LOW-FIDELITY PROTOTYPE | TripSync

Paper prototype sketches for the Going on Holidays project.

Author: Elmahmoudi abderrahman
Program: UX Design | Zone01 Oujda
Date: 21 October 2025
Version: V2

eabderrahma
https://elmahmoudi.42web.io/

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

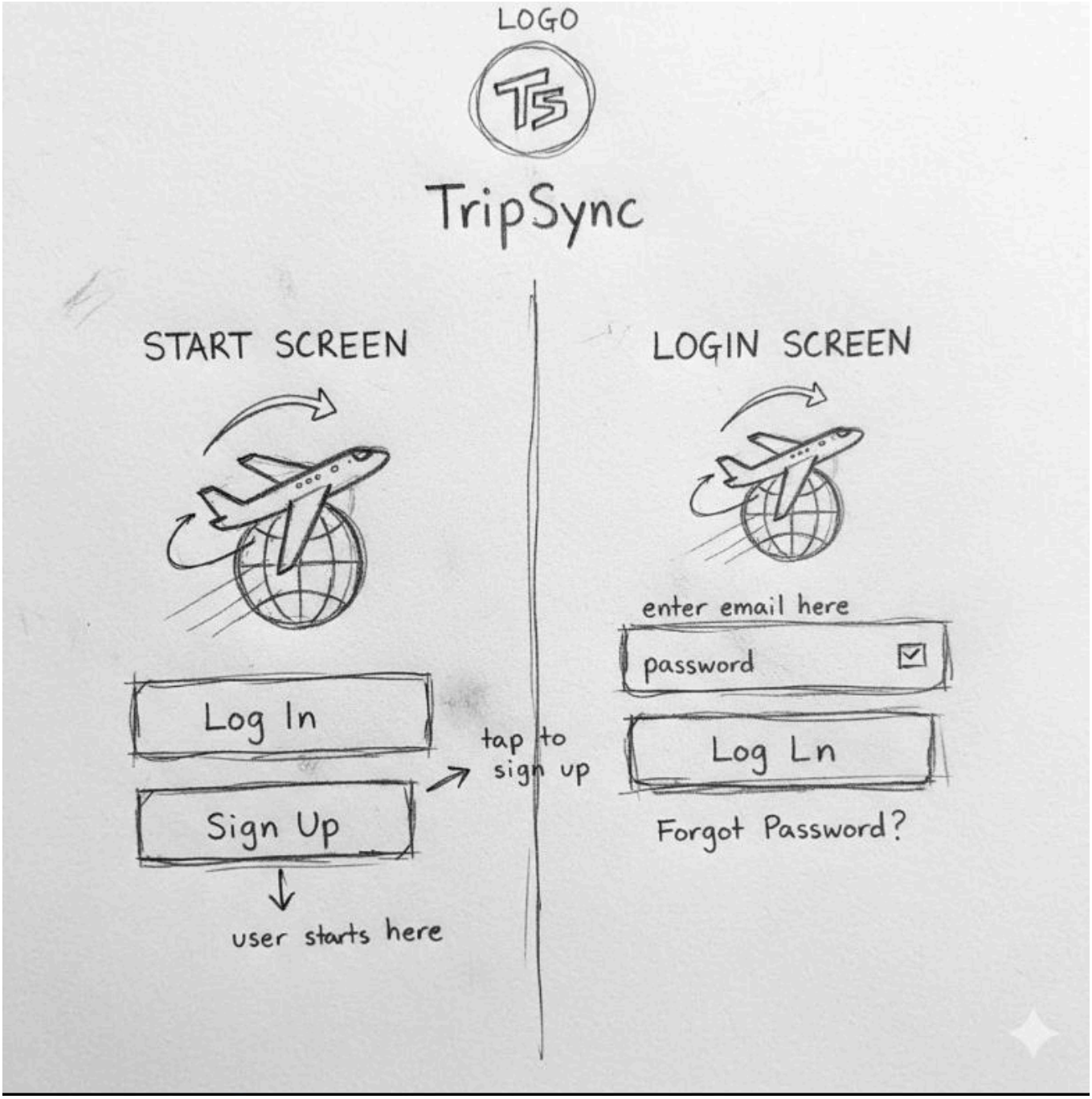
Introduction

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.

