

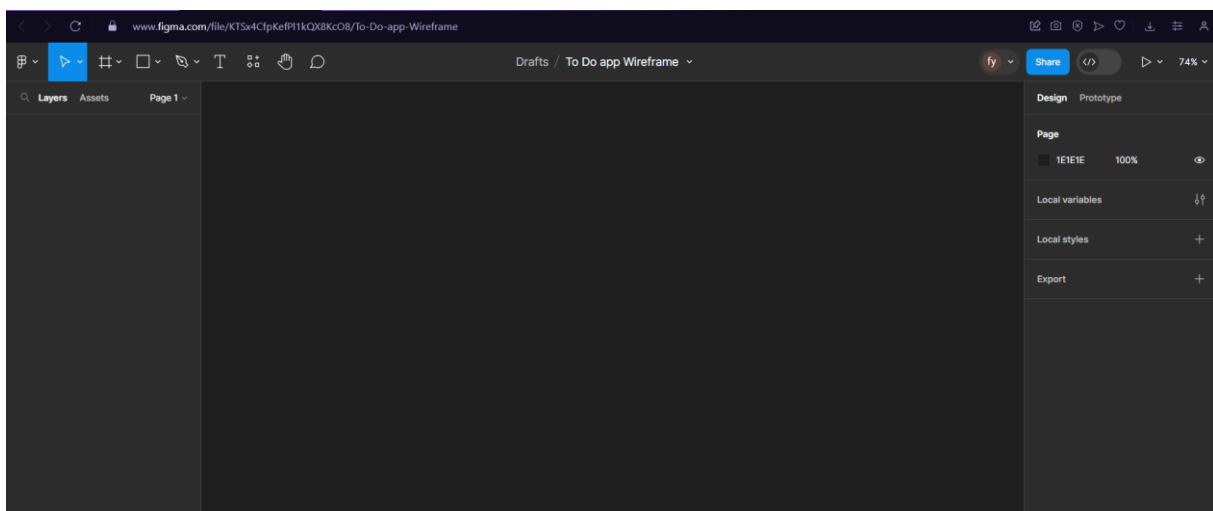
Lab session 1: Flutter Installation and UI Design using Flutter

Task-2 Create a wireframe for a Flutter App

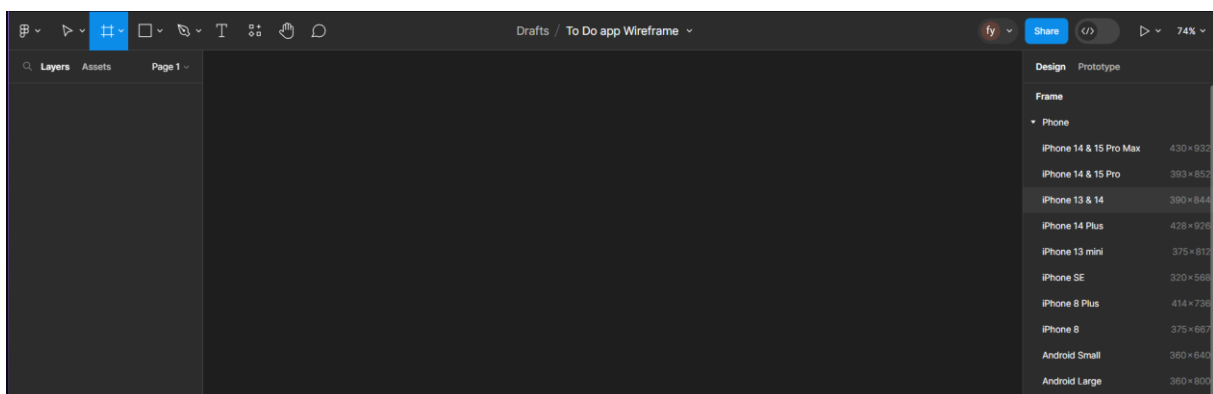
A wireframe is a two-dimensional illustration of a page's interface that specifically focuses on space allocation and prioritization of content, functionalities available, and intended behaviours. For these reasons, wireframes typically do not include any styling, colour, or graphics.

