# Learn more about building low-fidelity prototypes

Great job designing digital wireframes! At this point, you're ready to connect your wireframes and make your designs interactive. Remember, a **prototype** is an early model of a product that demonstrates functionality. The goal of prototyping is to identify and solve problems related to the function of your dedicated mobile app.

The process of creating a low-fidelity prototype is similar whether you're designing in Figma or Adobe XD. If you need a refresher, check out this video ↗ and reading ↗ about creating a low-fidelity prototype in Figma. Or, this video ↗ and reading ↗ about creating a low-fidelity prototype in Adobe XD.

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