**Paper prototype reflection**

In making Concept/Project Plan, I got a concise idea of how my software would do, and some basic parts and functionalities of it. But in the actual GUI part, It only gives out a big picture, leaving a lot of flexibility of details, which means leaving the uncertainty and possibility of inconsistency of the final GUI. Paper prototyping helps determine these details and ensure the consistency of the project, so that in the process of making actual GUI, I wouldn't be stuck at a place for a long time and thinking about what I should do, what functionalities would it have, and this may resulting making a GUI with things that does not satisfy the requirements(appearance of inconsistency).

Furthermore, the paper prototype gives me a more straightforward way of recognizing the complexity of each part, letting me be able to arrange the plan more accurately and be able to recognize risks more easily. This also includes taking some part away from the plan, such as the complete user manual. In the process of making a prototype, I also found some flaws of my original design, letting me improve my project details, making the software more reasonable and easier to use.

Paper prototype as an actual object in real life unlike thoughts in mind which might disappear in a week and varies all the time. It helps a lot in reminding me the properties and functionalities of each part of the GUI. And it can also be put as a digital version in photos so that it won’t be lost easily.

In this experience of paper prototyping, I have recognized its usages and importance. It reduced a lot of unnecessary steps and time in making GUI and related functionalities. Following all these nice properties, this truly lets me understand why paper prototyping is also a basic step of software development.

**Paper Prototype:**

(On the following 2 pages)

