

Deliverable 3- Prototype and Test

The solutions are implemented within the prototypes, and, one by one, they are investigated and either accepted, improved, and re-examined, or rejected based on the users' experiences.

- **Create prototypes**
 - For each feature create mock screens or prototypes using the [Just in Mind tool]
 - while designing the prototypes, keep in mind the interaction design principles, design rules, cognitive aspects, and multimodal interaction for all kinds of users.
 - For instance, if your app [solution] is usable by visually impaired people also. Think about it!!
- **Test prototypes**
 - Test each prototype using Nielsen's heuristics, and user acceptance testing.
- **Revise**
 - Make changes in the prototypes as per the feedback collected from testing phase.

For D3-Ideate-You need to submit:

- All the updated prototypes
 - For each screen, mention how it fulfills the usability principles i.e. learnability, flexibility and robustness along with their sus-principles
- User testing report
- Nielsen's Heuristics analysis