



## Prototype 1

My first attempt at prototyping my idea was met with a lot of trepidation and rapid decision making about what would make my app better. As I drew more and more screen shots, I realized new ways that would make my design more interactive and intuitive to users. Basically, when Sam tested out the screens, it took her a second to understand what all of my screens meant, but after really looking at each screen, she understood the different tabs and what each scrolling tab meant. It could be clearer with the icons at the top and with the intuitiveness, but I think once there is a working digital prototype, it will be a little more intuitive than a paper prototype. This exercise was extremely helpful in order for me to develop new ideas of how to layout my pages and features.