For this lab session, we choose to design a To Do app using Figma.

Step 1: Create a Figma project

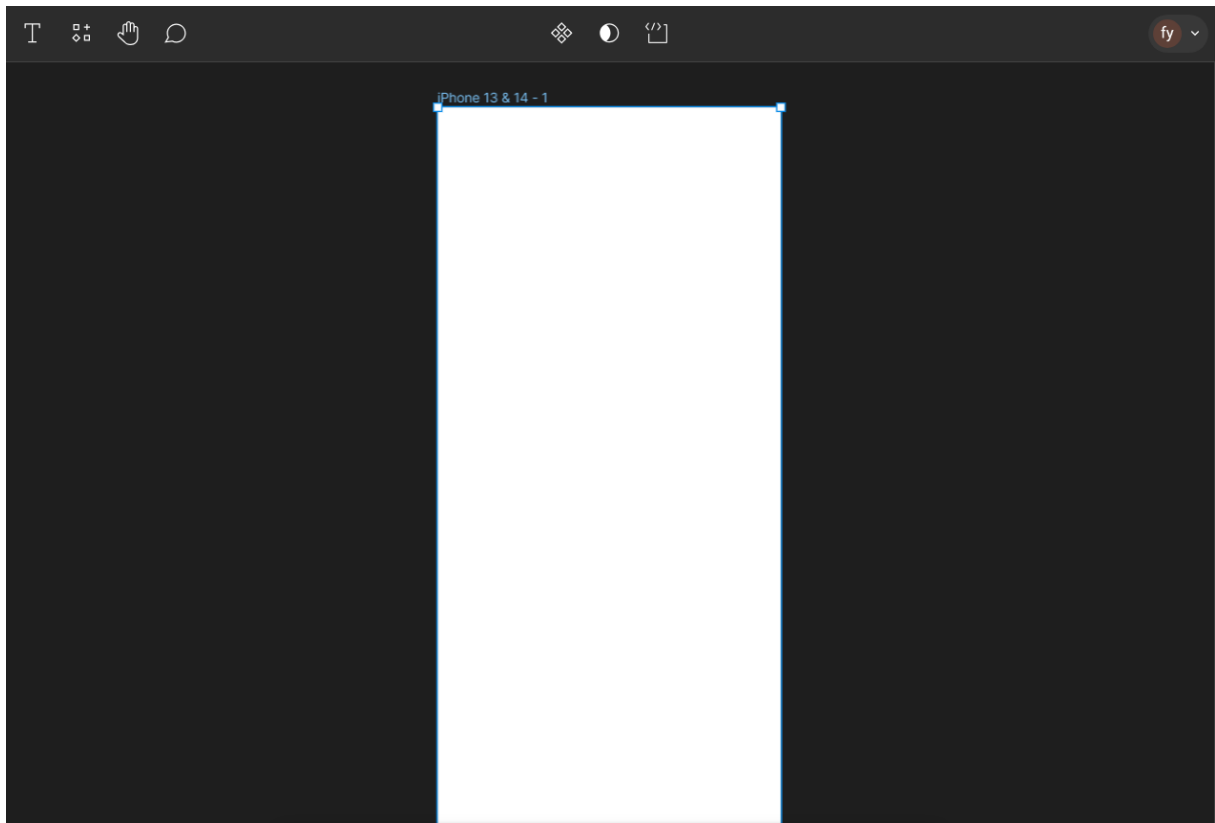


Step 2: Choose the frame for the mobile app

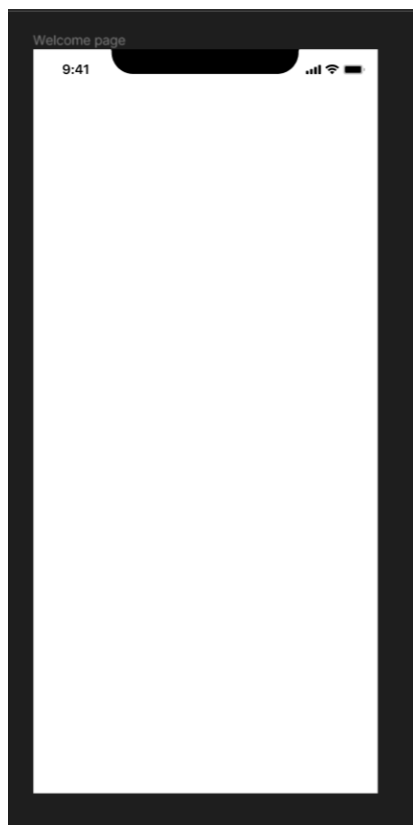


As we can see, Figma already provides standard frames for mobile apps.

For this wireframe, we choose Iphone 13&14 :

