Product Management DevC

Week 6 - Assignment

Objective: Create and submit prototype for your product.

Main Objective: Use Figma to create a prototype for your product.

We learned how to create simple wireframes last week. For this week, we are going to learn how to make prototype. As you have known, prototype is the early iteration of your product, to demonstrate its core functionality. In a nutshell, the prototype is pretty close to your finished product.

Activity 1: Product Prototype.

Milestone 1:

- Create a prototype for your product.

Activity 2: Prototype Submit.

Milestone 2:

- Submit your prototype on Figma.