**Prototyping:**

**What you did?**

We started the prototyping by doing some online research to help guide us on how to start with the development of the product concept.

We have decided to start with the lo-fi prototype before moving to the high fidelity so we could increase effective communication, focus better on necessary features and eliminating unneeded features.

We have created our lo-fi storyboard version of the item setup process based on our UML flow diagram, showing step by step all the stages of the application.

We continued building a High-Fidelity Technical Prototype by making a couple of mock-ups showing various screens and processes that the user will encounter while using the application.

We have used different online tools to create and construct our prototypes such as, InVision Studio, Canva, Photoshop, etc.

The first tool we used is **InVision Studio,** a professional design tool that helped us construct the design of the main function of the application which is setting up an item process.

We mainly focussed on modelling the item setup process (see image n 7’). After interviewing some of our stakeholders we came to the conclusion that a web computer application was more preferred.

Link to Invision prototype web-view:

The Technical model research is affixed to the base of this record. Some little tests were completed.

The team have planned to use the following technology:

For the Database system and the login in system we will be using SQL database as a web application. For the Hardware we will most likely use a variation of load cells, an HX711 amplifier and an Arduino to link everything data and send it to our SQL database.

**What you learned from it?**

Prototyping helped us to experience how the application will work when completed. We were able to imagine how the application would flow without getting into code. It also helped us increase an effective communication between each member of the team pushing each one of us to add new and useful features to the application.

Prototyping our application before developing it allowed us to collect very important and useful feedback from external stakeholders.

Most of stakeholders gave us positive feedbacks, and helping us to plan and try to deliver a perfect end product.