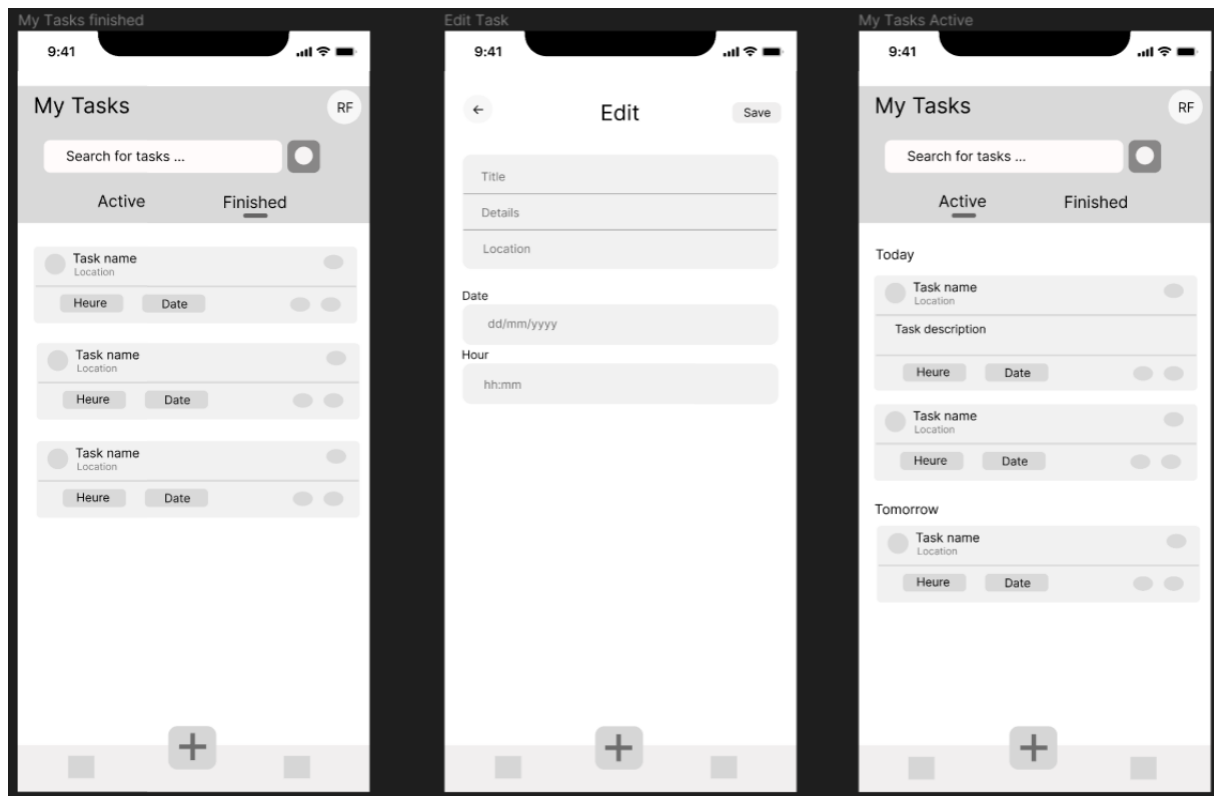
