Summary Description: Reflecting On Using Figma UI Prototype Maker For A Requirements Engineering Course

Tags: software; Figma; UI design; app prototype;

Why I did this: For our Requirements Engineering course at university, we went through the process of how to make a Vision document and a Software Requirements Specification (SRS) for imaginary app ideas that other lab groups had made up. For my team, we chose to act as the software contractors for an interactive map app of the UAlberta campus. This app would connect with the user’s university schedule and provide suggested walking routes between its classes. It would be tailored to incorporate construction, path/elevator outages, or high traffic (similar to how Google Maps works for construction).

The course’s project was designed to incorporate software requirements concepts and give us an idea of how to interact with customers on getting their requirements for a software product. While it was a great project for understanding those concepts, it was also an opportunity to use Figma for the prototyping part of the software development presentation. At the end of the project timeline, we were to present to our ‘clients’ a prototype of the product (typically as a picture walkthrough), but I knew about Figma from previous use during a UI/UX hackathon, so I wanted to use it for this project.

(summary pic of system)

Design Walkthrough:

Parts: Figma

Here is a video of myself demoing the app for the presentation. There is no audio nor instructions, but it’s merely a demonstration of the lifelike abilities to demo app functionalities; if you can somewhat follow along, I am demoing how the app shows you, through user/guest login, a map of the campus with room-to-room directions that can generate from search or schedule input. The app also has a feature for reporting new construction in campus areas.

I have also linked the original Figma demo where you can interactively click on the app (instead of being limited to my above demo video): https://www.figma.com/proto/pmPaUmRqZifoAjUBE0ahxa/ECE321-campus-maps-app?type=design&node-id=432-6053&scaling=scale-down&page-id=7%3A2&starting-point-node-id=470%3A1447

(pics of system)

Lessons Learned and Future Changes:

Figma first, then code. No surprise here that Figma is great tool for demoing a product that has been coded yet. I recommend it for anyone who wants to ‘preview’ their apps.

References:

Figma: <https://www.figma.com/>

Figma interactive demo: <https://www.figma.com/proto/pmPaUmRqZifoAjUBE0ahxa/ECE321-campus-maps-app?type=design&node-id=432-6053&scaling=scale-down&page-id=7%3A2&starting-point-node-id=470%3A1447>