1. Expectation: At the start of this project, I expected that paper prototypes would allow us to quickly and conveniently validate the basic design and flow of our ordering system. Meanwhile, the Figma digital prototype would enable us to simulate the user interface and interaction process in greater detail.

2. Experience:

   - Paper Prototype: When using the paper prototype, I found that we could modify and iterate designs swiftly. Paper prototypes are particularly suitable for initial testing of ideas and gathering feedback from the team or users.

   - Figma Digital Prototype: With Figma, based on the paper prototype, we were able to simulate the actual interface and interaction effects of the ordering system in more detail. We refined certain details, like replacing the merchant logo and optimizing the rating system. Furthermore, Figma's collaborative feature allowed our team members to edit in real-time, doubling our efficiency.

3. Figma Implementation Process:

   a. Define project objectives. Our primary users are busy professionals and students. These individuals might prefer to use online food ordering apps to accommodate their hectic schedules.

   b. Sketching: Using pen and paper tools, we drew simple sketches, indicating the primary layout and placement of elements, which were just basic black and white outlines without detailed colors or styles.

   c. Wireframing: We transformed these sketches into high-fidelity wireframe prototypes to more clearly depict the structure and layout of the page.

   d. Adding design elements: We began applying graphics, colors, styles, and other visual elements. After discussion, we set the prototype model dimensions to 390*844dp, which is well-suited for iPhone 12, 13, 14, and 15 series screens. We chose the BARLOW font series and FE724C, FFFFFF as the primary color scheme and icons, adding simple interactive elements like clickable buttons and transition effects.

4. Lessons Learned:

   - User-Centered Design: Through this task, I've come to understand the importance of user-centered design even more. Design should prioritize the user, and as designers, we should recognize their preferences and habits to ensure the systems we create are convenient and user-friendly.

   - Rapid Iteration: Transitioning from paper prototype to Figma digital prototype showed me the value of rapid iteration. It encourages designers to move quickly from concept to visual prototype, accelerating the design and development cycle. This means we can put our ideas into practice faster.

   - Teamwork: The importance of teamwork was highlighted once more in this project. Every team member brought different perspectives and opinions, making the design more comprehensive.

In summary, this task not only enhanced our team's design skills but also taught us how to evaluate and iterate designs and collaborate effectively with a team.