


Digital Prototype

Links

Resource	Link
Online Figma file	https://www.figma.com/file/yHs699fUkoJbtD5fEpxwNB/ST?node-id=323%3A2
Offline Figma file	<div></div>

Process

Choice of tool: Figma. Before starting, we had 2 options for tools: Figma or Axure. We had already worked with Figma before, so we tried out Axure because it supports text inputs for digital prototype. However, Axure does not allow concurrent editing so it would be very complicated to collaborate, so we chose Figma at the end.

The team divided up into 2 sub-groups to work on the UI look for both LEC and Supervisor.

Most of the layout of the digital prototype follows the paper prototype, so the new changes are to incorporate colour and illustrations, and add in the pages that we had not made in the paper prototype.

We followed both the basic and accent colour palette from [Y-Change Identity Guidelines](#). Some of the colours are lightened a few shades from the original colour palette to be more suitable for the background.

The typography in the moodboard was initially in [Alda](#) font, which was taken from an [existing system](#) that the client had previously given as an example of good design. However, it comes with a cost and was not readily available in Figma, so [Happy Monkey](#) was chosen as a free alternative font, as it also exhibited a comfortable and laid-back appearance.

We set up the general design first (background colour, top bar,...), and then each of us copy that for all of the pages so that it is consistent. During the process, we had a few small discussions to agree on the design and flow of the digital prototype. After achieving that, we added illustrations in to create a more fun and friendly feel for the prototype. Text fields were initially placeholders, then we added realistic data in after we have finished the design.

The final step is to connect all the pages together for a clickable prototype.