Mockup

Using **mockups** in a project helps the team understand, design, and test the product before actual development begins. Here are the main reasons why mockups are important:

1. Visualizing Ideas

Mockups turn abstract ideas into clear, visible designs. They:

*   Show what the project will look like and how it is structured.
*   Help the team and stakeholders quickly understand the key features and design of the project.

2. Better Communication and Collaboration Mockups are a great tool for communication between the team and stakeholders. They:

*   Provide a shared reference for discussion, reducing misunderstandings.
*   Help designers, developers, and clients have the same understanding of the product.
*   Make it clear how the interface elements are arranged and how they work.

3. Finding Problems Early Mockups help identify issues at an early stage:

*   Check if the design meets user needs and project goals.
*   Make changes to the interface or features before development starts, saving time and cost.
*   Test the user experience to ensure the design is easy to use and intuitive.

4. Reducing Development Risks Using mockups before development lowers risks:

*   Avoids frequent rework during the coding phase.
*   Clearly defines the scope and priorities of the project, helping the team manage resources better.
*   Ensures the product is tested and validated before development begins.

5. Quick Prototyping Mockups are a foundation for creating detailed prototypes:

*   Turn simple sketches into interactive designs quickly.
*   Help the team and clients validate the design and decide if development should move forward.

Notes

Tools

- WireFrame wireframe.cc

GitHub

- Fork a repository
- Cloning a repository

Tailwind CSS

- Tailwind CSS install
- Tailwind CSS Tutorial
- Tailwind CSS Cheat Sheet
- Tailwind CSS Components
- Tailwind CSS Templates

VS Code

- VS Code Tailwind CSS Intellisense

Tasks

@Bolin @Sunny

1. Use the wireframe.cc tool to create Scenarios(@Bolin) and Challenge a Scenario(@Sunny) for the proposal.
2. Put the wireframe screenshots and links in the document.

@Bolin @Sunny @Michael

1. Learn how to fork a repository and clone a repository on GitHub.
2. Fork MTLove repository and clone it to your local machine.
3. Create a new branch named `mockup` and switch to the branch.
4. In `mockup` folder have `scenarios`, `challenge`, `finished` and `shared` folders. Create folders with your own name under each folder, then create `index.html` file under your folder and build your own prototype page using HTML and Tailwind. Unlike wireframe, this time the prototype page needs to have uniform colors and fonts as well as interactive effects, such as buttons when clicked, dropdown menus, etc. Then commit your code to your branch.
5. Create a pull request to merge your `mockup` branch into `MTLove`'s `main` branch.

@Allen

1. Learn how to fork a repository and clone a repository on GitHub.

2. Fork MTLove repository and clone it to your local machine.
3. Use Vite to create a new project and build a prototype page using React and Tailwind. The prototype page should have the same content as the HTML page built by others. Then commit your code to your branch.
4. Create a pull request to merge your `mockup` branch into `MTLove`'s `main` branch.