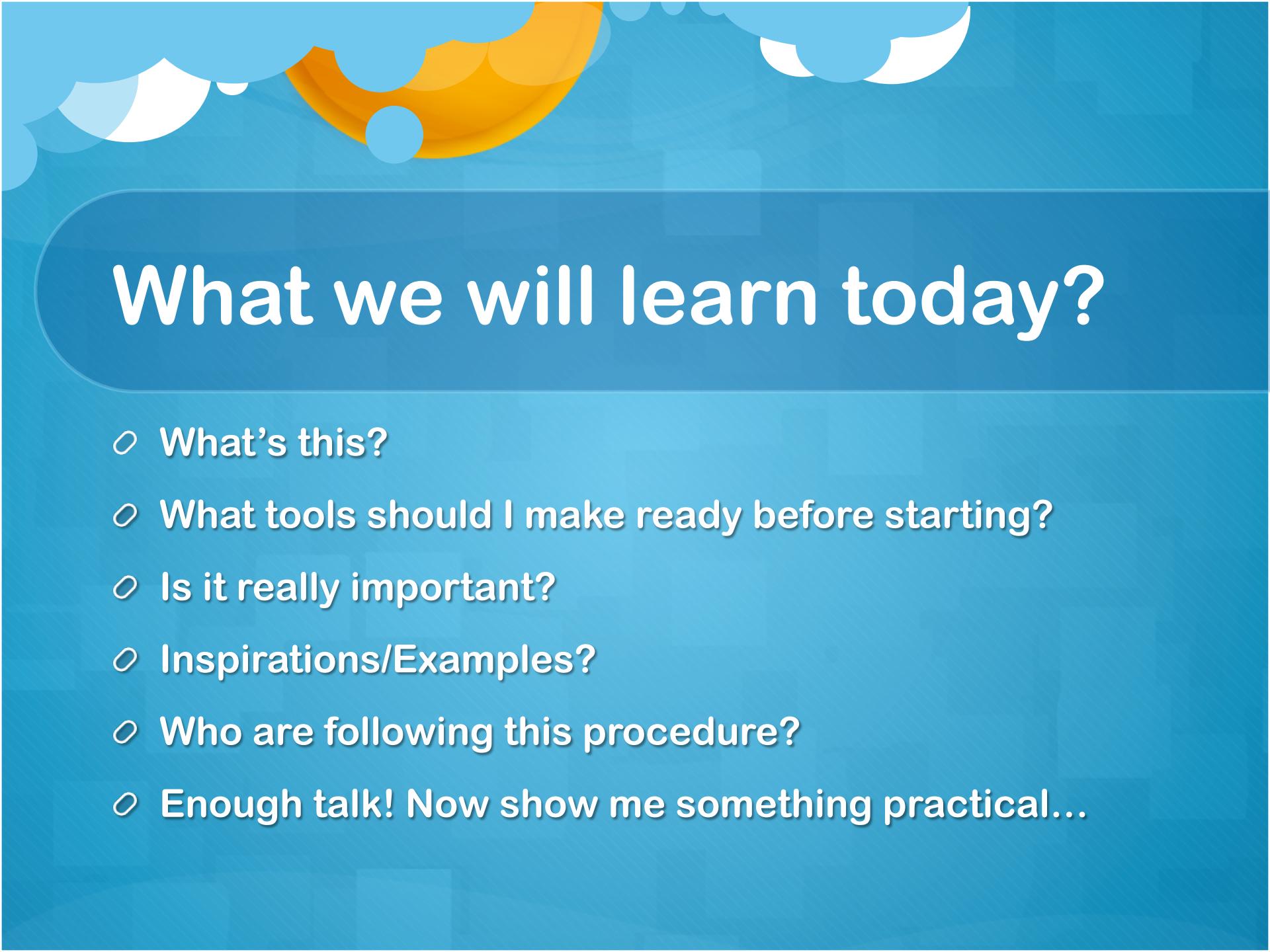


Software Development

Planning & Prototyping

Md. Abdul Munim Dibosh

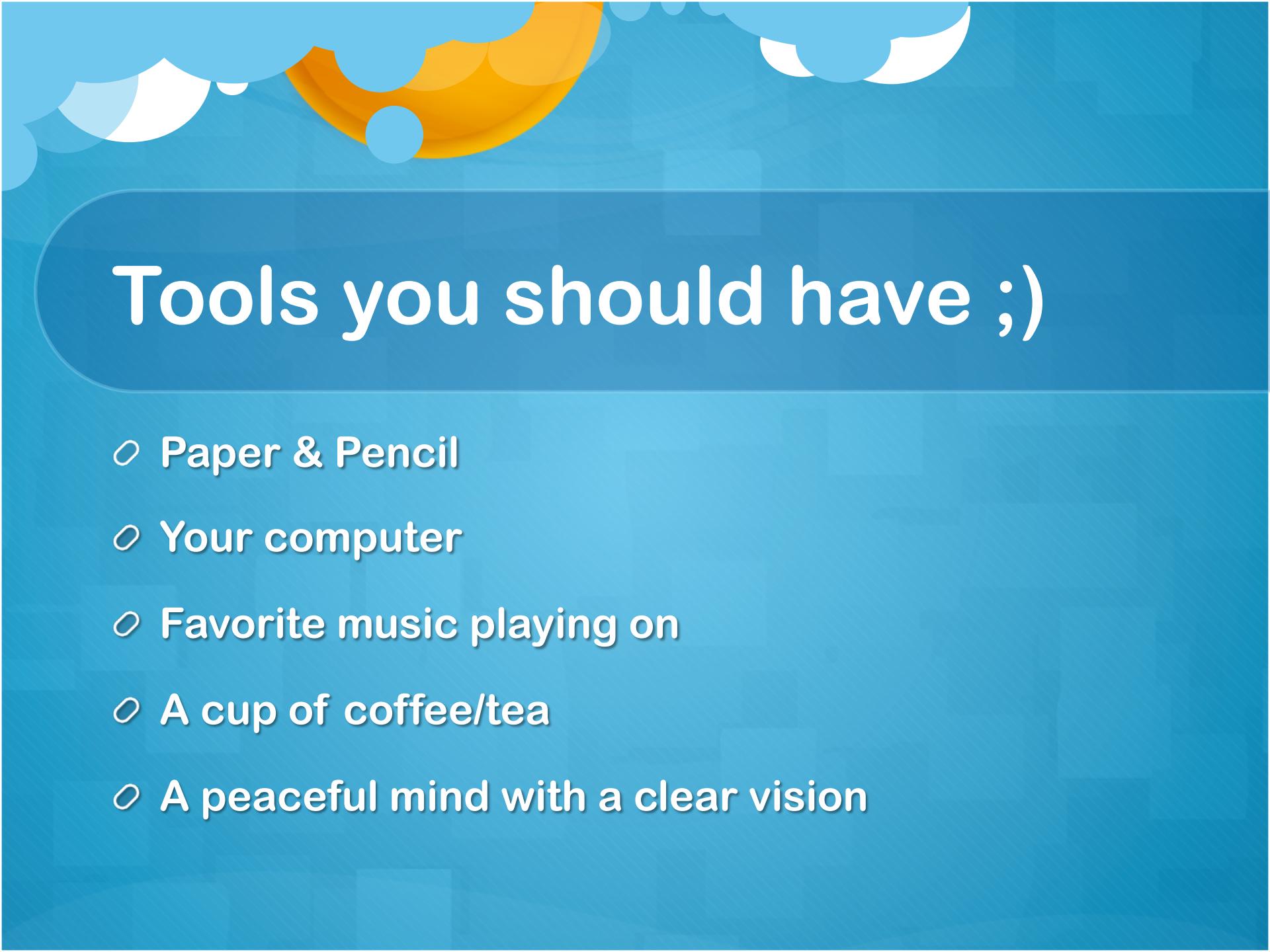


What we will learn today?

- What's this?
- What tools should I make ready before starting?
- Is it really important?
- Inspirations/Examples?
- Who are following this procedure?
- Enough talk! Now show me something practical...

Prototyping

- A solid start up for your software development project.
- Clearer idea of your goals and motivations.
- Less development time & complexity.



Tools you should have ;)

- Paper & Pencil
- Your computer
- Favorite music playing on
- A cup of coffee/tea
- A peaceful mind with a clear vision

Your software should be

- Intuitive :: don't make me think!
- Fluid :: huh, it's hanged!
- Pluggable :: whoa, I can't update it?
- Scalable :: so , you say your system will fail to handle this load?
- Modern :: Duh, didn't you hear about the technology they used?



