#### **Steps for creation of Prototype : Customizable Digital Comic Book Creator: Users can create and share their own digital comic books.**

#### **1. Research & Ideation**

* Identify target users (comic lovers, artists, storytellers).
* Check existing platforms (e.g., Pixton, Canva Comics) for inspiration.
* List core features:  
  + Add panels
  + Drag & drop characters
  + Text bubbles
  + Custom backgrounds
  + Save/share options

#### **2. Define Key Screens (Low-Fidelity Wireframes)**

Sketch or plan out:

* **Landing Page**
* **Create New Comic Screen**
* **Comic Editor (main UI)**
* **Library/My Comics Page**

#### **3. Set Up Figma Project**

* Create a new file and name it something like "Comic Book Creator Prototype".
* Set up a **design system** (fonts, buttons, colors, components).

#### **4. Design Low-Fidelity Wireframes (Greyscale Boxes)**

* Use frames to quickly mock basic layouts.
* No colors or final illustrations, just structure:  
  + Navigation bar
  + Tool sidebar (for characters, panels, text)
  + Canvas area
  + Save/Undo/Redo buttons

#### **5. Build High-Fidelity UI Design**

Now style the wireframes:

* Add illustrations/icons for:  
  + Characters
  + Panels
  + Speech bubbles
* Use a bright, fun color palette
* Use comic fonts like **Comic Neue** or **Bangers**
* Add hover/click effects using Figma prototyping tools

#### **6. Add Interactive Prototyping**

* Link buttons with **interactions** (on click → go to page).
* Add **interactive components** like drag & drop (simulate it).
* Simulate adding a new panel or speech bubble.

#### **7. User Flow Walkthrough**

Create a clickable flow like:

1. Open app
2. Click “Create New Comic”
3. Add panels, characters, text
4. Save or share

#### **8. Test and Gather Feedback**

* Share the prototype with peers or instructors.
* Ask them to test the flow and usability.
* Gather feedback for improvements.

#### **9. Final Touches**

* Clean up design spacing and alignment.
* Label all frames and components properly.
* Create a cover/intro frame explaining the app.