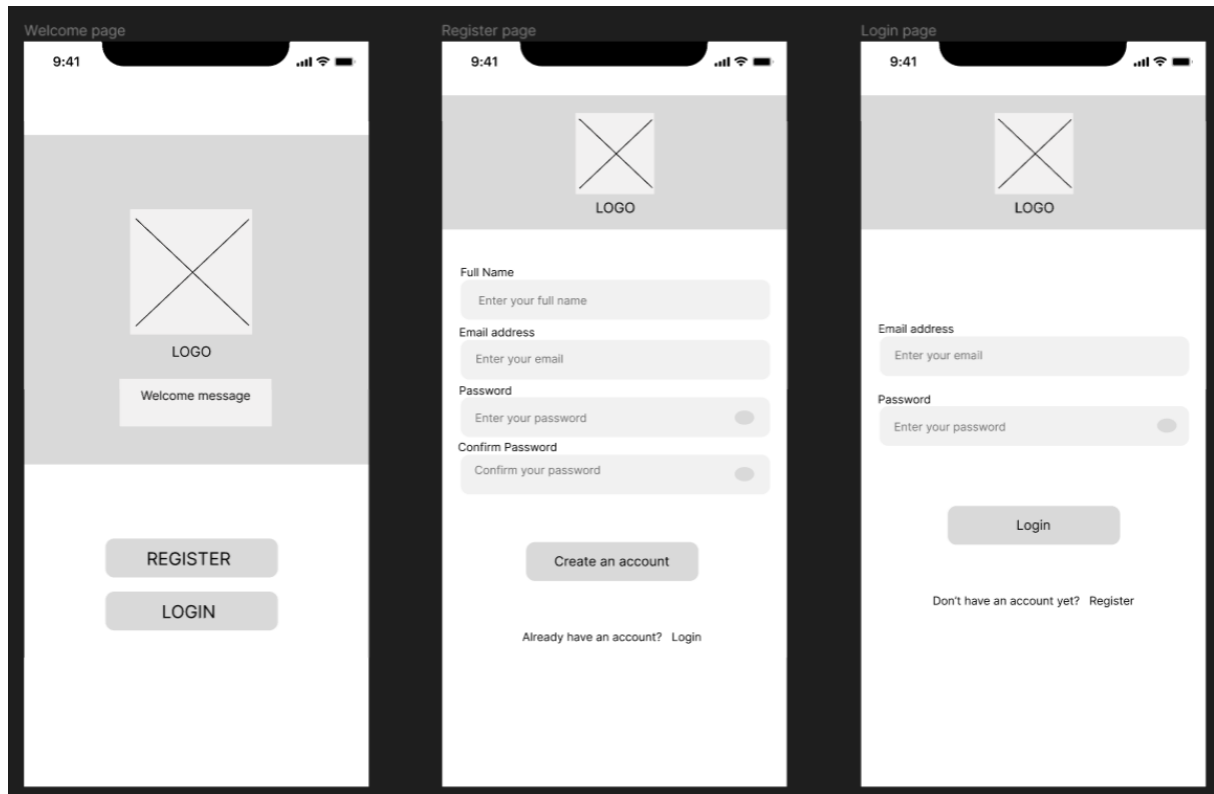


