

1.



Activity introduction

This activity will help you apply your prototyping skills. You'll be converting the mockups you made in the [Create mockups of a mobile app](#) activity into a high-fidelity prototype. As you build your prototype, remind yourself of what task you're building for the user to test during the next usability study. As you build your prototype, you may realize that you need to change a few things or create additional screens. That's perfectly fine. Remember, designing is an iterative process that evolves and changes as it goes along. After completing this activity, you'll have the opportunity to compare your work to a completed exemplar in the following course item.



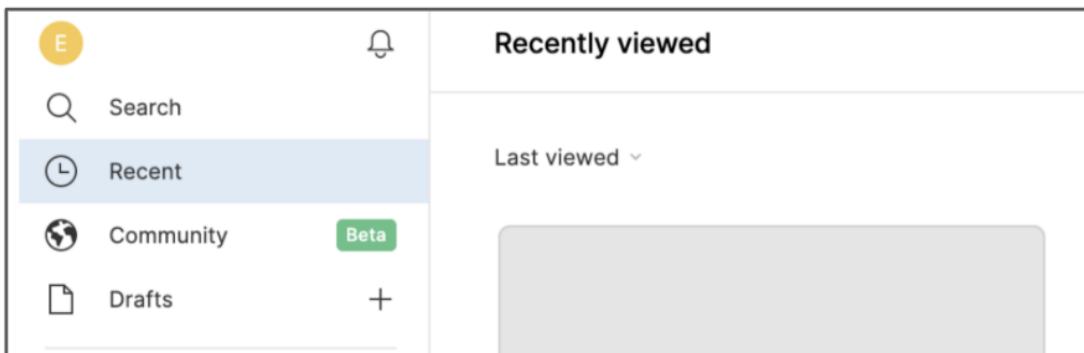
Step-by-step instructions

Step 1: Open your mockups for your portfolio project

Open your mockups in Figma or Adobe XD.

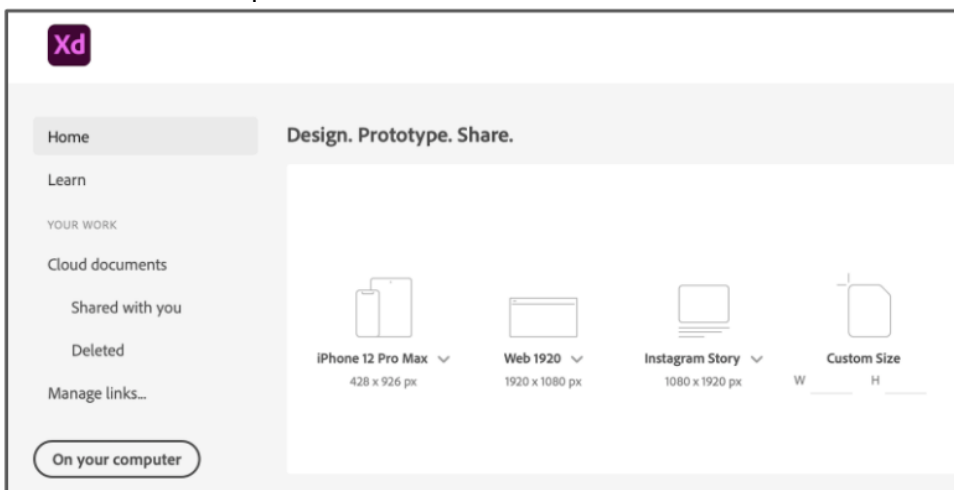
In Figma:

Go to the Figma website or start the Figma desktop app. Make sure you are logged in and click on Recent in the upper left-hand navigation bar, then click on your project to open it.



In Adobe XD:

Start the Adobe XD desktop app. Make sure you are logged in and click on your project in the Recent section to open it.

