Your Case Study


After you receive feedback from peers and make revisions, you're ready to add your low-fidelity prototype **less** to your portfolio case study slide deck!

If you need access to the template for the case study slide deck introduced at the beginning of [Course 2](#), click the link below and select "Use Template."

Link to template: [Case study slide deck template](#).

OR

If you don't have a Google account, you can download the template directly from the attachment below.

 [Google UX Design Certificate - Case study slide deck \[Template\]](#)

On slide #14, add a screenshot of your prototype connections or a GIF of the primary user flow. You should also include a link to view your prototype—and make sure the access is set so that anyone with the link can view it. Here's an example of the slide for Zia's Pizza that showcases the low-fidelity prototype:

Low-fidelity prototype

The low-fidelity prototype connected the primary user flow of building and ordering a pizza, so the prototype could be used in a usability study with users.

View the Zia's Pizza
[low-fidelity prototype](#).

