Prototyping example

Create a visual representation of your product design to determine how a user will interact and navigate the system with our prototyping example template. Build out the various pages, add in navigational details and connect the dots with the template.

How to use this template

1. Define your design.
2. Build your your necessary screens.
3. Label your your necessary screens.
4. Add in any text or imagery.
5. Add in any necessary navigational tools.
6. Plan out the user flow.
7. Connect your screens.
8. Share your prototype with others.

Explore more templates

Quick tips

Toolbar

It's at the bottom of your screen, with stickies, stamps, and anything you need.

Move and Zoom

Holding Spacebar, use the hand tool to pan around. Zoom controls are in the top right corner.

Spacebar

Work with your team

FigJam's better with others. Click the **Share** button above to invite your team.

Flowchart tools

Stickies

Press "S" to quickly add a sticky to the canvas.

S

Rectangles

Press "R" to quickly place a rectangle onto the canvas. Other shapes can be selected from the toolbar or swapped from the shape menu.

R

Connectors

Press "⇧C" to quickly select the connector tool. You can draw magnetic between objects on the canvas. The blue handles will let you adjust their exact path.

X

Copy and paste

Copy and paste from FigJam to Figma and vice-versa. Bring your diagrams into your design file, or bring your designs into FigJam for a crit with the team!

⌘ C + ⌘ V
Mac

ctrl C + ctrl V
Win

App Prototype