Your software shouldn't be

- A box of irrelevant colors :: everything has a limit!
- Complex :: better you said me to solve that puzzle.
- Static :: you need this to push it inside, but you don't have any doors!
- Unmanageable :: humm, I think you can't even understand your code.

Getting started

- Paper & Pen/Pencil
- List target users
- List features
- Filter out all but the features for initial build
- Plan the scenarios
- Create wireframes in paper
- Develop mockups and flows

Architectures & Frameworks

- Frameworks help you to maintain manageable codes.
- Decoupled development.
- Common patterns should be applied.
- Think simple, do it simply.
- Never dive into development without a concrete plan.



Start prototyping

- Basic sketch of the idea
- Flow/Sitemap plan
- Wire-framing
- Mockup design

Confused?

- Basic sketch : Give your ideas pictorial meaning(Tools: Pen & Paper)
- Flow/Sitemap : Flow chart of linked screens/pages(Tools: Pen & Paper/Software)
- Wire-framing : Add some more details to your initial sketch, label specific parts, make more understandable(Tools: Pen & Paper/Software)
- Mockups : More detailed, actually the look that will be developed in your app(Tools: Software)

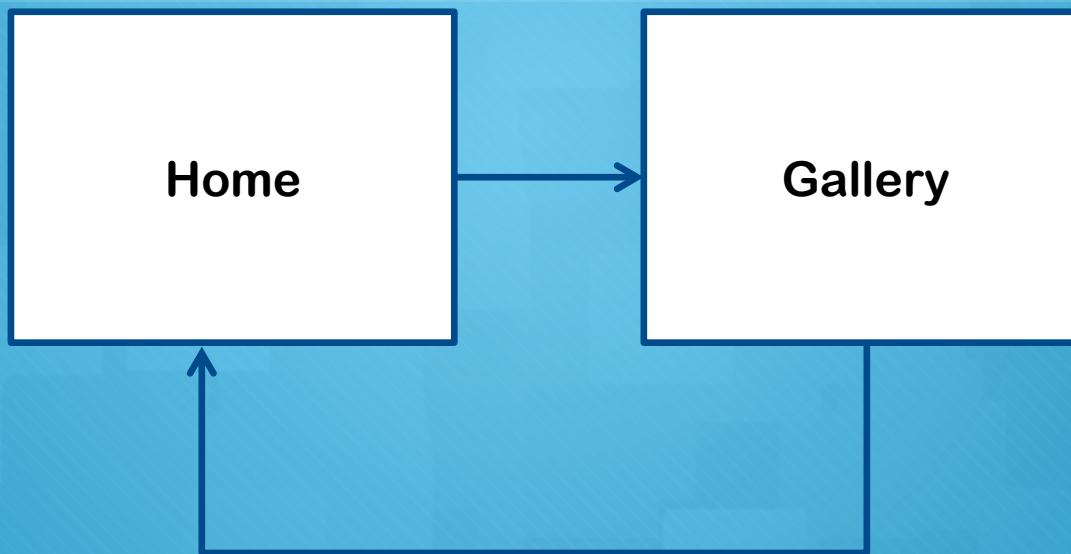
Inspirations/Case studies?

- <http://www.f-i.com/nickelodeon/kids-choice-awards/>
- <http://www.f-i.com/google/ramayana/>

Let's do something

- Title: PhotoShop
- Concept: Love to see photos from professional photographers? Want to buy some for purpose? Then don't forget to check PhotoShop.
- Target users: Developers, Teachers, Doctors etc.
- Main features: Submit/Buy photos
- Can be a huge thing to complete, let's focus on first 2 pages.

