# UDACITY

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# Lo-Fi Rapid Prototyping

| REVIEW |
|:---:|
| HISTORY |

## Meets Specifications

Dear student,
After the attempts, you have successfully completed your project. I wish you luck on the rest of your UX journey

## Step 1: Research Synthesis

*A link to a Miro board is submitted.*

The link has the `can comment` permission.

**The project should be organized logically and neatly.**

*The design board has a frame labeled* `Interview Notes`.

The frame should include separate sections of notes for all *NUMBER* of provided interviews. Each respondent should have their own color note card.

**The notes should describe the highlights, pains, opportunities, or other observations.**

The design board has a frame labeled `Themes and Opportunities`.

The notes from the `Interview Notes` section are copied to the `Interview Synthesis` section.

The notes should be grouped and have clearly defined labels representing themes and opportunities

*The design board has a frame labeled* `Feature Ideation`.

The `Feature Ideation` frame should include at least 10 feature ideas.

The ideas should be self-contained and the notes should contain enough information to communicate what it is.

The design board has a frame labeled `Feature Prioritization`.

The `Feature Prioritization` frame should copy the idea notes from `Feature Ideation`

The features should be within the realm of development based on the client's engineering capacity.

The notes in `Feature Prioritization` should be organized using one of the following frameworks:

- Feature Prioritization Matrix
- Value vs Complexity Quadrants

Selected features should be clearly marked using a different colored note. These notes should include text describing the reason the feature is important based on the research.

## All good

Great work making the required changes

# Step 2: Rapid Prototyping

*The design board has a frame labeled* `Paper Sketches - Iteration 1`.

The frame should include scans of completed ultra-lo-fi paper sketches. Recall sketching techniques:

- Crazy-8s (8 small, rough sketches on a single sheet of paper)
- Detail Sketches by drawing your best ideas multiple times.
- Layout Sketches to show how everything will fit together on screen.

Each sketch should include a short paragraph text description of the functionality.

*The design board has a frame labeled* `Digital Prototype - Iteration 1`.

The frame should include exported images of a wireframe prototype created using Figma.

Each screen should include a short paragraph text description of the functionality.

The prototype should be lo-fidelity and be limited to 3-4 screens.

The prototype should include common UI design patterns like buttons, navigation, and links.

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The `Digital Prototype` frame should include a URL to the published figma prototype

The prototype should include clickable regions that follow basic UI principals.

## Step 3: Usability Study and Design Iteration

*The design board has a frame labeled* `Usability Study - Iteration 1`.

The frame should include a link to a shared Google Drive.

> NOTE: Ensure the link-sharing setting for the folder is set to `anyone with link can comment.`

The provided Google Drive should include:
A copy of the Usability Guide Template with the completed task section to match your study.
At least one copy of the Usability Guide Template with notes from a session.

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The `Usability Study` frame should include a journey map with each stage broken into smaller tasks.

Comments from each usability study should be added under each relevant stage. Comments should include things like misunderstandings, pains, frustrations, delights, ideas.

Selected areas of improvement should be clearly marked using a different colored note. These notes should include text describing the reason the area is important based on the research.

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*The design board has a frame labeled* `Iterated Prototype - Iteration 2`.

The frame should include exported images of a wireframe prototype created using Figma.

Each screen should include a short paragraph text description of the functionality.

The prototype should be lo-fidelity and be limited to 3-4 screens.

The prototype should include common UI design patterns like buttons, navigation, and links.

The prototype should include changes based on the usability study.

[↗ PROJECT LINK]

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