



# How to Create a Hand-sketched Prototype

A simple hand-sketched prototype can quickly be created with pen and paper or on the whiteboard. This early prototype will be a way for your team to think through solution ideas rather than a deliverable to developers. For more detailed digital prototypes, we recommend using our tool BUILD where prototypes with working code can be created easily, taking advantage of the premade SAP Fiori Guidelines.

## LET’S START:

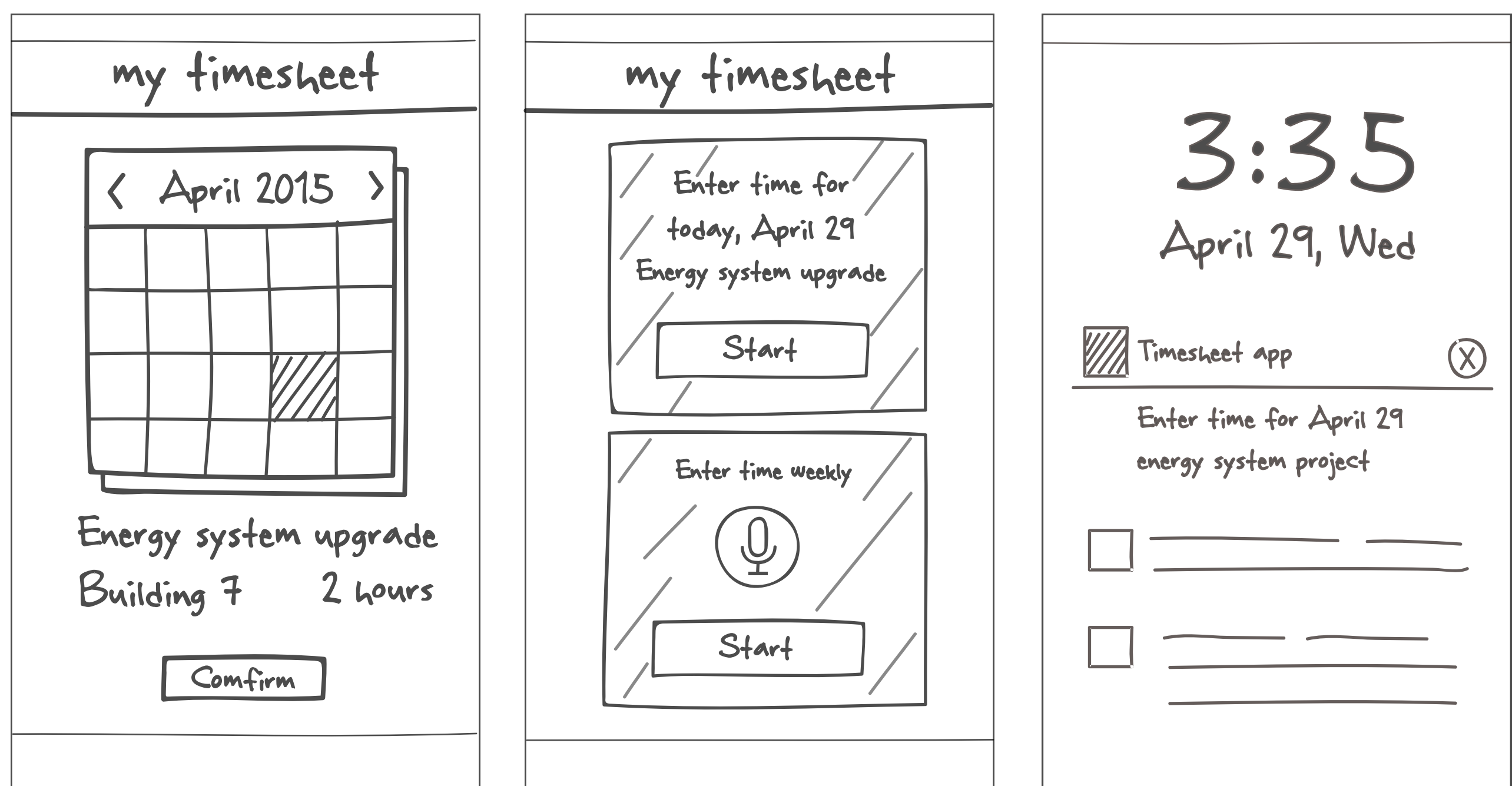
Using your storyboard and ideas from brainstorming, you now flesh out early concepts of solutions to address your user’s goals.

## 1 EXPLORING DIFFERENT SCREEN OPTIONS

Our HMW statement stated that **Sally needs a way to quickly enter time for her projects on the go**. And in the storyboard, first, Sally got notified about a required time entry on her phone. We explored how this could be done.

