**Generating Wireframes Process:**

The following process is to describe how wireframes and storyboards are generated. For the purpose of this document, the “Recipe feature” in MealQuest will be used as the core example.

1. **Requirements Gathering**: analyze and potentially generate functional and non-functional requirements to begin framing the purpose and capabilities of the screens
2. **Establish Generic Frame (First-time)**: To accelerate the wireframe creation process, create a frame for the UI being create based on the resolution of the target device
3. **Napkin Sketch**: Using paper, create a rough hand sketch of the first screen of the feature that leads into the rest of the storyboard. This first screen should be a landing page for the rest of the feature and linked to the navigation schema previously. The frames should capture UI elements and core functionality on screens.
4. **High-Fidelity Port:** Using Photoshop, port over the napkin sketch into high-fidelity wireframes paying greater focus in button positioning, button sizing, and color scheme used.