

ASSIGNED 15 OCT 2017**DUE 7 NOV 2017 (TUESDAY)**

In this assignment, you will learn how rapid prototyping helps you move from a design idea to a first draft of a user interface. Rapid prototyping addresses an important tension in design: forward momentum is essential, yet design excellence often requires exploring diverse ideas. Build an interactive prototype with Sketchflow of that design. The interface is designed for Galaxy, iPhone, or iPad dimensions

Dynamic Interactive Prototype

Using Sketchflow, create an interactive prototype of your design.

The prototype should include:

- Animation.
- State.
- Sample data / Media files.
- And of course it should have a good navigation and a creative design that suits your targeted users with a right design conditions.

SUBMISSION

Your group leader will submit a Zipped file containing:

- Sketchflow application (Source files + Dynamic prototype)
- The prototype documentation (screen shots for your paper prototype + dynamic prototype).

The Submission is via LMS, Late submission will not be accepted.

Evaluation criteria & grading rubric (Grade value 10 points).

Guiding questions	Grade
The quality dynamic prototype.	
Good navigation.	
Following the design principles	
Has Animation	
State	
Sample data/Media files	
Addresses the main problem.	
Keep in consideration the users tasks/needs/goals	
Creative design.	