

Exercise: Create wireframe in Figma

Introduction

In a previous lesson, you went through the steps to create a wireframe for the online ordering home page for the “Little Lemon” mobile version of the website. In this exercise, you will create the wireframe of the product detail page.



Note: In wireframes, no color or images are included. It is just a blueprint. All that is important here is the layout and functionality.

Instructions

To create your wireframe, you should complete the following steps:

Steps 1-5: Setting up your frame, grid and content placement.

Steps 6-12: Designing your content.

Let's start!

Step 1: Gather Requirements

Here you write down or sketch out what you require to go on to the page, such as the:

- Navigation bar
- Photo of the dish
- Delivery time
- Customize the dish
- Number of dishes to order
- Add to basket button

Step 2: Create a frame and grid

- Open a new Figma file and create a frame.
- Select the iPhone 13 Pro Max – 1.
- Add a 4-column grid with a margin of 25.

Columns ▾ ×

Count

4 ▾

Color

FF0000

FF0000

10%

Type

Stretch ▾

Width

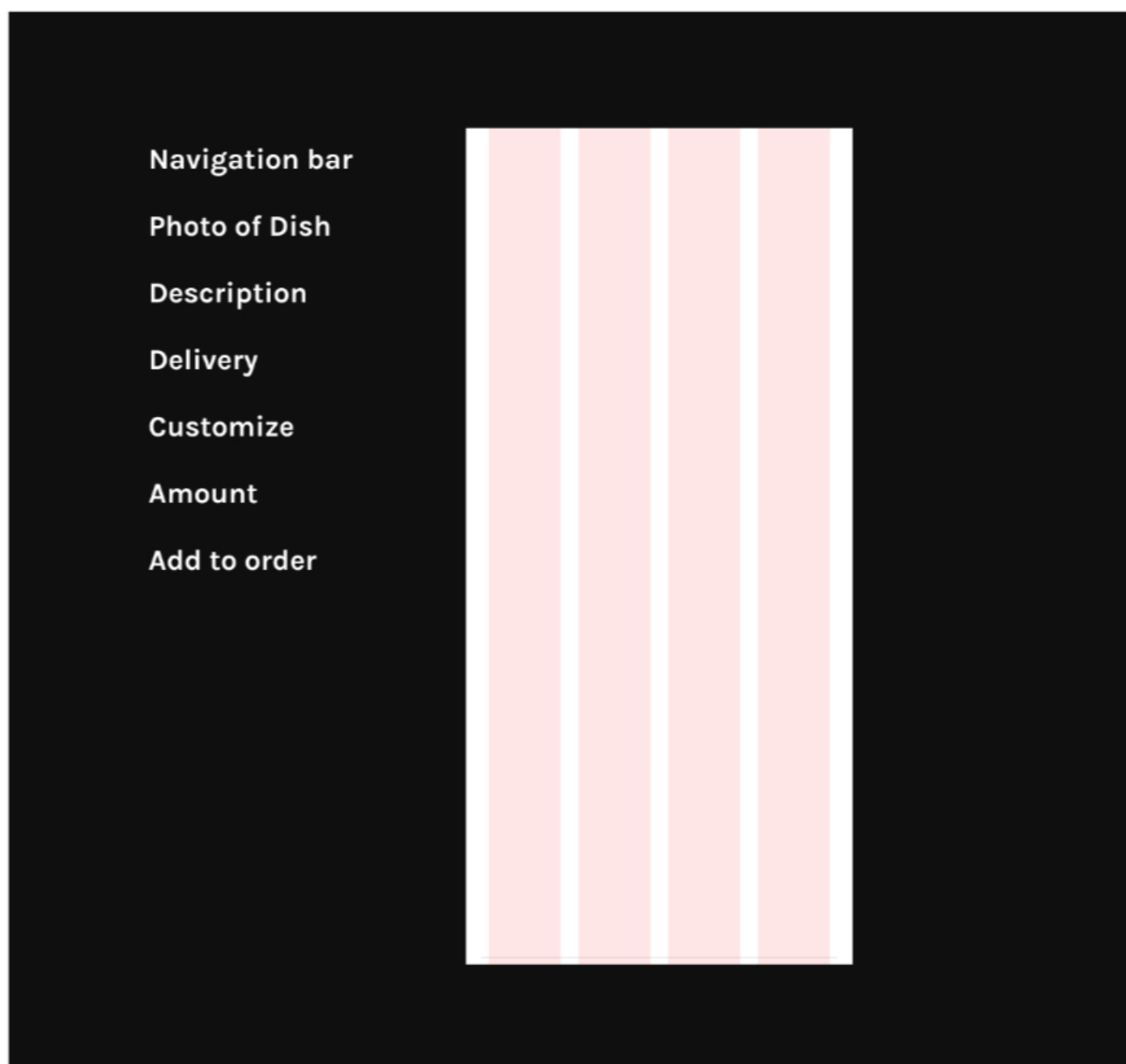
Auto

Margin

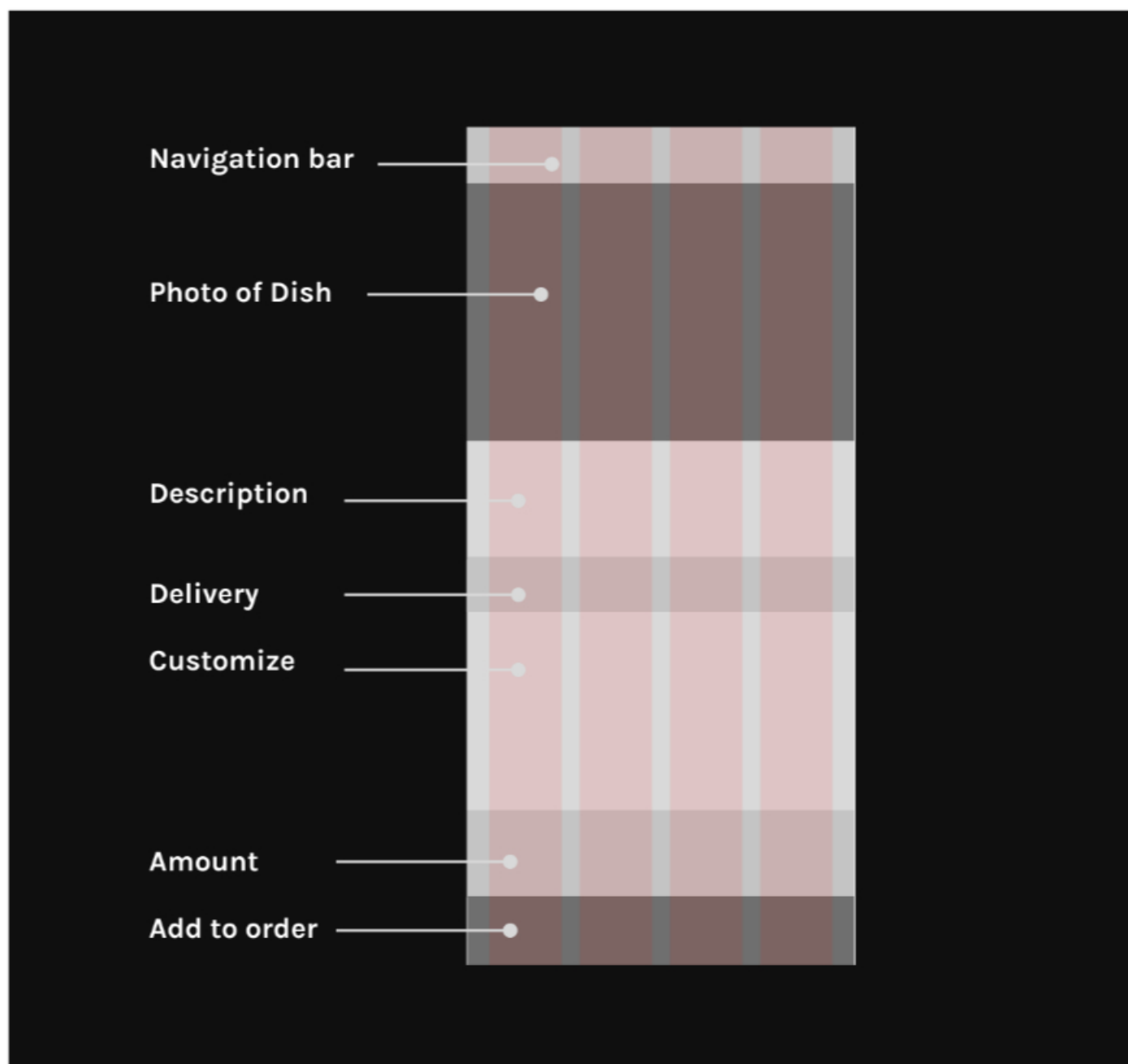
25

Gutter

20



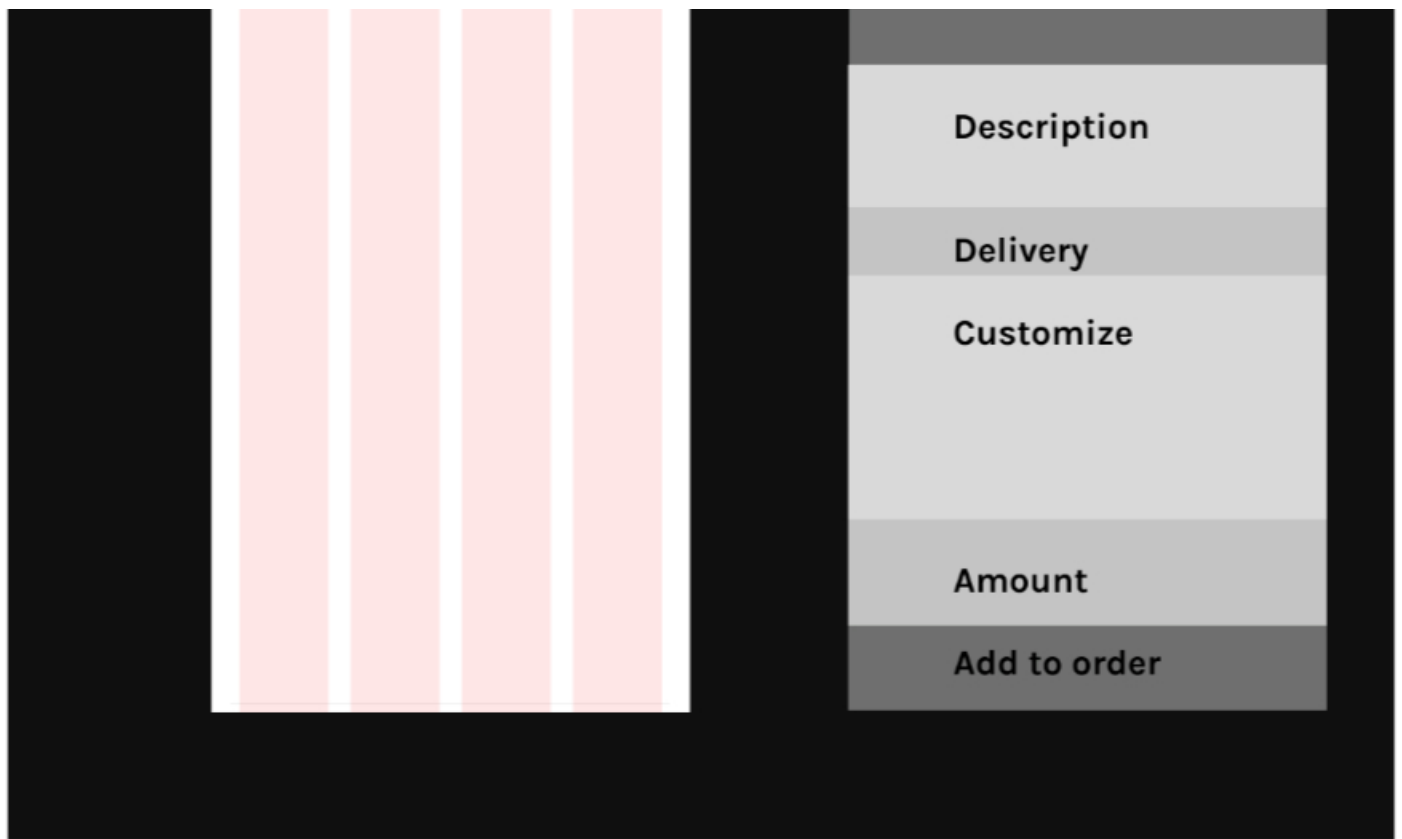
- Construct a content block guide, using basic rectangles for each block.



