

Figma Prototype Documentation

Overview

This Figma prototype showcases the mid-fidelity design of our HCI+D project app. It serves as an interactive demo that visualizes core functionalities and user flows. The prototype is intended for both presentation and feedback collection.

Purpose

The prototype is designed to:

Illustrate the app's core functions about card trading method.

Demonstrate UI/UX design decisions made during the development process.

Support usability testing and collect early-stage user/stakeholder feedback.

Act as a communication tool between designers and developers.

Features

- **Interactive Navigation:** Clickable elements simulate user interactions.
- **Annotations:** Key design decisions and functionality are documented within the prototype.

Limitations

- **Simplified Functions:** Due to the limit of Figma prototype, some of the functions are linked to the same results. The interactions are still accessible, but some of the images are not correct.
- **Insert Unavailable:** There're some insert boxes that are supposed to insert words and keywords, but we didn't complete this function due to Figma limits.
- **Filter Notworking:** The filter function can be selected and changed, but the search result won't be changed due to simplify the prototype.

How to Access

1. Open the Figma link provided by the team.
2. Use the "Present" mode to interact with the prototype.
3. Navigate through the screens by clicking on buttons, links, or other interactive elements.

Feedback

We encourage feedback to improve the design. Please share your thoughts via email or during review sessions.

Contact

For any questions or issues, please reach out to the design team.