



UI Design and Prototyping

The second step in your project is to come up with a visual representation of your application's user interface, and capture the flow of the application. This should give users a reasonable representation of how your end product will look and feel, and enable end-users to provide you with feedback on the user interface design. Here are some questions that you may consider in this discussion:

- 1. How can we design the user interface to support the list of features that we specified in the ideation report?**
- 2. How can we visually represent the user interface to give end-users a reasonable representation of the final product, without implementing any code?**
- 3. How do we make use of the prototyping tools to deliver a reasonable representation of the end-user experience?**

Do suggest more questions that you may feel relevant to discuss at this stage.

Participation is optional



Type your response here...



+9

13 learners have submitted a response.