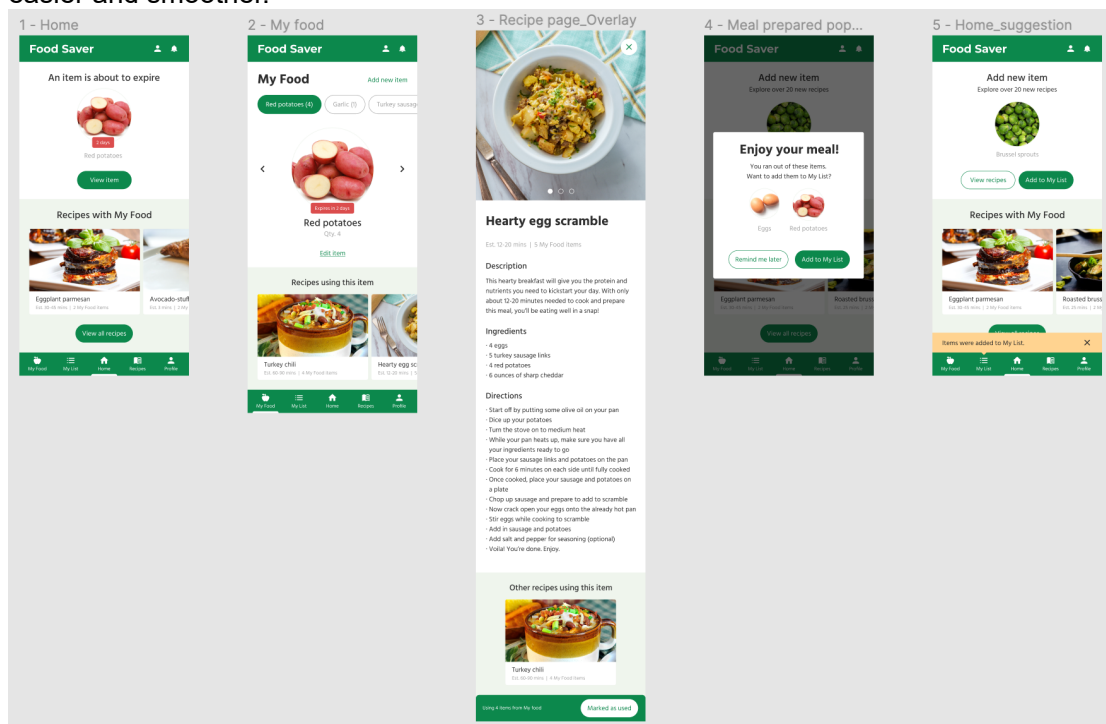


Step 2: Prepare your mockups for prototyping

Organize all of your screens into a logical order before you begin prototyping your design.

Notice how, in the example below, all of the screens have titles and are arranged in a numerical order? This helps anyone accessing the file understand the order of steps without clicking through the prototype itself.

Organizing your design like this will make adding the connections to your prototype easier and smoother.



In Figma, be sure to change from the Design tab to the Prototype tab. In the upper-right corner of your screen, you'll notice the option to change from designing wireframes to connecting them in a prototype. Switch over to the Prototype tab.



In Adobe XD, be sure to change from the Design tab to the Prototype tab. In the upper-left corner of your screen, you'll notice the option to change from designing wireframes to connecting them in a prototype. Switch over to the Prototype tab.



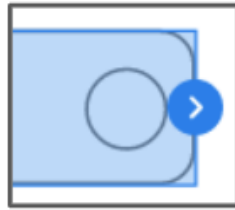
Step 3: Make a connection between an element and a screen

Using the Connection node, drag to make a connection from an element on one screen to the desired destination screen.

In Figma:



In Adobe XD:



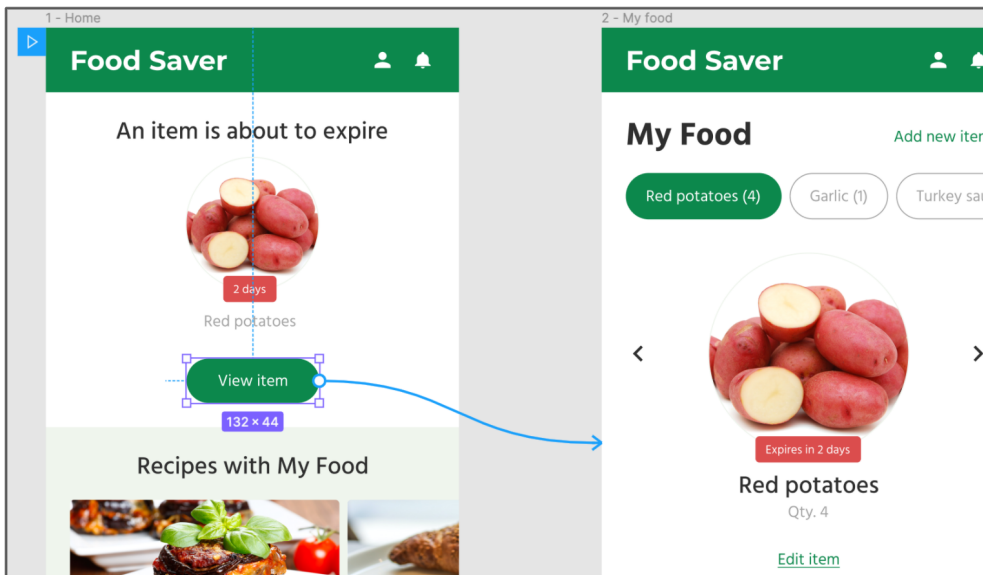
When the connection is made, you'll have a few options available in the Interaction Details pop-up in Figma or the Interaction panel in Adobe XD. The standard interaction ("On Tap - Animation: Instant" in Figma and "Tap - Animation: Dissolve" in Adobe XD) will work great. If you accidentally connect the wrong screen, you can change it in the dropdown of the Interaction Details pop-up and Interaction panel as well.