Step 4

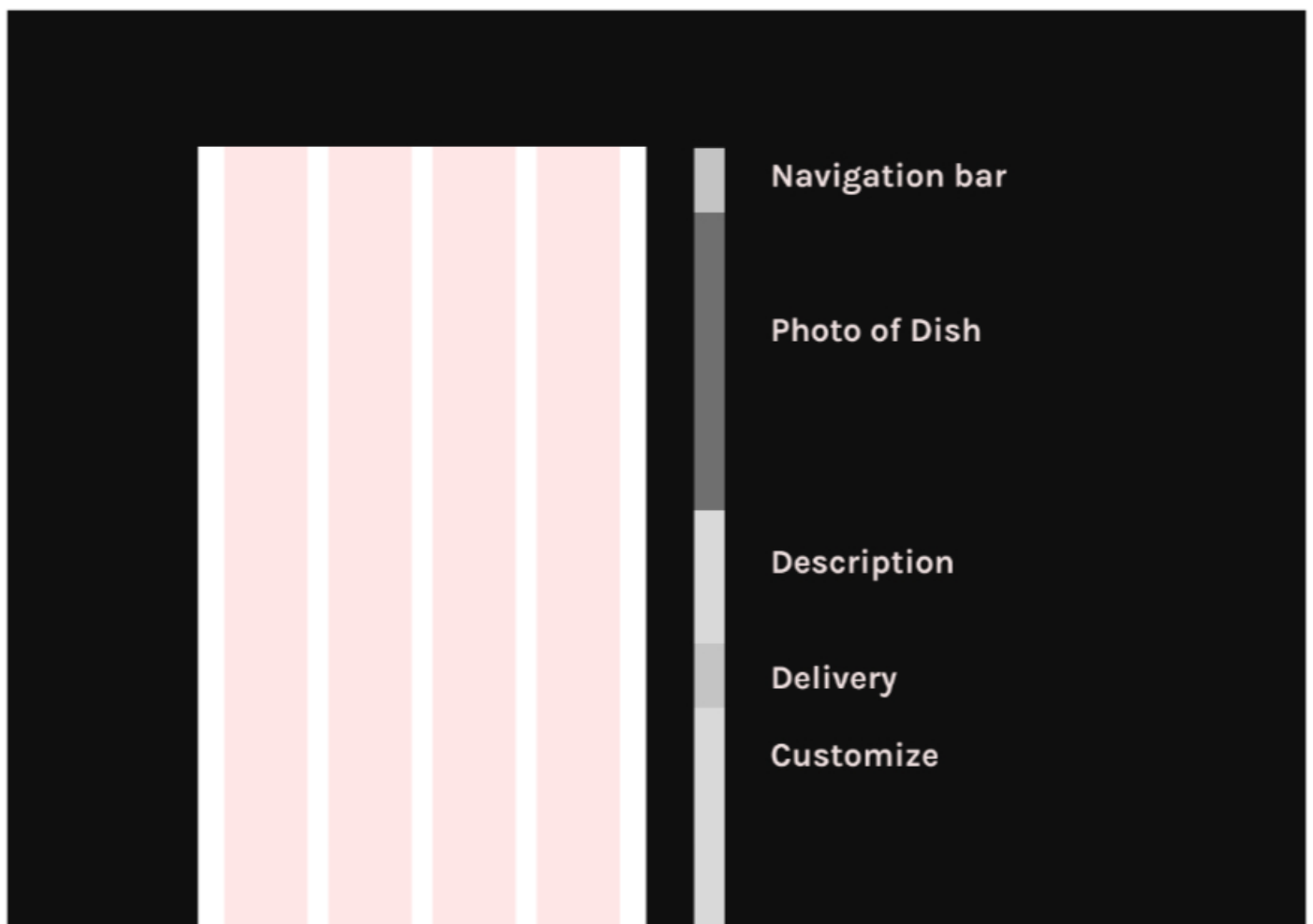
- Move these guides out of the frame.





Step 5

- Reduce the width of the guide rectangles.
- Keep the text as this provides a rough outline of all the content in the wireframe. You will use it as a reference while designing within the frame.