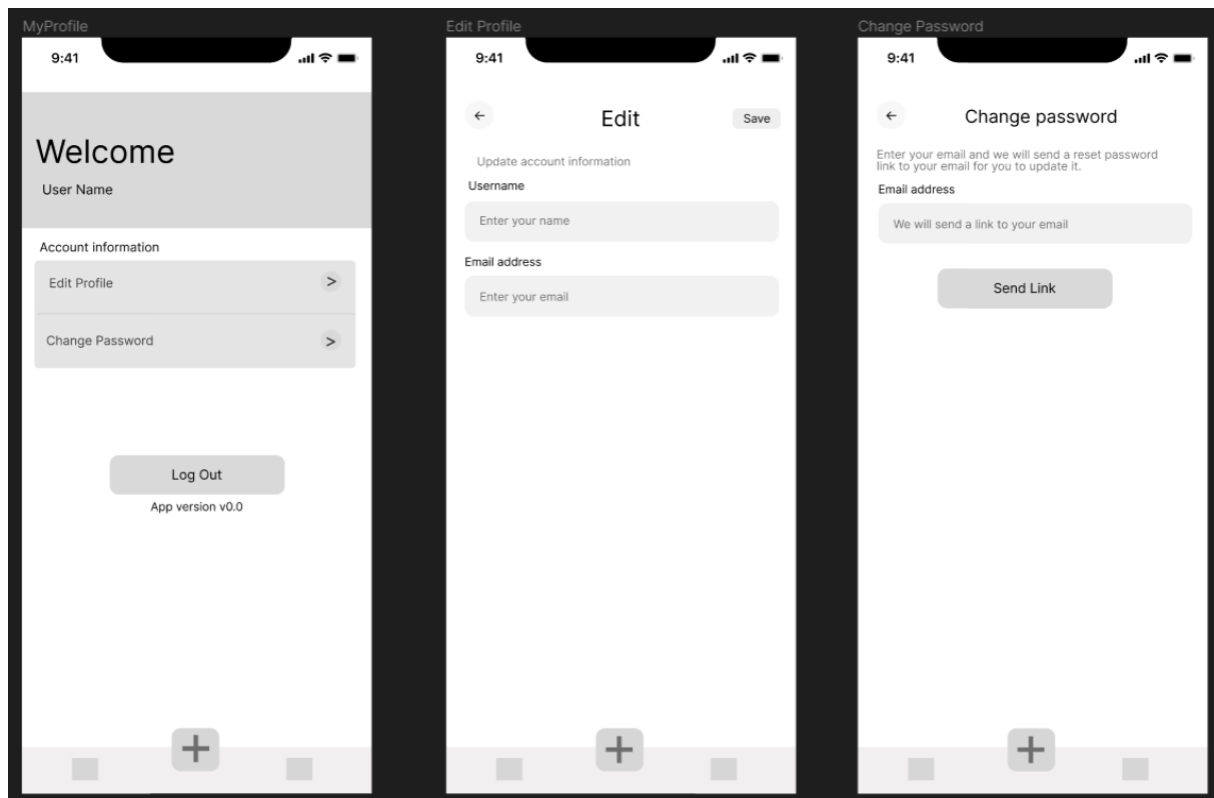
Step 3: Start wireframing



We added the phone header to help
users visualize the final result.

Now we can start our wireframe.





Now that we have created the basic interface of our application using wireframes. Let's define the user flow through a wireflow.