Sitemap

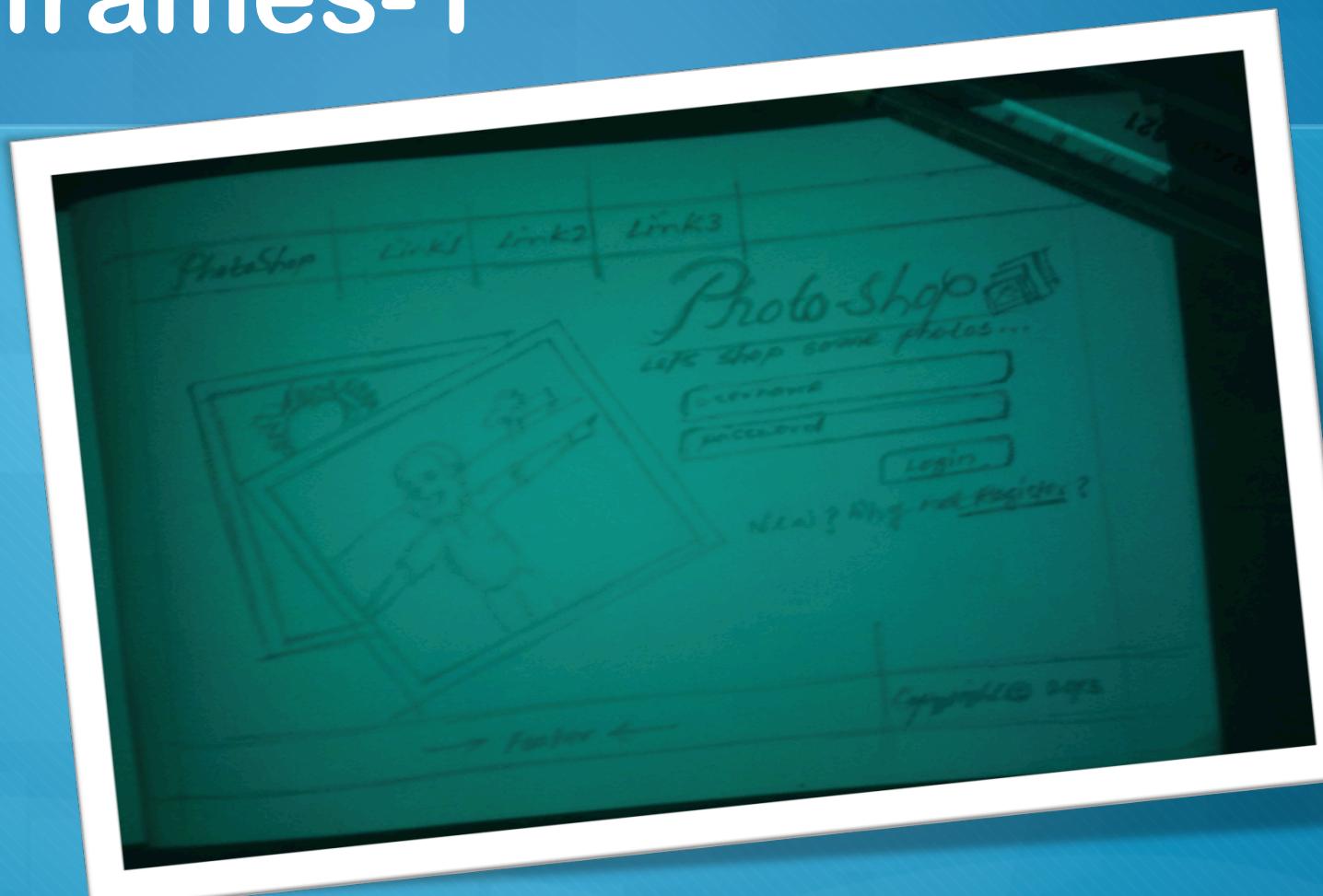


Let's keep it simple for now...