Step 6: Header/ Navigation bar

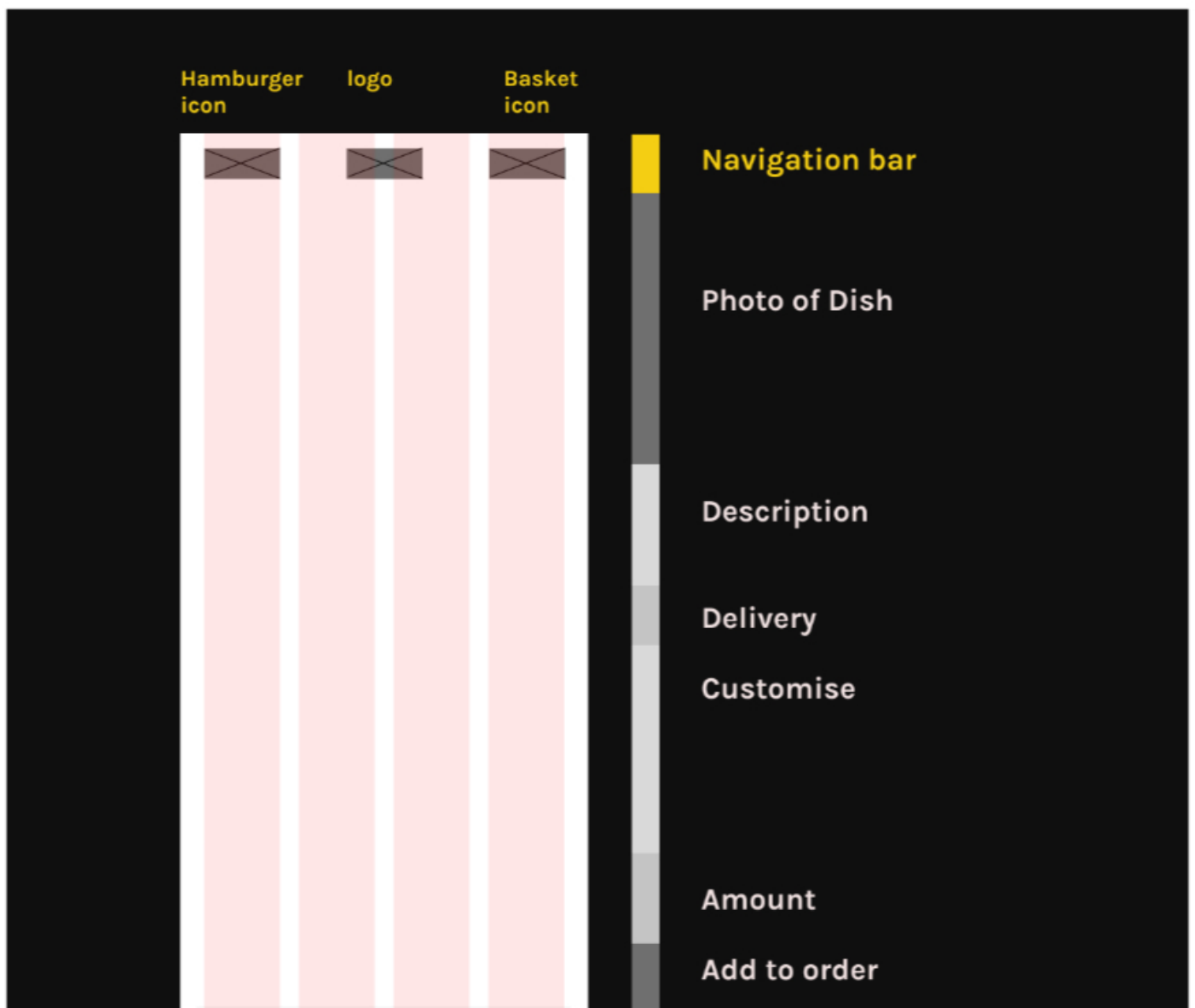
Contents

- Add a menu icon. A way to navigate to the home screen is to use a hamburger menu to open a side menu as I have used in this example. This helps the user to easily navigate to other pages on the site.

Note: Your navigation does not need to be detailed because it is usually secondary to the wireframe.

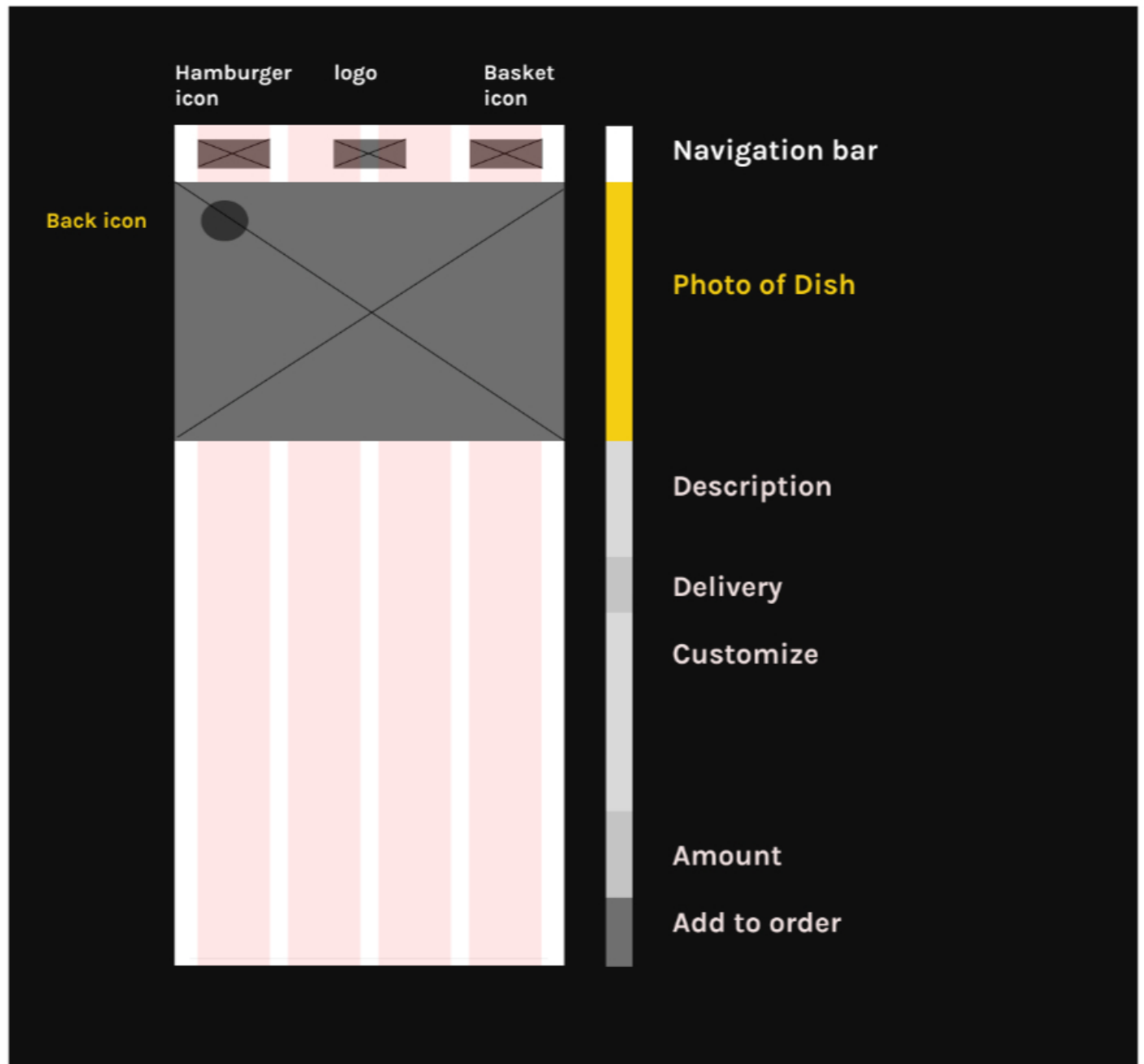
- Add a logo so users recognize what site they are on.
- Add a shopping basket as it's an online delivery service. When the basket is tapped, it opens up a pop-up overlay that allows users to track and alter what they intend to purchase. It also adds an option to check out.