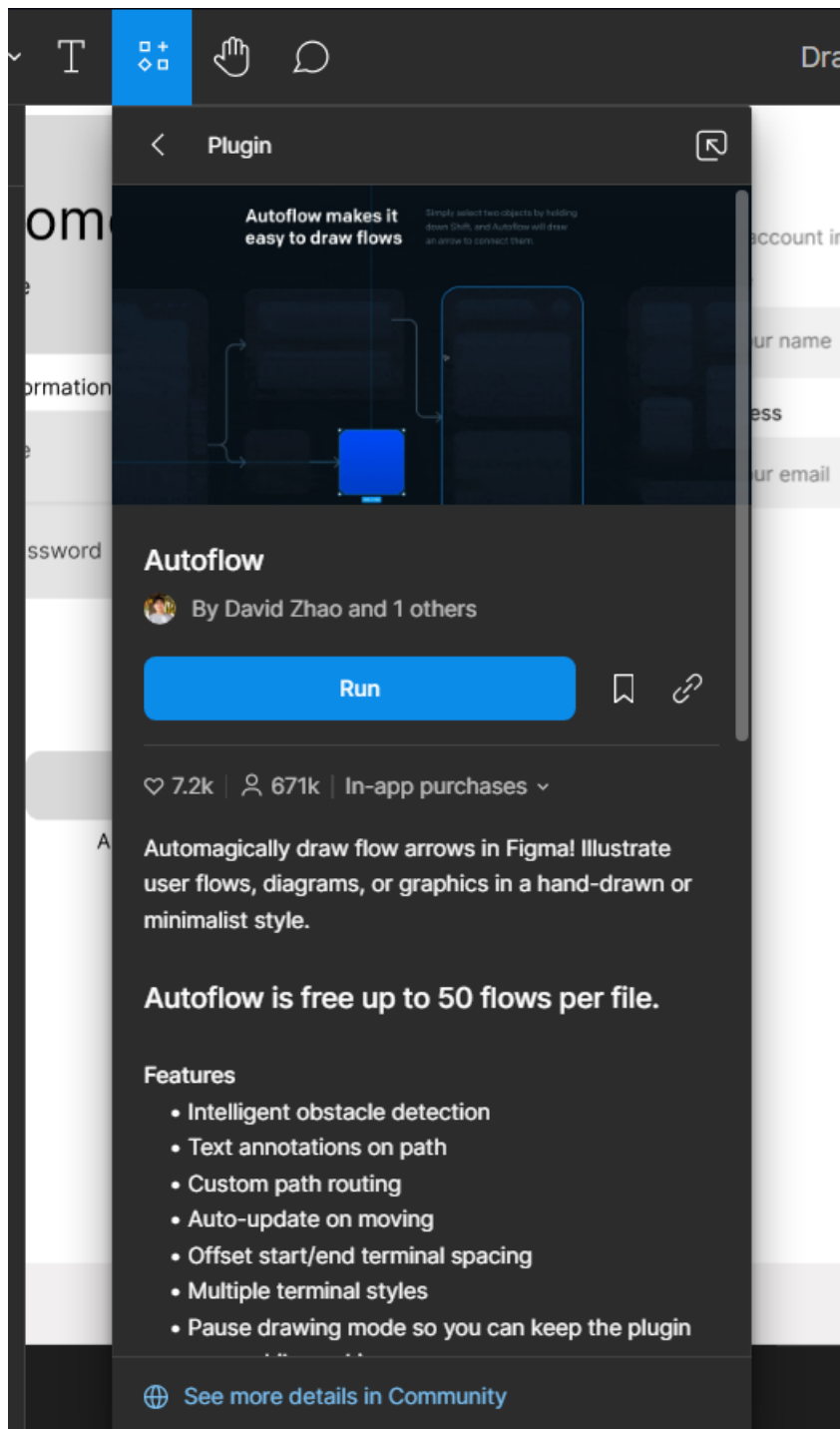
Task-3 Create a wireflow for a Flutter App

A wireflow is a combination of a wireframe and a user flow diagram.

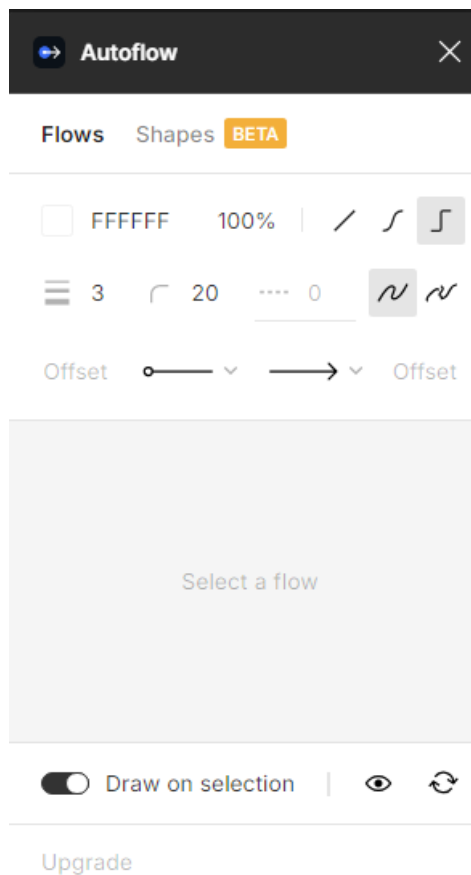
By combining the structural layout of a wireframe with the flow and interactions of a user flow, a wireflow provides a more comprehensive representation of an application's user experience.