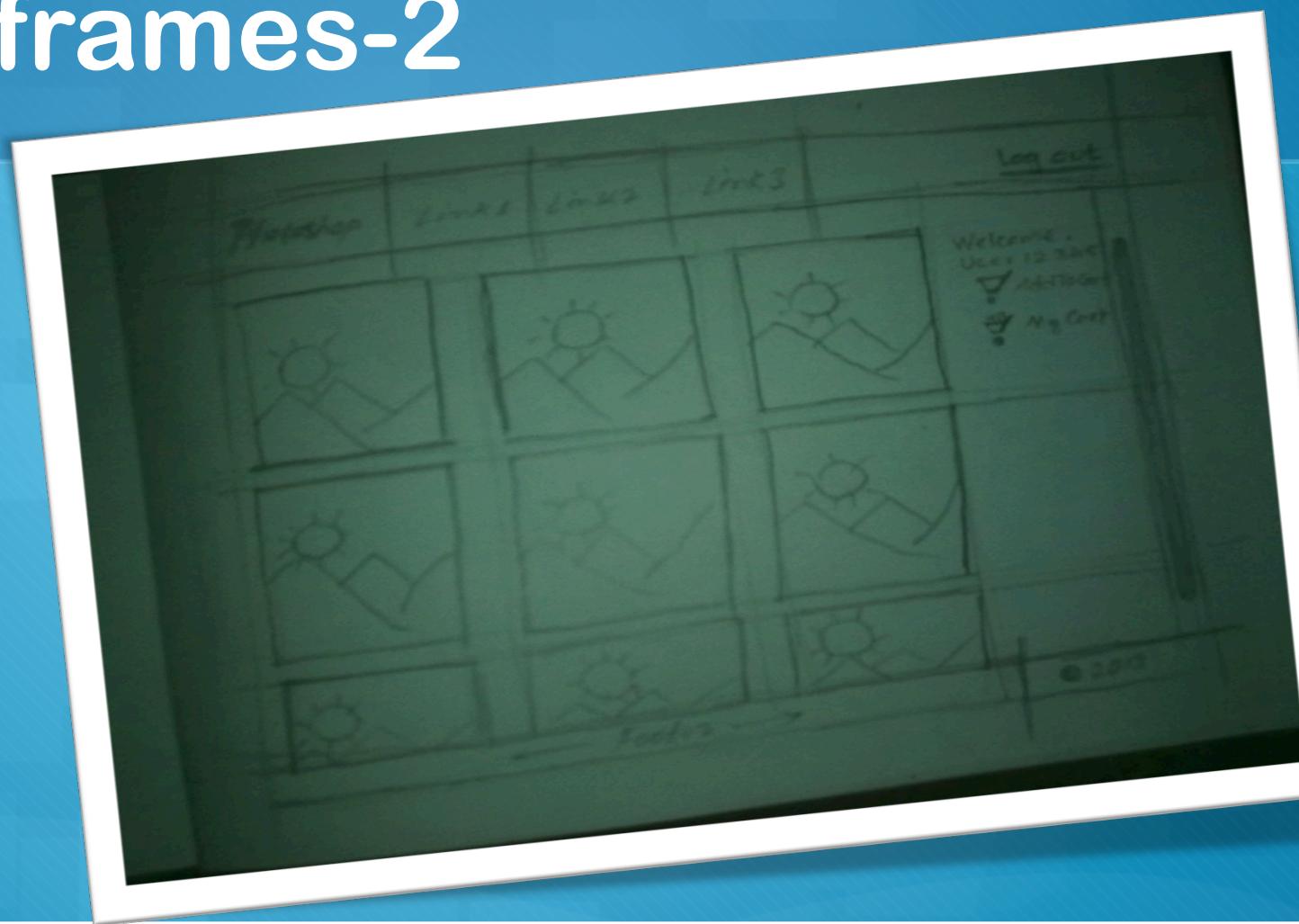


Drawn wireframes

Wireframes-1



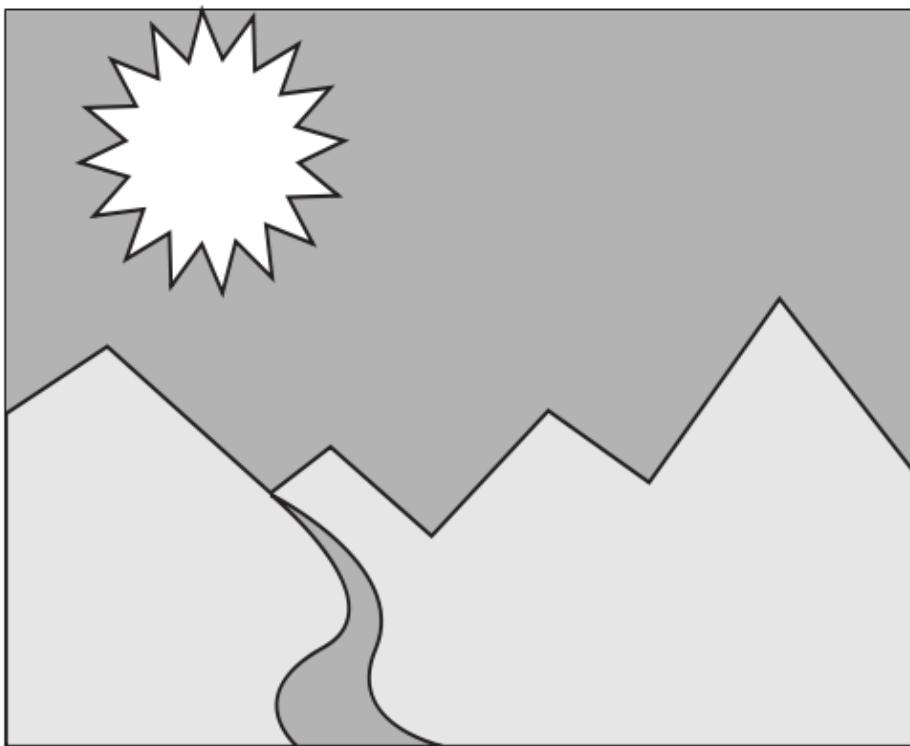
Wireframes-2



Tools for final Mockup

- <http://moqups.com>
- Pencil (<http://pencil.evolus.vn/>)

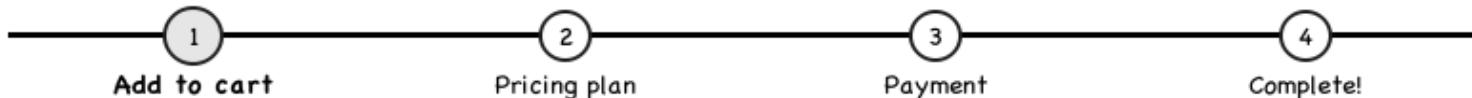
Final Mockups



PhotoShop

shop photos you love