Note: Images are represented as a rectangle with an x through it.



Step 7 Placements

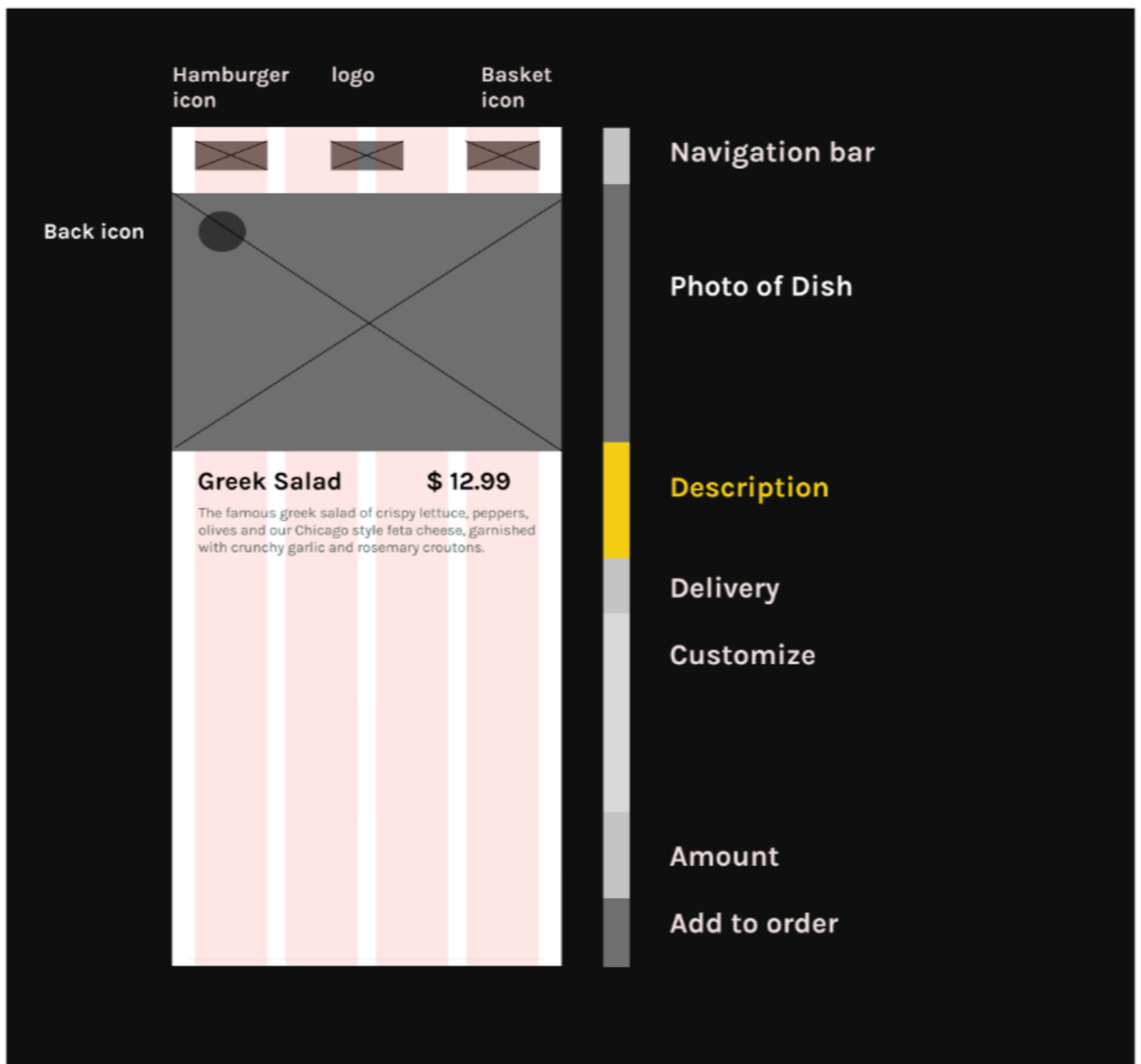
- Add a placement for an image of a dish as a rectangle with an x through it.
- And add a placement for the back button so users can return to the previous page.