Design is endless. That means you can address a problem in several different ways. The question you should ask is: What works the best for my user? You will have equally strong ideas and getting other’s feedback will help you break the tie.

Here are some ideas we explored:

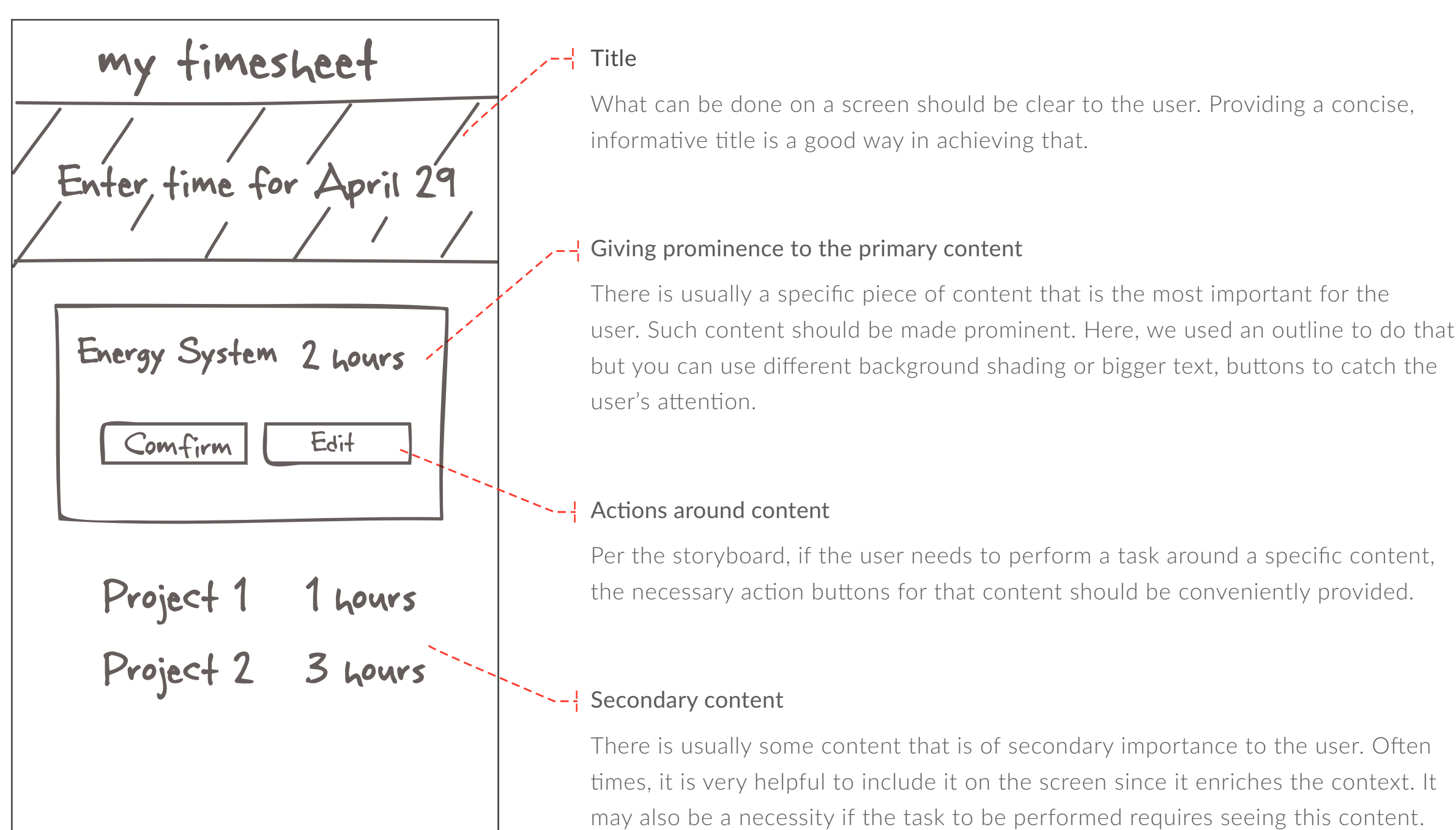


1. Since the topic is time entry, maybe the app starts with a calendar control and today is selected by default. Today’s due time is shown to the user.
2. Maybe we start with big, prominent triggers for both of the tasks the user has to perform: Time entry for the day and week separately.
3. Utilizing native phone notifications can be another direction. This way the user starts entering time immediately without having to start the app manually.

We could have explored more possibilities but we decided to go forward with option 2 after some quick user feedback.

