Experiment 02: Visualize User Interactions and navigation through the development of flow diagrams and wireflows.

Date:

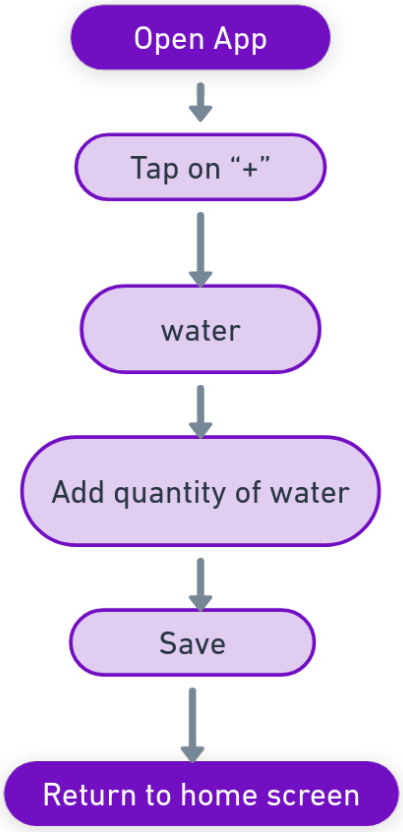
Aim: Understand and visualize how users will move through your app

Activities:

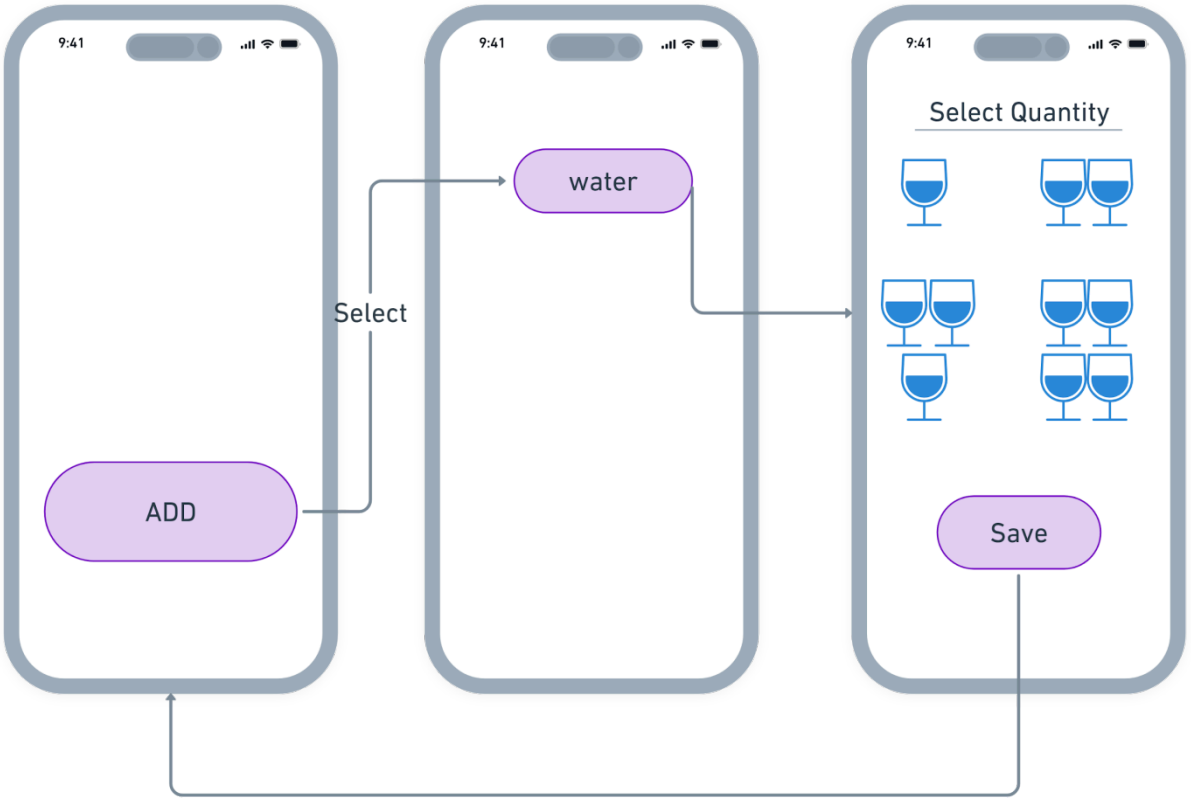
- Choose a mobile or web app idea that will be used as a central project for conducting all UI/UX design experiments across the semester.
- Map out how users will navigate the app or product.
- Identify all the tasks performed in the app. For each task,
    - Create flow diagrams to show step-by-step user journey.
- Create wireflows – combining screens and navigation arrows to show interaction.

Example:

User Flow: Log Water Intake



Wireflow :


9:41
9:41
9:41
Select Quantity
water
Select
ADD
Save