Step 8: Description

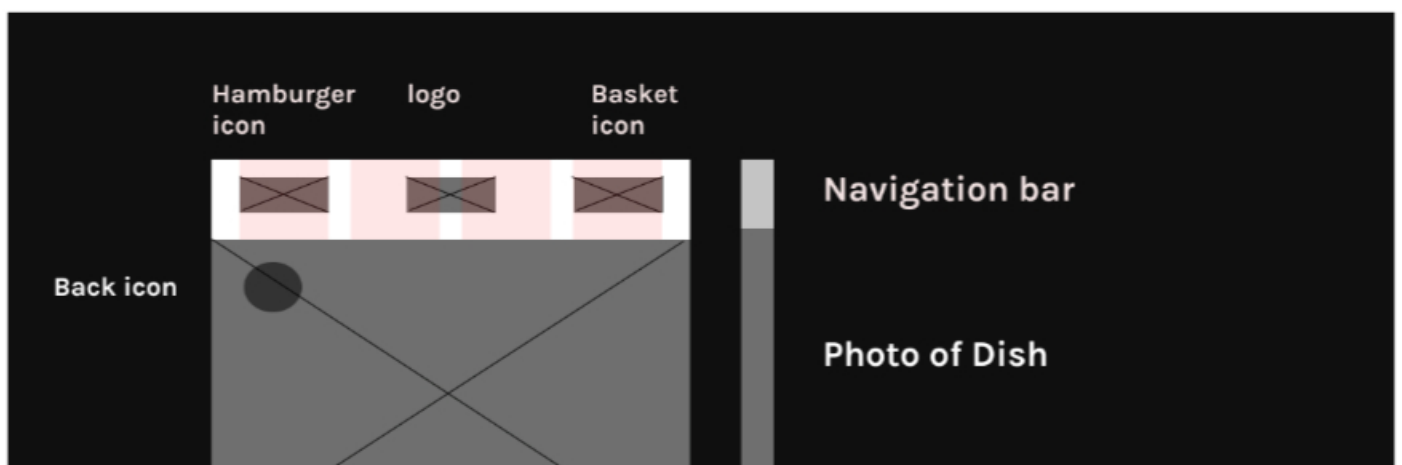
- Add a sub-heading for the name of the meal and its price.
- Add body text to give a description.

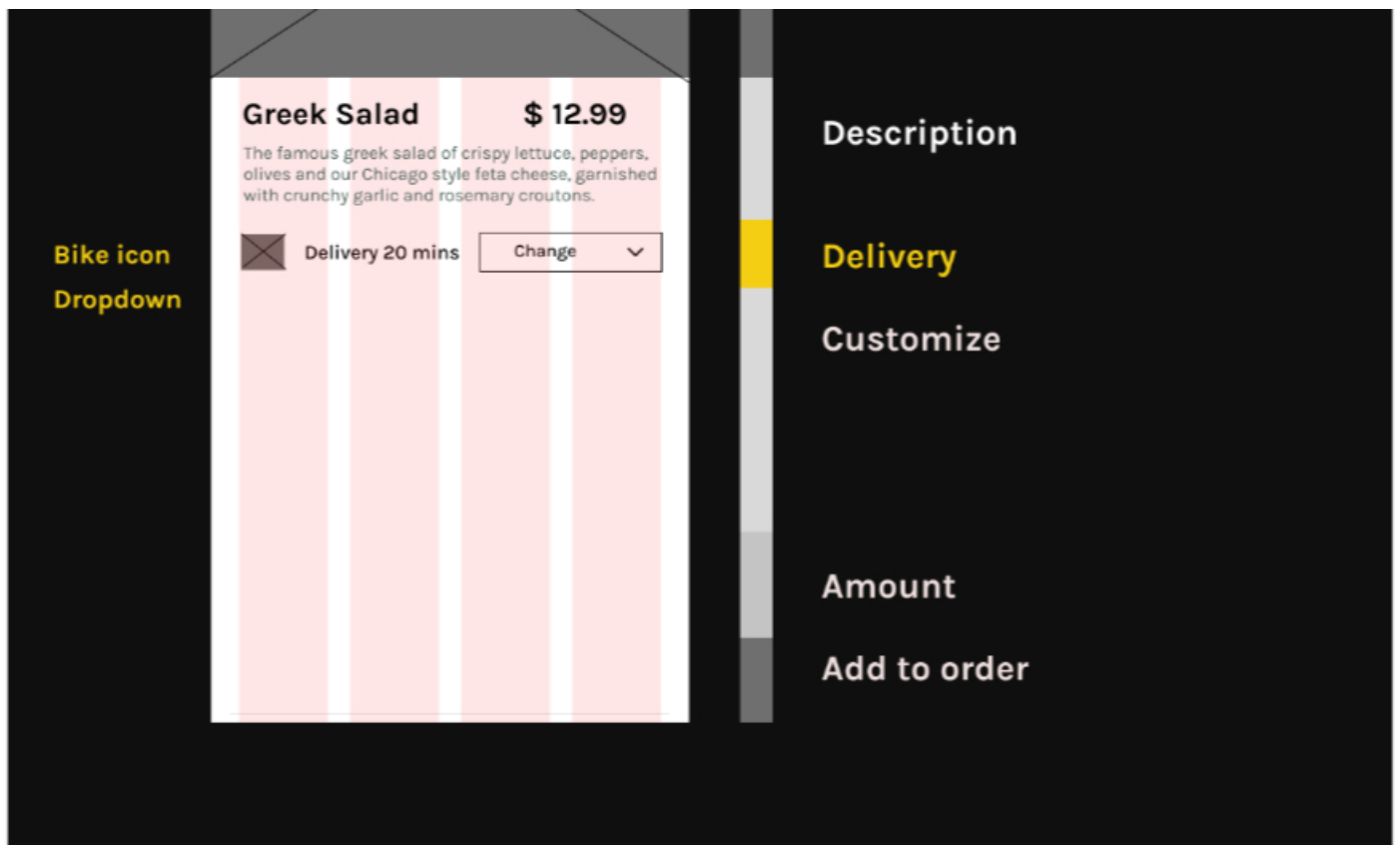
Note: The wireframe does not have to include details at this point but is added here for demonstrative purposes.