## 2 USING A SIMPLE APPROACH TO LAYING OUT A SCREEN

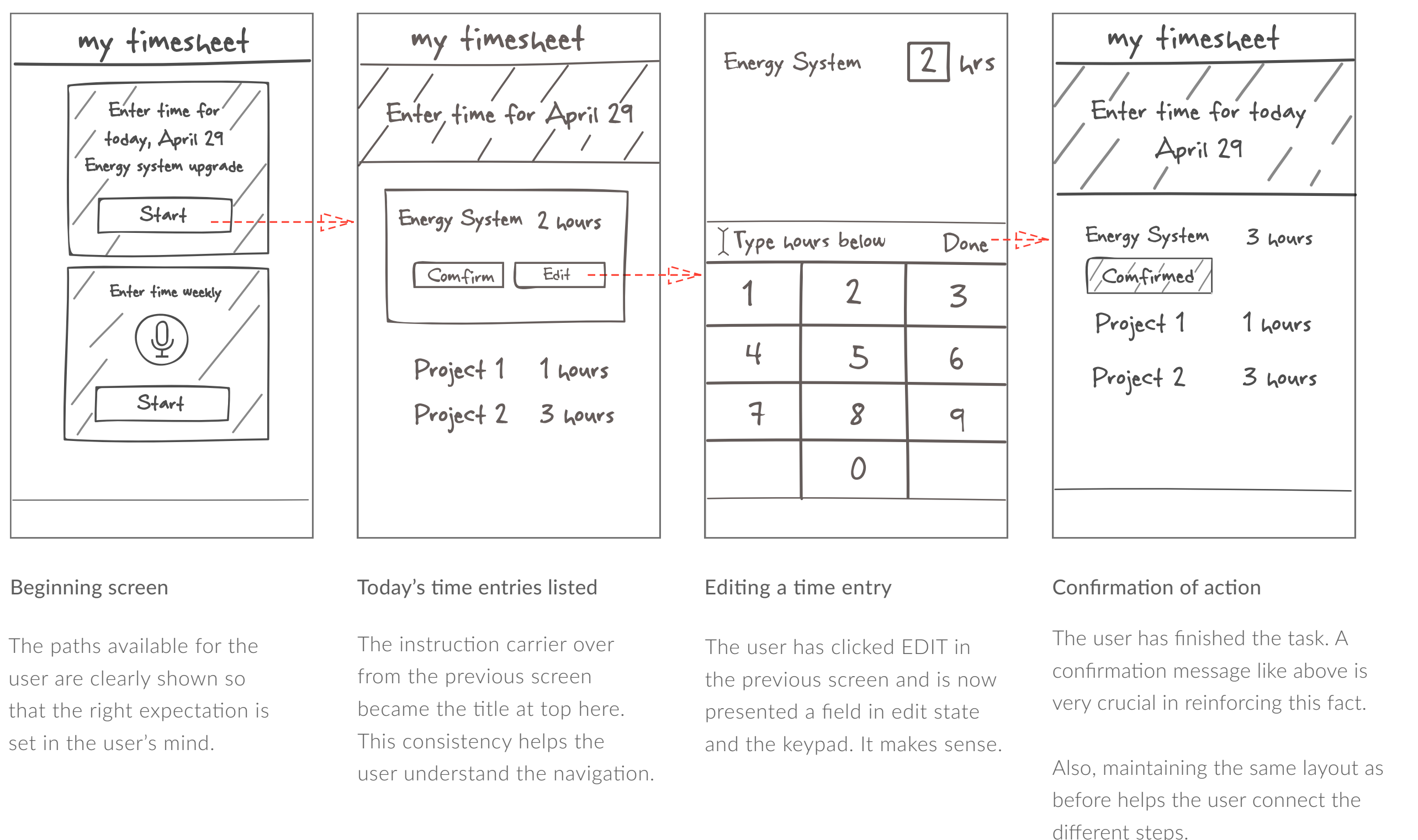
Here are a few things to pay attention to at minimum while creating a screen:



## 3 ESTABLISHING A SCREEN FLOW THAT MAKES SENSE

It is important that navigation from one screen to another **feels natural for the user** and **supports the user’s task** you are designing for. Screens should support the user towards the completion of the task in an efficient and clear fashion.

Below is the screen flow for Sally’s first task from the storyboard, which was about editing and confirming a predetermined time entry.



Hand-sketches are meant to be imperfect and incomplete as their main utility is in helping discussions within the team and early user testing. So, don’t hesitate to quickly test your sketches with your users and get feedback.

In the next phase of prototyping, we detail out the navigation and user interaction to ensure a complete user experience. You can use our tool BUILD to do that. In fact, we had already created [a prototype of the Timesheet Entry](#). Check it out in the GALLERY!