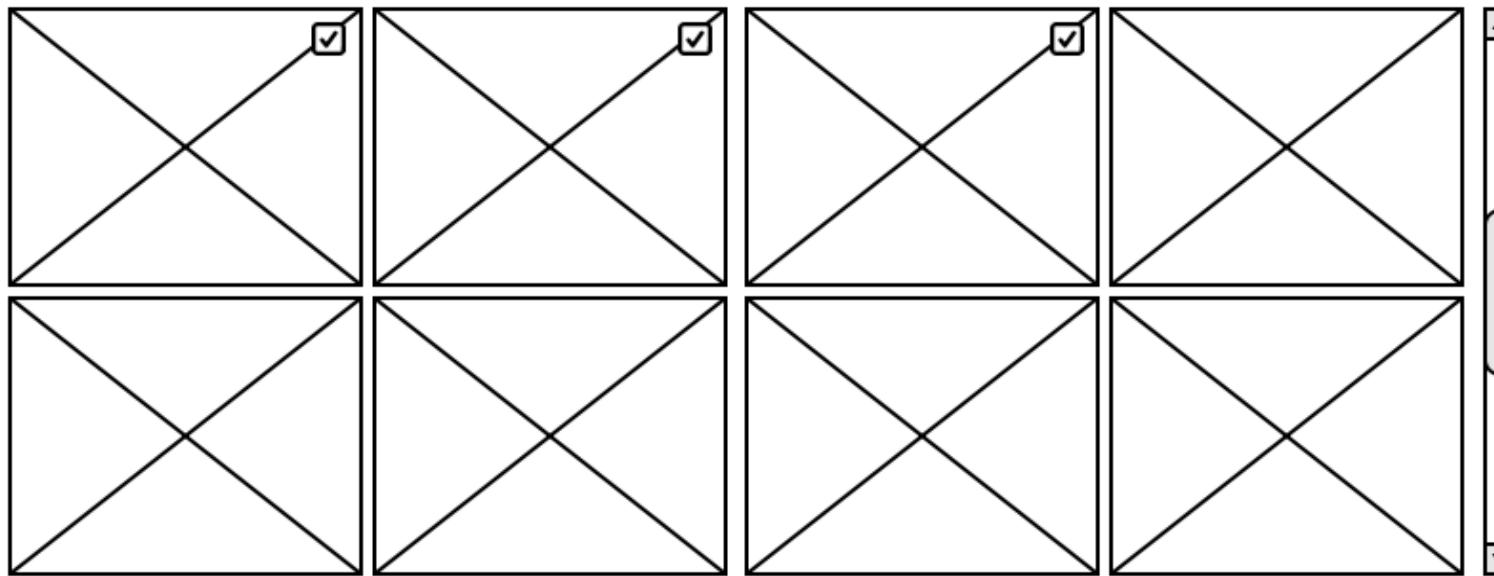
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Romance

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Interactive Prototyping

- Prototypes with event triggers.
- With commenting/annotations feature.
- Best for Professionals.
- <http://invisionapp.com> (Free for 1 project)