Step 9: Delivery

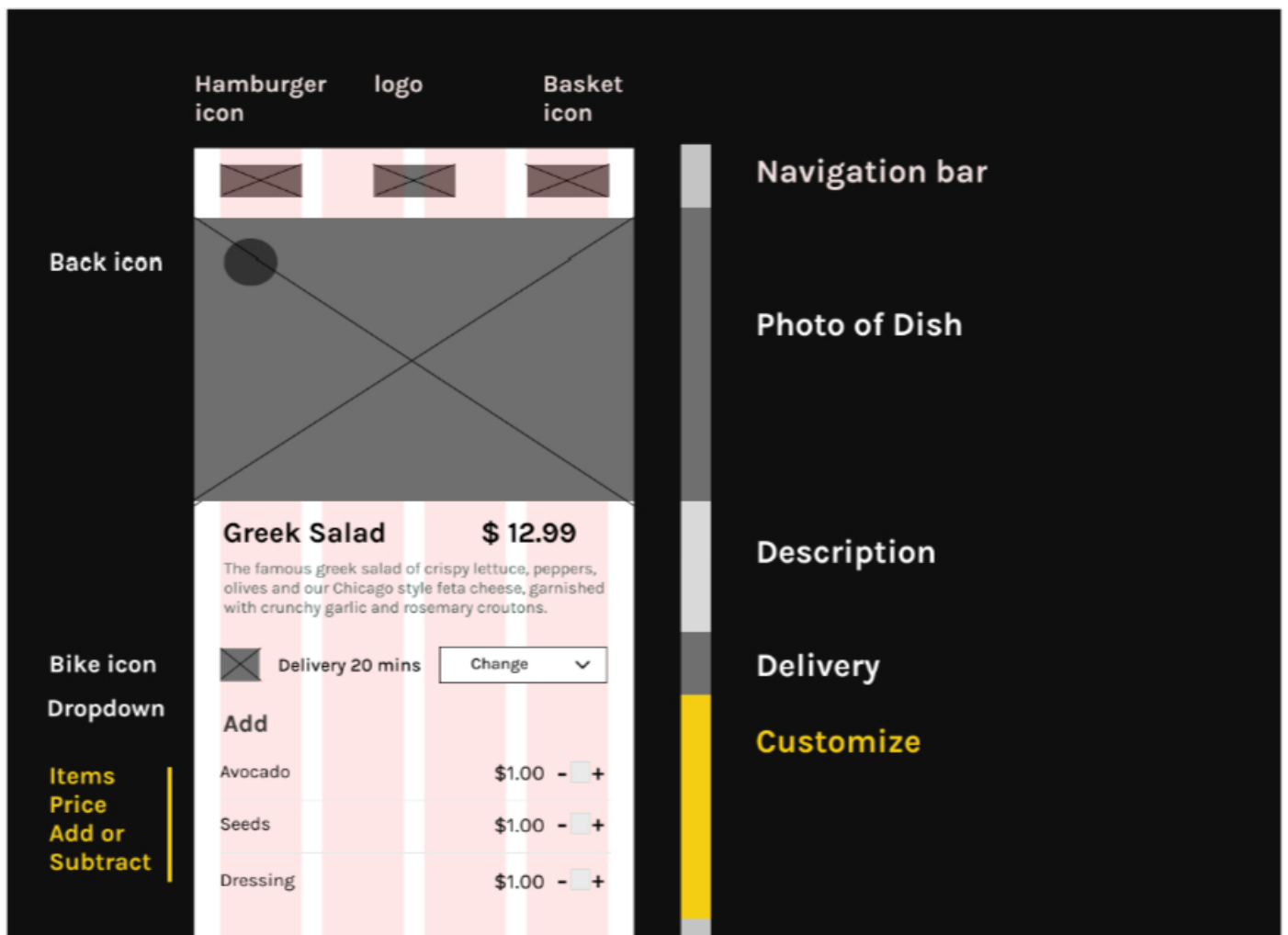
- Add an icon placement for a vehicle.
- Add a general time for delivery.
- Add a drop-down menu should a customer require another time for delivery.

