

LOW-FIDELITY PROTOTYPE — TripSync: The Smart Planner

Paper prototype sketches for the Going on Holidays project.

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“A prototype is worth a thousand meetings.” — IDEO

1. Introduction

This document presents the **Low-Fidelity Prototype** for the TripSync app, created during the “Going on Holidays” UX project. It represents the early paper-based version of the product, translating the user flow into visual sketches to test basic structure and interactions.

2. Prototype Overview

The following pages show the paper sketches representing the TripSync experience. Each sketch corresponds to one major screen from the user flow, drawn by hand and annotated with small notes to indicate user interactions.

3.1 — Start & Login Screen

■ Placeholder: Insert photo of your paper sketch for the start & login screen here.

Notes:

- Describe what happens on this screen.
- Mention key actions (e.g., tap, swipe, confirm).

3.2 — Create Trip Screen

■ Placeholder: Insert photo of your paper sketch for the create trip screen here.

Notes:

- Describe what happens on this screen.
- Mention key actions (e.g., tap, swipe, confirm).

3.3 — Invite Friends Screen

■ Placeholder: Insert photo of your paper sketch for the invite friends screen here.

Notes:

- Describe what happens on this screen.
- Mention key actions (e.g., tap, swipe, confirm).

3.4 — Add Preferences Screen

■ Placeholder: Insert photo of your paper sketch for the add preferences screen here.

Notes:

- Describe what happens on this screen.
- Mention key actions (e.g., tap, swipe, confirm).

3.5 — AI Suggestions Screen

■ Placeholder: Insert photo of your paper sketch for the ai suggestions screen here.

Notes:

- Describe what happens on this screen.
- Mention key actions (e.g., tap, swipe, confirm).

3.6 — Vote & Confirm Screen

■ Placeholder: Insert photo of your paper sketch for the vote & confirm screen here.

Notes:

- Describe what happens on this screen.
- Mention key actions (e.g., tap, swipe, confirm).

3.7 — Trip Summary Screen

■ Placeholder: Insert photo of your paper sketch for the trip summary screen here.

Notes:

- Describe what happens on this screen.
- Mention key actions (e.g., tap, swipe, confirm).

4. Conclusion

This low-fidelity prototype helped visualize the app's main interactions quickly and test the user flow before digital design. The next step will focus on translating these sketches into **Mid-Fidelity Wireframes** using Figma.

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