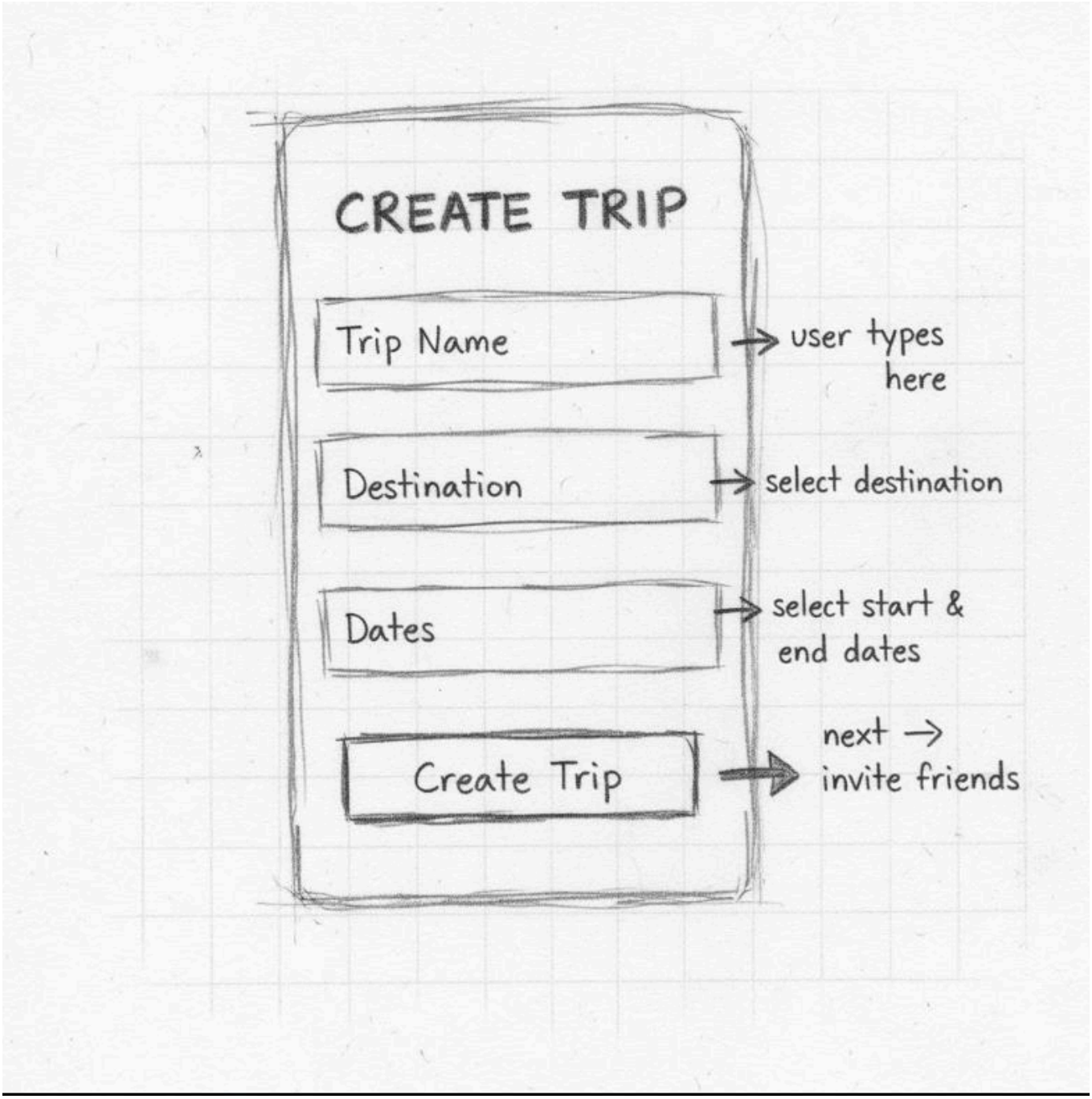
Prototype Overview

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.