After doing some researches, we found out there is a lot of useful plugins to make easier the creation of wireflow in Figma, the reason why we will keep on using Figma for this 3rd task.

Step 1: Run the autoflow plugin



After clicking to 'run', a window with all the functionalities of the plugin will pop up:



Autoflow allows us to create arrows and shapes. It is really user-friendly, we just need to select a component, press and hold the shift button and then select another component to define the flow.

Step 2: Designing the wireflow

This app is straightforward, consisting of only a few pages, which makes the wireflow relatively simple. The current wireflow solely depicts the fundamental user flow and does not include any scenarios or errors. However, wireflows can be more valuable by incorporating conditional flows to illustrate various scenarios within the user flow.

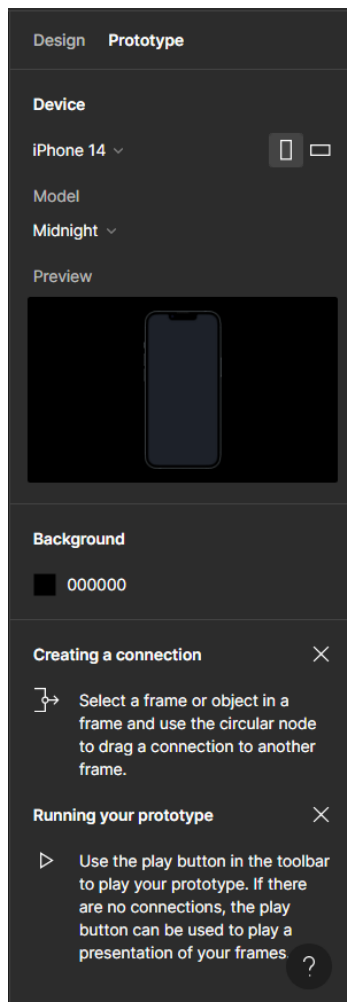
Task-4 Create a prototype for a Flutter App

A prototype for a Flutter app is a visual representation or a functional demonstration of an app's user interface, interactions, and basic functionality. It allows designers, developers, and stakeholders to validate and test the app's concepts, user experience, and overall design before investing significant time and resources into full-scale development.