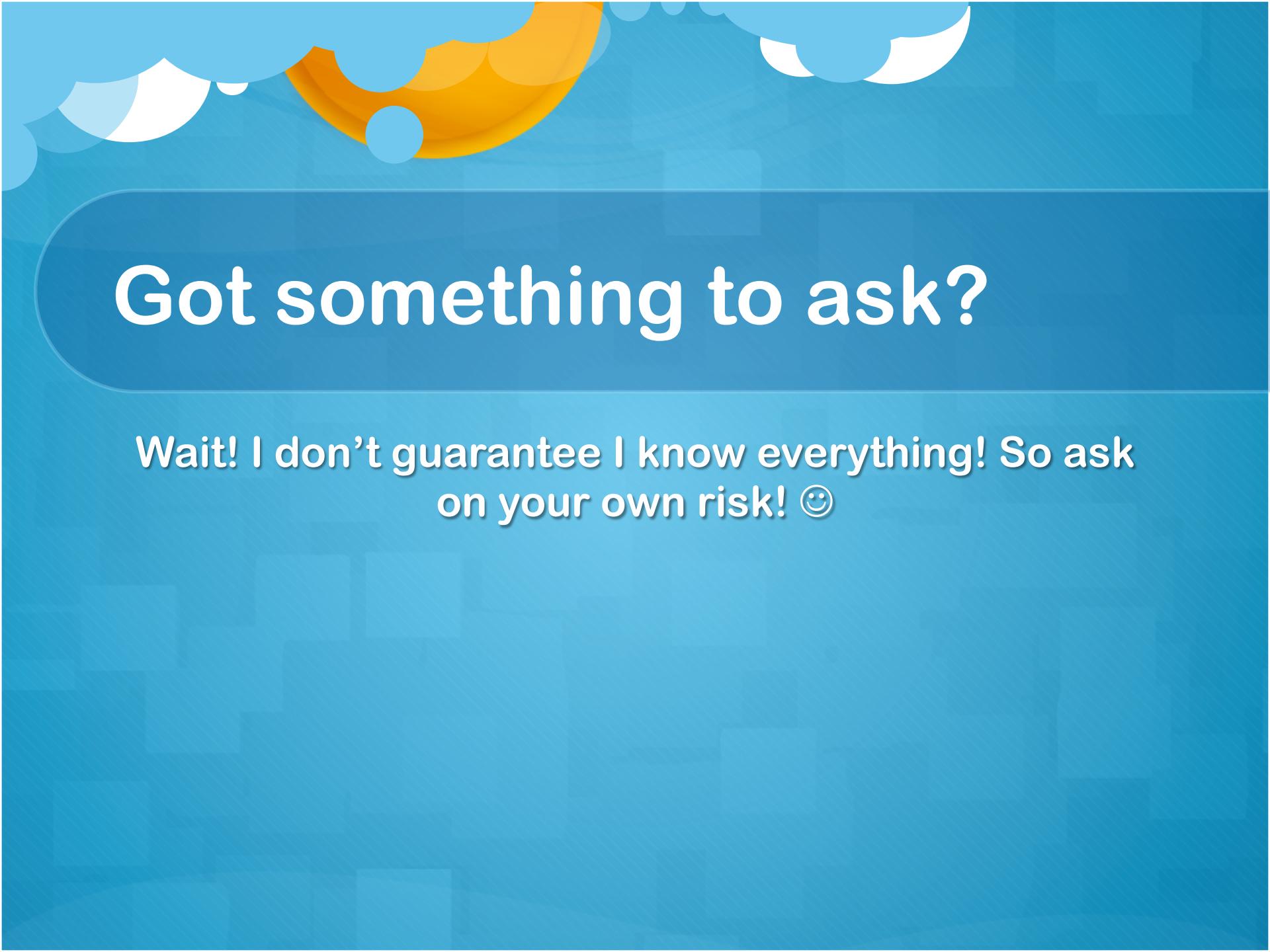
Feedback

- Your design might not be the best one.
- Designing is always iterative. You need continuous feedback before finalizing.
- For easy & simple feedback mechanism:
<http://www.useapollo.com/>

Who are used to this?

- Microsoft
- Apple
- Google
- facebook
- Etc.

Don't just believe whatever I say ☺
Check their mobile dev sites on your own!
They share thousands of best practices
regarding this.



Got something to ask?

Wait! I don't guarantee I know everything! So ask
on your own risk! 😊