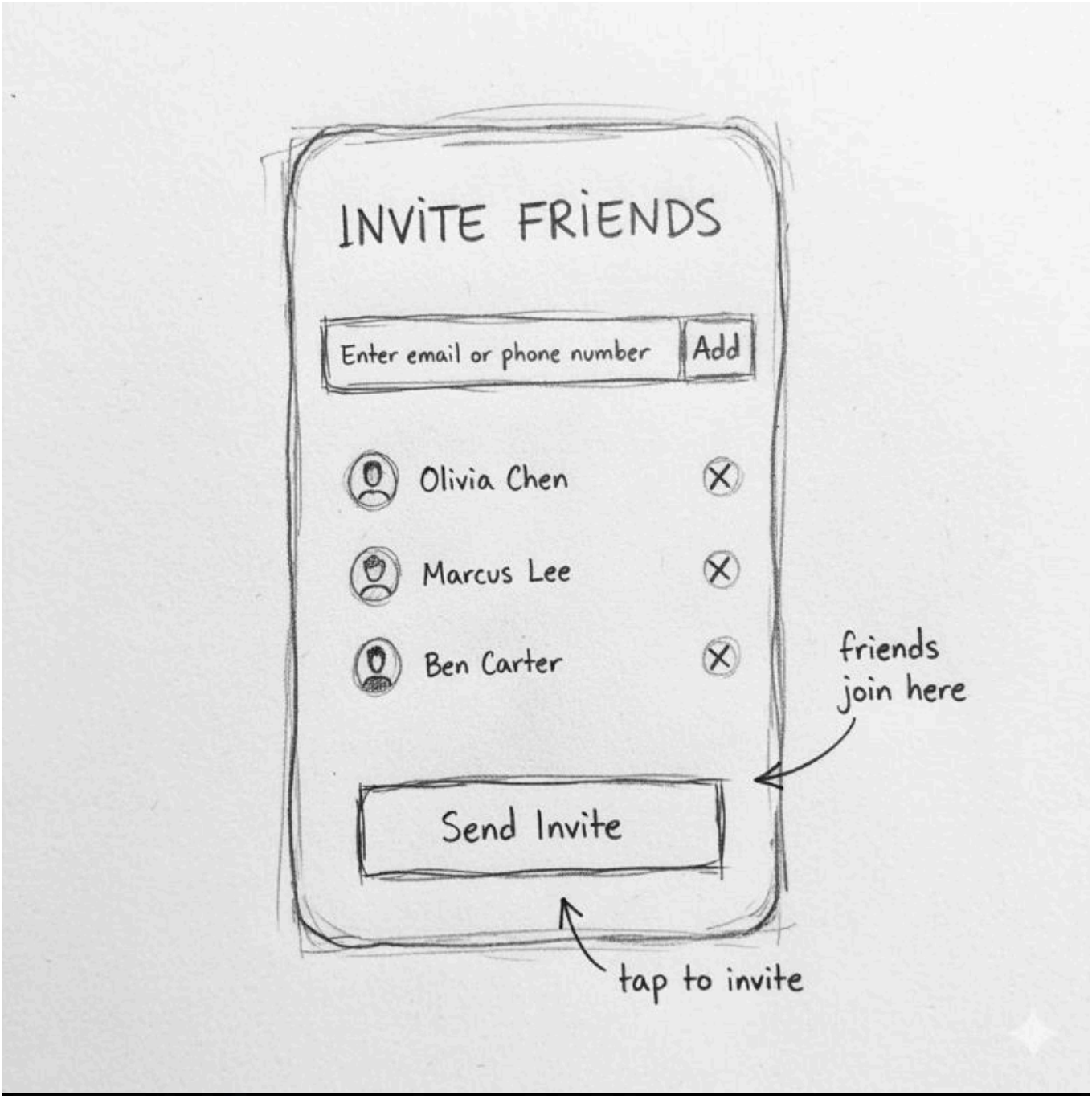
Start & Login Screen



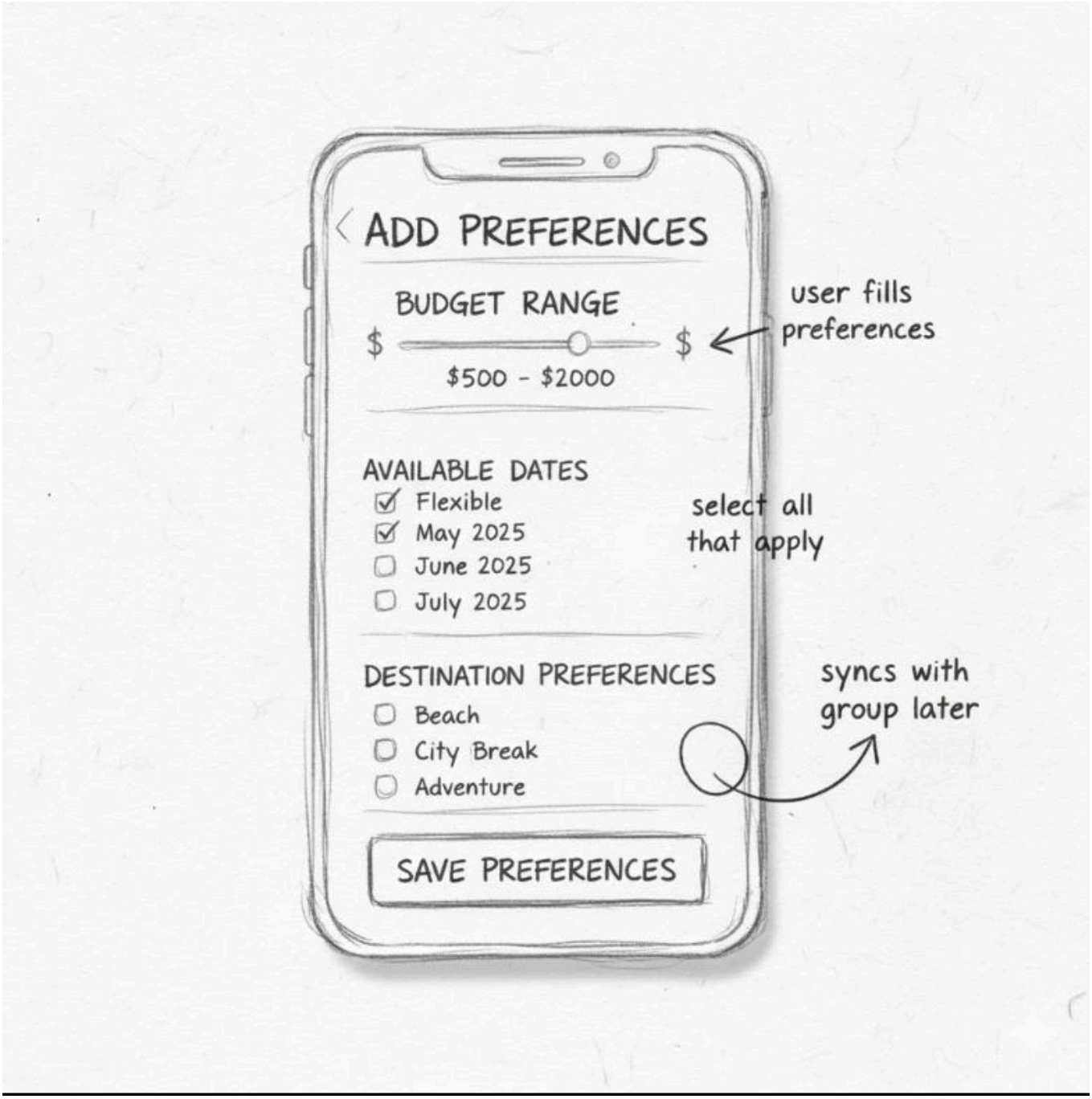
Create Trip Screen



