

New Year's Resolution App Design

1. Empathize. Pair up with a neighbor and ask each other interview questions that could help inform your prototype. Use some of your index cards, or the back of this paper to take notes.

2. Define. In the space below, use the information you gathered in step 1 to make a list of everything you think the app will need to accomplish its goal.

3. Ideate. Draw a storyboard (comic strip). What would it look like if a person uses your app to accomplish their goal?

4. Prototype! Use your index cards to draw what each screen of the app would look like. How will you navigate between pages? What sort of colors would look best? Your prototype should reflect these decisions.