

Exercise 5a:

Simulate the lifecycle stages for UI design using the RAD model and develop a small interactive interface using Axure RP

Aim:

The aim is to demonstrate the lifecycle stages of UI design via the RAD model and develop a small interactive interface employing Axure RP.

Procedure:

Phase 1: Requirements Planning

1. Identify Key Features:

- Navigation (Home, Categories, Product Details, Cart, Checkout, Order Confirmation, History)
- User Actions (Browsing, Searching, Cart Management, Checkout, Order Tracking)

2. Create Requirements Document:

- List features and functionalities.
- Document user stories and use cases.

Phase 2: User Design

1. Install Axure RP:

- Download and launch Axure RP.

2. Create New Project:

- Start a new project (e.g., "Shopping App Interface").

3. Create Wireframes:

- Use widgets to design key screens (Home, Categories, Product Listings, Details, Cart, Checkout, Confirmation, History).

4. Add Interactions:

- Define actions (e.g., OnClick) for elements (buttons, links).

5. Create Masters:

- Build reusable components (e.g., header, footer).

6. Add Annotations:

- Describe functionality using the Notes panel.

Phase 3: Construction

1. Develop Interactive Prototypes:

- Add interactions and transitions for a dynamic experience.
- Use dynamic panels for elements like carousels and pop-ups.

2. Test and Iterate:

- Preview the prototype.
- Gather feedback and make necessary adjustments.

Phase 4: Cutover

1. Finalize and Export:

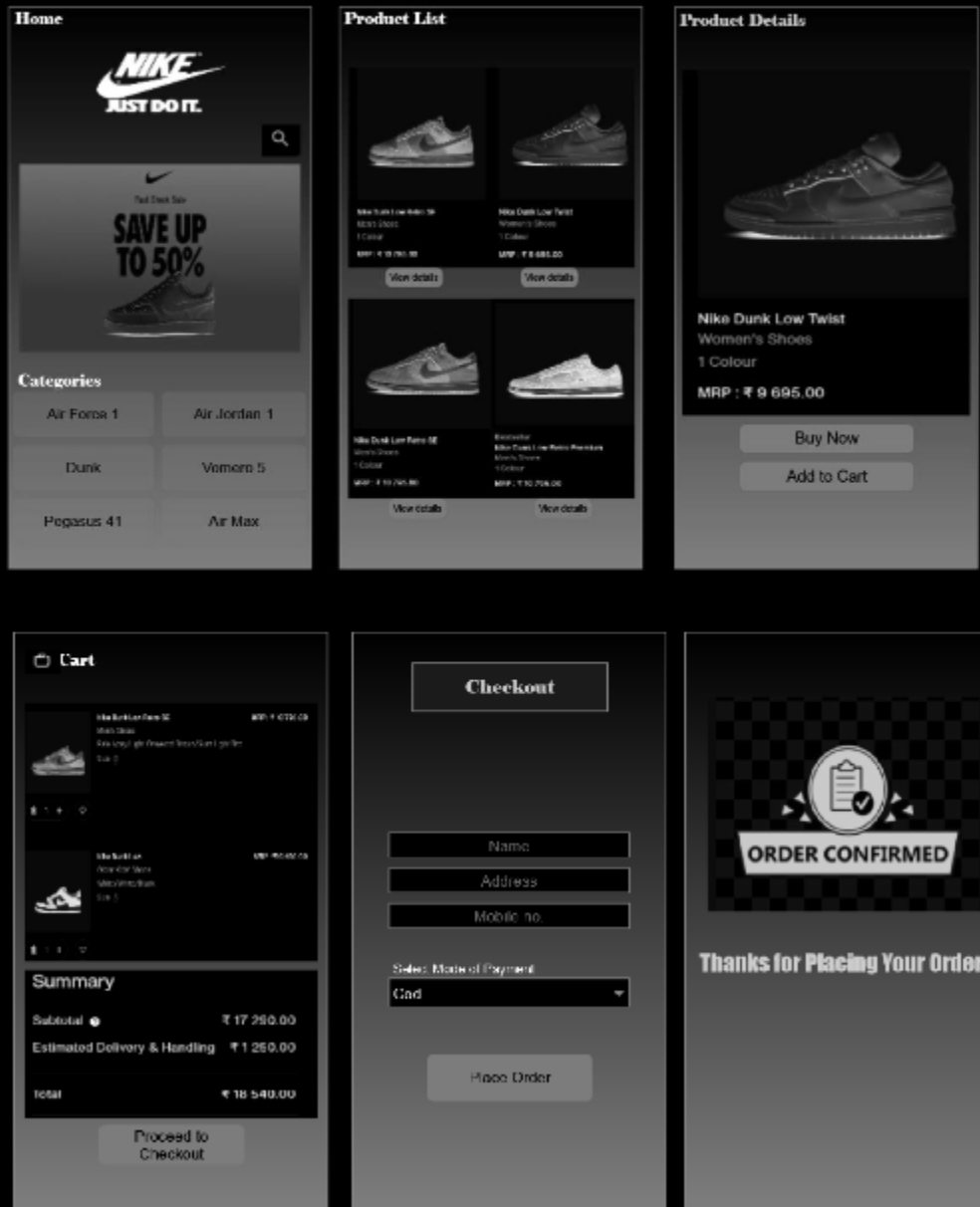
- Complete design and interactions.
- Export the prototype (HTML or Axure Cloud).

2. User Training and Support:

- Conduct training and provide documentation.

Output:

OUTPUT:



Result:

Hence, a fully interactive prototype has been developed using Axure RP.

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