Invite Friends Screen

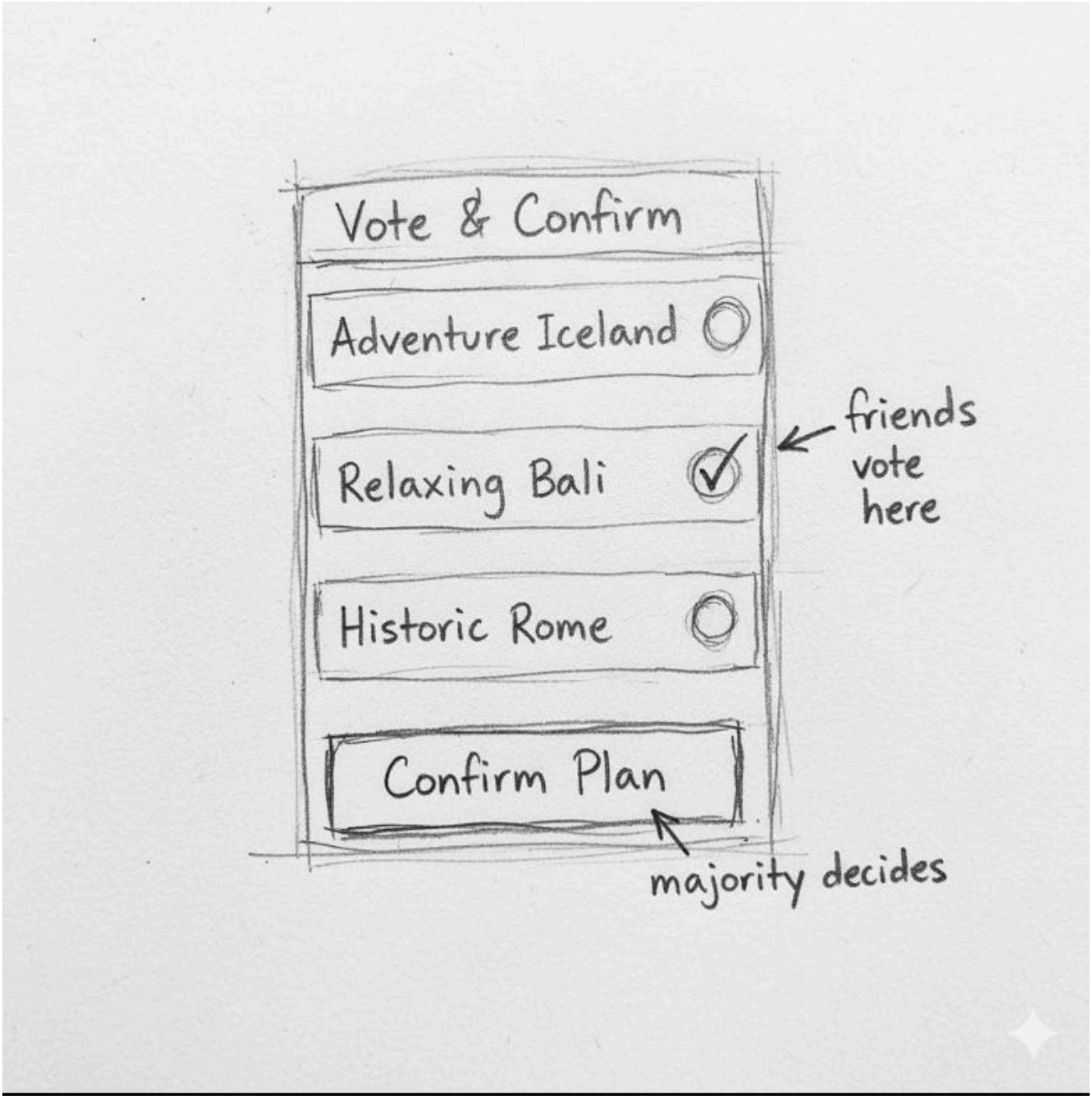


Add Preferences Screen



AI Suggestions Screen

Vote & Confirm Screen



Trip Summary Screen

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.
check link bellow
https://bit-rail-44299584.figma.site/