

**SLIIT – Faculty of Computing**

**Human-Computer Interaction (HCI) Lab**

**Module Code: SE2082**

**Semester: 2**

**Lab Sheet 08: Writing a Handoff Report for the Updated Figma Prototype**

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**Lab Objectives:**

By the end of this lab, students will be able to:

1. Understand the purpose and importance of a **handoff report** in the UX design process.
2. Learn the key components of a handoff report for developers.
3. Write a comprehensive handoff report for the updated **Figma prototype** of the mobile banking app.
4. Communicate design decisions, specifications, and interactions clearly to developers.

**Lab Activities**

**Activity 1: Introduction to Handoff Reports**

- **Discussion:** What is a handoff report? Why is it important? (e.g., bridges the gap between design and development, ensures accurate implementation of the design).
- **Key Concepts:**
  - **Purpose:** To provide developers with all the information they need to implement the design.
  - **Audience:** Developers, project managers, and other stakeholders.
  - **Content:** Design specifications, interactions, assets, and annotations.
- **Examples:** Show examples of handoff reports for mobile apps.

**Activity 2: Preparing the Figma Prototype for Handoff**

- **Task:** Ensure the **Figma prototype** is ready for handoff.
  - **Organize Layers:** Use clear naming conventions for frames, groups, and layers.
  - **Add Annotations:** Use Figma's commenting feature to explain complex interactions or design decisions.

- **Export Assets:** Export icons, images, and other assets in the required formats (e.g., PNG, SVG).
- **Check Interactions:** Ensure all interactive elements (e.g., buttons, transitions) are clearly defined and functional.

### Activity 3: Writing the Handoff Report

- **Task:** In groups, write a **handoff report** for the updated Figma prototype. The report should include the following sections:
  1. **Project Overview:**
    - a. Briefly describe the project (e.g., mobile accommodation app).
    - b. Include the purpose of the app and key features.
  2. **Design Goals:**
    - a. Summarize the main design goals (e.g., intuitive navigation, accessibility, visual consistency).
  3. **User Flow Diagrams:**
    - a. Include diagrams or links to the **user flow diagrams** created in previous labs.
    - b. Highlight key user journeys (e.g., booking a room, checking reservation status, requesting cancellation).
  4. **Figma Prototype Link:**
    - a. Provide a **live link** to the Figma prototype.
    - b. Ensure the prototype is shared with appropriate permissions (e.g., view-only for developers).
  5. **Design Specifications:**
    - a. **Typography:** List fonts, sizes, and weights used in the design.
    - b. **Colors:** Provide the color palette (e.g., hex codes) for text, buttons, and backgrounds.
    - c. **Spacing and Layout:** Include measurements for margins, padding, and grid systems.
    - d. **Icons and Images:** List all icons and images used, along with their dimensions and formats.
  6. **Interactions and Animations:**
    - a. Describe any interactive elements (e.g., button clicks, transitions between screens).
    - b. Include details about animations (e.g., duration, easing).
  7. **Accessibility Considerations:**
    - a. Highlight accessibility features (e.g., contrast ratios, font sizes, screen reader compatibility).

8. **Assets:**

- a. Provide a **download link** or folder containing all exported assets (e.g., icons, images).

9. **Notes for Developers:**

- a. Include any additional instructions or clarifications for developers.
- b. Highlight areas that require special attention (e.g., complex interactions, responsive design).

### Activity 4: Reviewing the Handoff Report

- **Task:** Share the handoff report with another group for review.
  - **Focus:** Ensure the report is clear, complete, and easy to understand.
  - **Feedback:** Provide constructive feedback on the structure, content, and clarity of the report.
- **Iterate:** Make improvements to the handoff report based on feedback.

### Submission Requirements

Each group must submit the following:

1. **Handoff Report:**

- a. Include all sections (project overview, design goals, user flow diagrams, Figma prototype link, design specifications, interactions, accessibility considerations, assets, and notes for developers).

2. **Figma Prototype Link:**

- a. Ensure the prototype is shared with appropriate permissions.

3. **Exported Assets:**

- a. Provide a folder or link containing all assets (e.g., icons, images).

4. **Short Reflection:**

- a. What did you learn from writing the handoff report?
- b. How did you ensure clarity and completeness in the report?
- c. What challenges did you face, and how did you overcome them?

### Lab Checklist

- Prepare the Figma prototype for handoff (organized layers, annotations, exported assets).
- Write a comprehensive handoff report with all required sections.

- Review the handoff report with another group and incorporate feedback.
- Submit the handoff report, Figma prototype link, exported assets, and reflection.

## **Example Handoff Report Outline**

### **1. Project Overview**

- Accommodation management app designed for seamless room booking and stay management.
- Key features: room search and booking, reservation status check, payment processing, and booking history.

### **2. Design Goals**

- Intuitive navigation for users of all ages.
- Accessibility for users with visual impairments.
- Consistent visual design across all screens.

### **3. User Flow Diagrams**

- Link to user flow diagrams: [Figma Link]
- Key user journeys: booking a room, checking reservation status, managing cancellations.

### **4. Figma Prototype Link**

- Live prototype: [Figma Link]

### **5. Design Specifications**

- **Typography:**
  - Primary font: Roboto (16px, Regular).
  - Secondary font: Roboto (14px, Light).
- **Colors:**
  - Primary: #1A73E8 (Blue).
  - Secondary: #34A853 (Green).
  - Background: #FFFFFF (White).
- **Spacing and Layout:**
  - Margin: 16px.
  - Padding: 8px.
  - Grid: 12-column layout.

## 6. Interactions and Animations

- Button click: Fade-in animation (0.3s, easy-in-out).
- Screen transition: Slide-left animation (0.5s, ease-in-out).

## 7. Accessibility Considerations

- Contrast ratio: 4.5:1 for text and background.
- Font size: Minimum 16px for readability.

## 8. Assets

- Download link: [Google Drive Folder]

## 9. Notes for Developers

- Ensure responsive design for different screen sizes.
- Pay special attention to the **room booking flow** for a smooth user experience.