As you're working on this process, think critically about the elements you're connecting. You can connect any element to any page in Figma or Adobe XD, but make sure that the user can tell whether they are able to interact with an element. Ask yourself: "do my buttons look like buttons?"

Navigation cues help guide a user through your product and are the foundation that your prototype is built on.

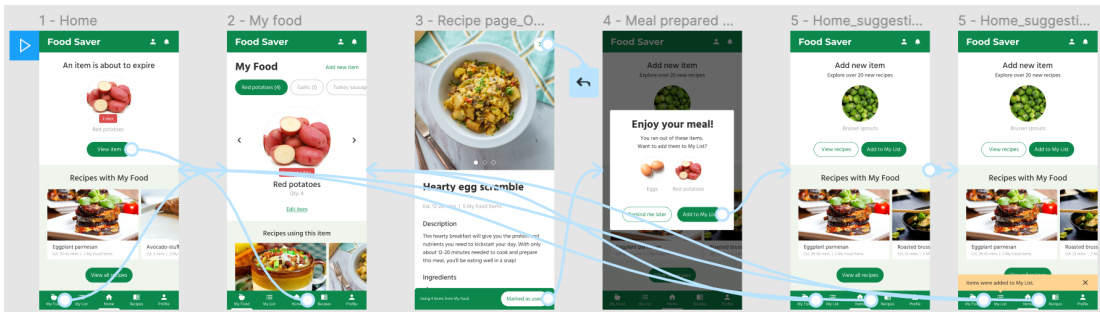
With that in mind, begin building your prototype, one connection at a time.

We recommend starting with the home screen. From there, ask yourself what a user can click on to progress to the next step of their task.



Take your time and do this for every screen. This process will ensure minimal sticking points during the testing phase.

Once you've finished making all of your connections, your prototype should appear similarly to the image below. You'll notice a web of connections going all over the place, from one screen to the next.

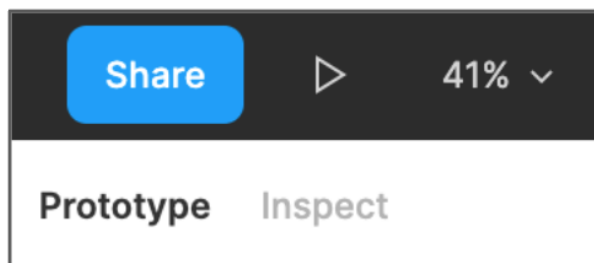


Step 4: Test your prototype

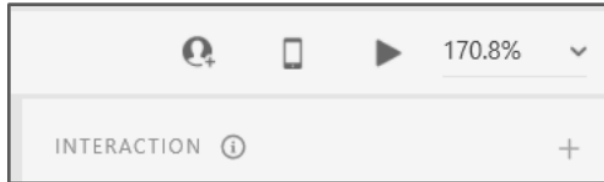
Before submitting this activity, make sure that you've successfully tested your prototype and ensured that it works properly. Pay close attention to whether or not the main user flow is possible to complete.

You can preview your prototype by pressing the Play button to the right of the Share button on the top-right corner of the screen. It is in the same location and represented by the same icon in Adobe XD.

In Figma:



In Adobe XD:



Step 5: 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.