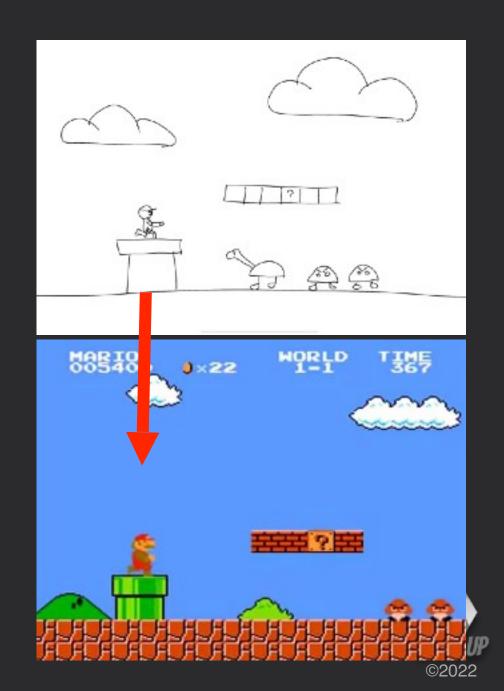
Mockups

What are they for?

Use simple visuals to help co-design human interfaces. Mockups can help set expectations and clarify what will be delivered. As with all refinement, the goal is to gain a shared understanding.

What are common mistakes?

- Making pixel-perfect mockups
 They are harder to critique and wasteful to produce
- Over-analyzing
 Only sketch out what is currently in scope
- Over-promising
 Only sketch what is possible within your constraints
- Only using for GUIs
 Mockups are useful for all kinds of things



Mockups come in all shapes and sizes