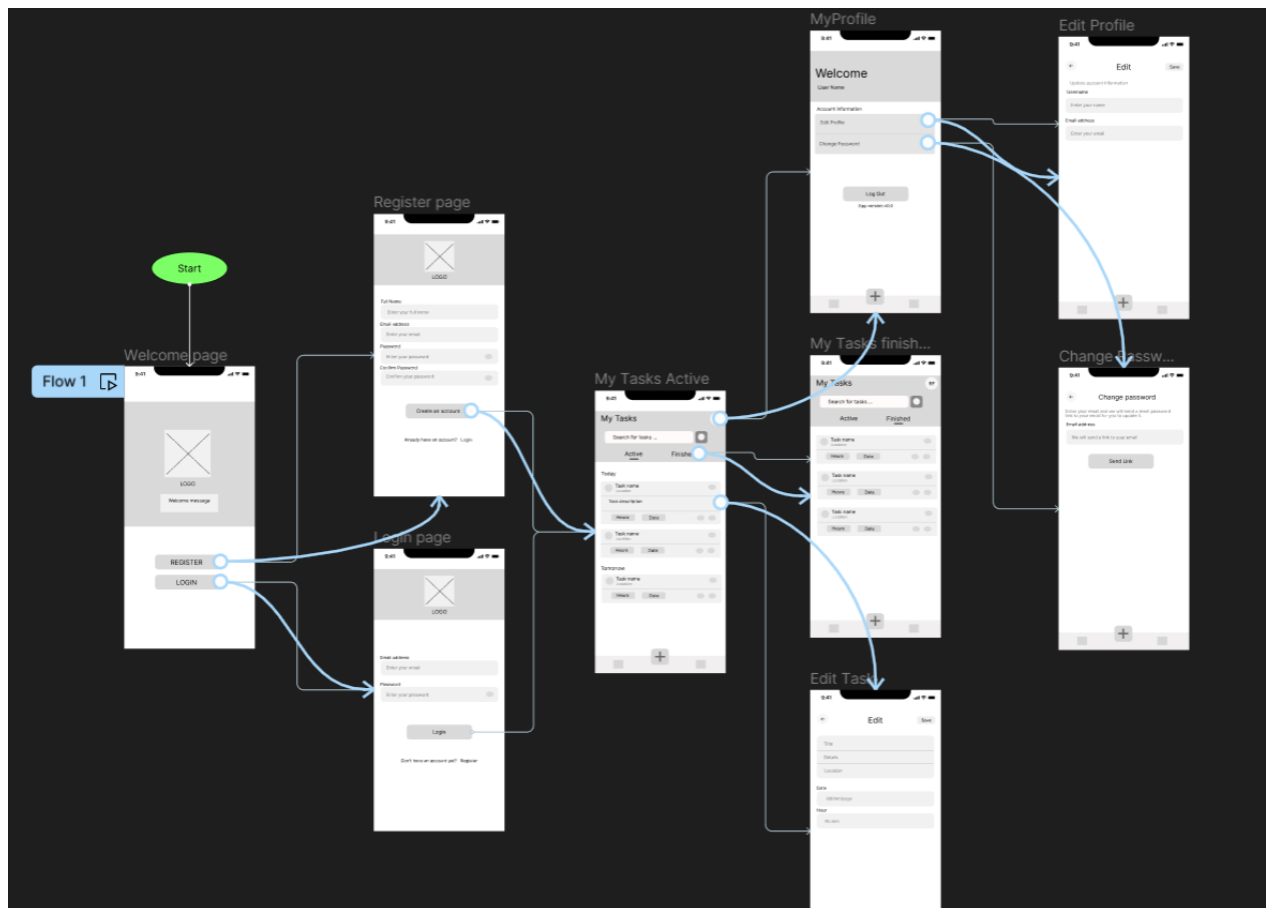
Due to time constraints and limited design skills, we have made the decision to prioritize the navigation process when creating a prototype for the app. While a prototype typically entails a highly-detailed and functional version of the app, we have chosen to emphasize the basic functionalities instead.

Step 1:

Figma offers helpful features that facilitate the creation of prototypes, accompanied by clear instructions on how to use them.

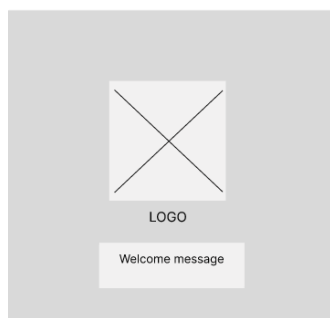


Step 2: Desing the flow



The blue arrows define the flow.

Pressing the play button in the toolbar launch the prototype and allow us to test the user flow through this pop up:



REGISTER

LOGIN

You can find the figma project [here](#) if you want to test the prototype navigation.

Conclusion

Figma is a powerful application for UI/UX design, particularly for Flutter apps. These three tasks have aided us in gaining a deeper understanding of the available features in Figma and how to utilize them effectively.