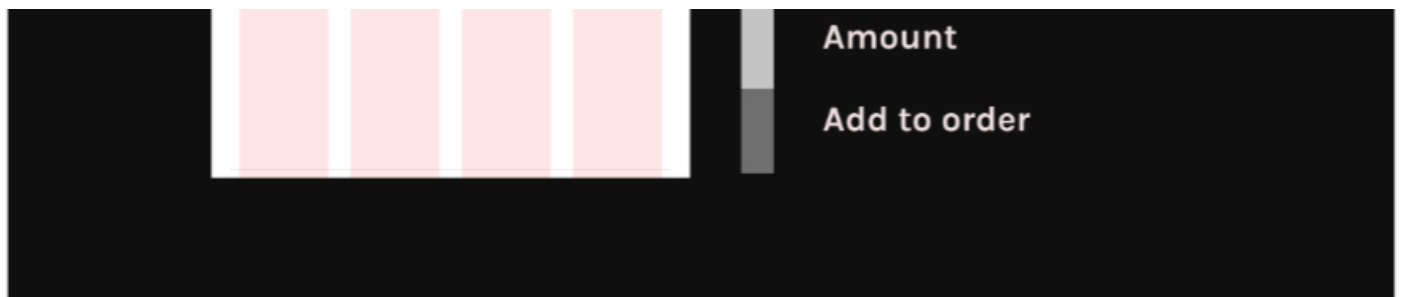




Step 10: Customize

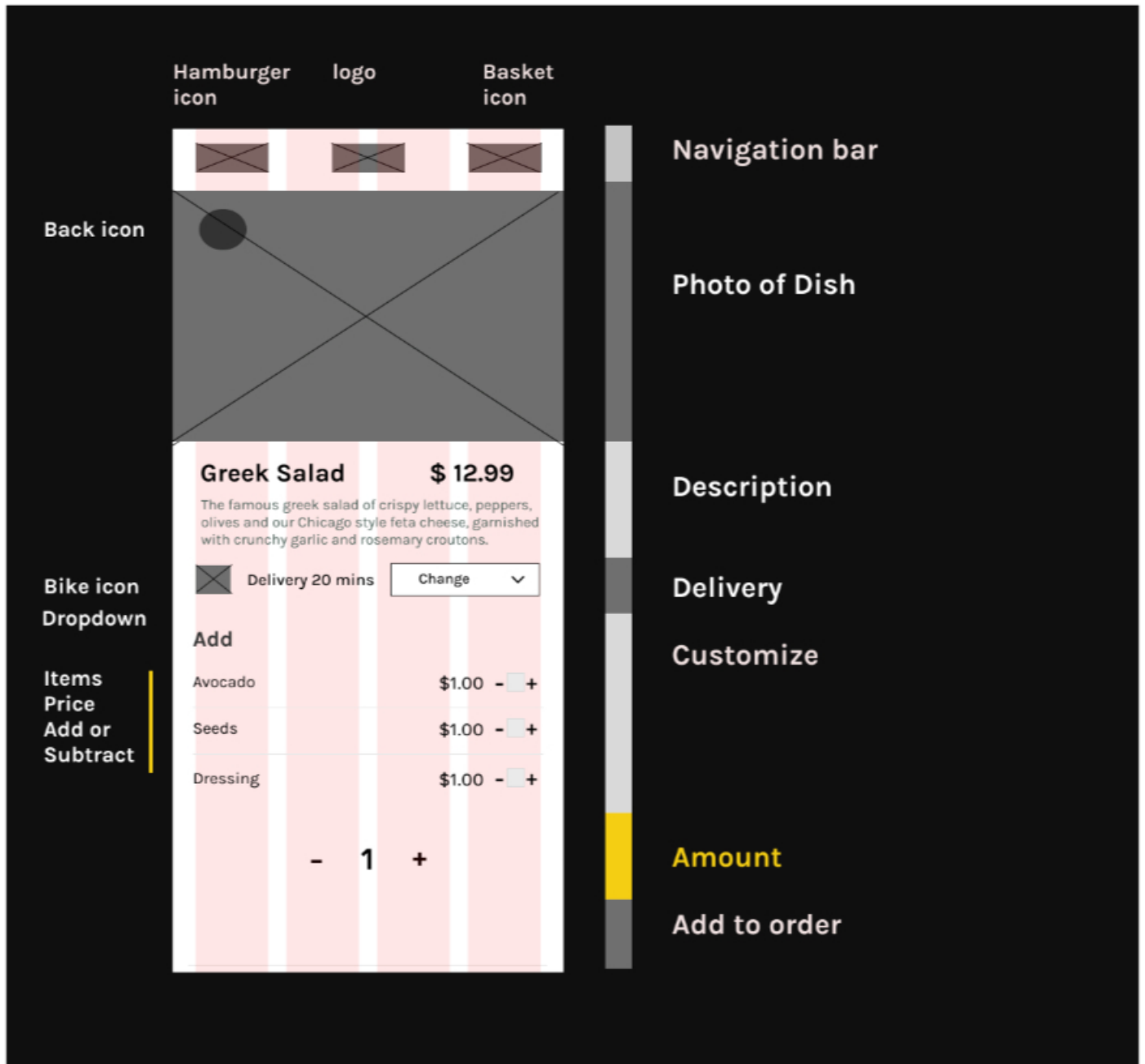
- Add text to inform the user that they can add items to their dish.
- List the options and price.





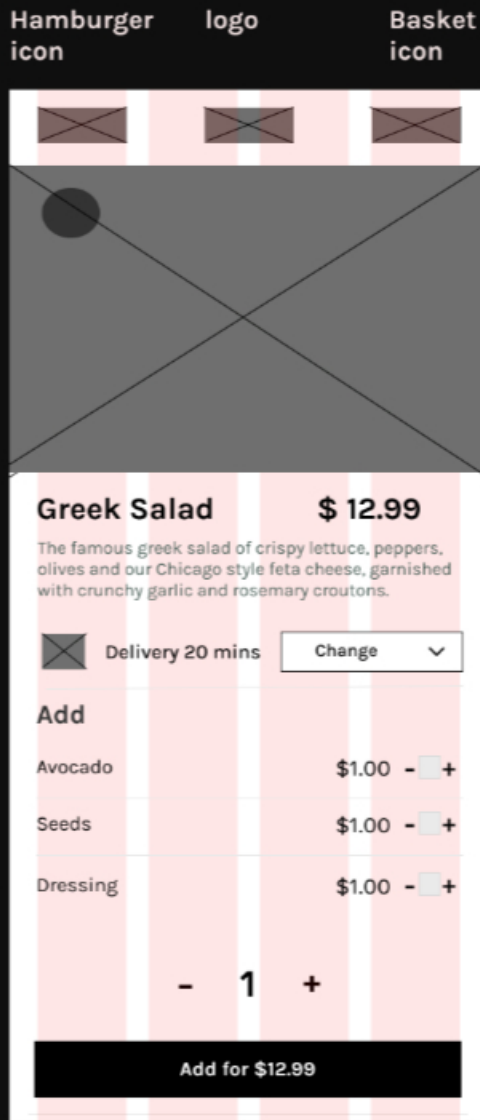
Step 11: Number of dishes required

- Add a plus and minus so users can add or subtract the number of the dish they want to order.



Step 12: Add to order

- Finally, add a button so users can tap to add a dish to their order.
- And add a text placement displaying the total amount of the dish within this button.



Hamburger
icon

logo

Basket
icon

Back icon

Bike icon
Dropdown

Items
Price
Add or
Subtract

Navigation bar

Photo of Dish

Description

Delivery

Customize

Amount

Add to order