Exercise 5a   Date:

Simulate the lifecycle stages for UI design using the RAD model and develop a small interactive interface using Axure RP

AIM:

The aim is to demonstrate the lifecycle stages of UI design via the RAD model and develop a small interactive interface employing Axure RP.

PROCEDURE:

Tool Link: https://www.axure.com/

Simulating the Lifecycle Stages for UI Design Using the RAD Model

RAD Model (Rapid Application Development): The RAD model emphasizes quick development and iteration. It consists of the following phases:

1. Requirements Planning:
   - ○ Gather initial requirements and identify key features of the UI.
   - ○ Engage stakeholders to understand their needs and expectations.
2. User Design:
   - ○ Create initial prototypes and wireframes.
   - ○ Conduct user feedback sessions to refine the designs.
   - ○ Use tools like Axure RP to develop interactive prototypes.
3. Construction:
   - ○ Develop the actual UI based on the refined designs.
   - ○ Perform iterative testing and feedback cycles.
4. Cutover:
   - ○ Deploy the final UI.

○ Conduct user training and support.

Axure RP Interactive Interface Development

Phase 1: Requirements Planning

1. Identify Key Features:
   ○ Navigation (Home, Product Categories, Product Details, Cart, Checkout, Order Confirmation, Order History)
   ○ User actions (Browsing, Searching, Adding to Cart, Checkout, Tracking Orders)
2. Create a Requirements Document:
   ○ List all features and functionalities.
   ○ Document user stories and use cases.

Phase 2: User Design

1. Install and Launch Axure RP:
   ○ Download and install Axure RP from Axure's official website.
   ○ Launch the application.
2. Create a New Project:
   ○ Go to File -> New to create a new project.
   ○ Name the project (e.g., "Shopping App Interface").
3. Create Wireframes:
   ○ Use the widget library to drag and drop elements onto the canvas.
   ○ Design wireframes for each screen:
     ■ Home Page
     ■ Product Categories
     ■ Product Listings
     ■ Product Details

- ■ Cart
- ■ Checkout
- ■ Order Confirmation
- ■ Order History

4. Add Interactions:
   - ○ Select an element (e.g., button) and go to the Properties panel.
   - ○ Click on Interactions and choose an interaction (e.g., OnClick).
   - ○ Define the action (e.g., navigate to another screen).

5. Create Masters:
   - ○ Create reusable components (e.g., headers, footers) using Masters.
   - ○ Drag and drop masters onto the wireframes.

6. Add Annotations:
   - ○ Add notes to describe each element's purpose and functionality.
   - ○ Use the Notes panel to add detailed annotations.

Phase 3: Construction

1. Develop Interactive Prototypes:
   - ○ Convert wireframes into interactive prototypes by adding interactions and transitions.
   - ○ Use dynamic panels to create interactive elements (e.g., carousels, pop-ups).

2. Test and Iterate:
   - ○ Preview the prototype using the Preview button.
   - ○ Gather feedback from users and stakeholders.
   - ○ Make necessary adjustments based on feedback.

Phase 4: Cutover

1. Finalize and Export:
   - ○ Finalize the design and interactions.
   - ○ Export the prototype as an HTML file or share it via Axure Cloud.

2. User Training and Support:
   ○ Conduct training sessions to familiarize users with the new interface.
   ○ Provide documentation and support for any issues.

OUTPUT -

SHOP YOUR WAY

Welcome to shop your way!

VIEW PRODUCT

VIEW CART

Start shopping!

Women's Tshirt - Printed
Rs. 500
ADD TO CART

Men's Tshirt - Printed
Rs. 500
ADD TO CART

1 | 2 | 3
BACK TO HOME

Your Cart

Women's Tshirt - Printed
Rs. 500

Amount to be payed
Total Price - Rs. 500
GST   - Rs. 100
TOTAL   - Rs. 600

CHECKOUT

BACK TO HOME

Order Confirmation

Payment done successfully!

Order Confirmed!

RETURN TO HOME