

Project 1 - Interactive Prototype

Description

Select a prompt from the provided list to create an interactive prototype of a mobile application for. You will be working on this project over the next three weeks and walking through the design process to go from concept to working prototype.

Prompts

Prompt 1

A multi-city vacation sounds exciting to almost anyone. However, the **planning of it can be overwhelming**. How can you design a tool that helps travelers plan a multi-destination tour? Help travelers create an itinerary that connects multiple points of interest.

Prompt 2

Have you ever tried to take a short nap on the train only to **wake up and find yourself at the end of the line**? How can you help passengers wake up just before the train arrives at their station?

Prompt 3

Shopping for form-fitting apparel online could be time-consuming and frustrating. It's **hard to compare between different styles, and it's hard to know for sure how they will fit**. How can you help customers select the clothing that they're looking for in the right size?

Free Prompt

You are free to create your own idea, but you are required to summarize your design opportunity in a problem statement similar to 1-3 (a short paragraph describing your **pain points** and "how might we..." question). Add your custom prompt under the "User Goals" item when submitting.

Part 1 - Goals & Paper Wireframe

This part will be our first iteration of the 3 phases of design thinking: understand, explore & materialize. Each item of the submission relates to one of those phases:

Understand

Please submit a textual description of:

- User goals (why people would use your app/website)
- Task list (what people need to do on your app/website to achieve their goal, in logical order)

Explore

Please submit pictures of:

- Initial sketches (hand-drawn drafts of possible solutions to achieve your goal)

Materialize

Please submit pictures of:

- Final wireframes (hand-drawn layouts of your app/website, showing how people would do their tasks)
- Interaction annotations (hand-drawn lines connecting your wireframes, with textual descriptions)

Rubric

Item	Points
User Goals	10
Numbered Task List	10
8+ Initial Sketches	20
5+ Final Wireframes	50
Interaction Annotations	10
Total	100

Part 2 - Digital Wireframe & Mock-Up

Step 1

Using the paper wireframes and task list from the last assignment, create a series of black/white/gray digital low-fidelity wireframes in Figma of all screens in the product needed to complete the task list, you will have a minimum of 5, but may need more depending on your product.

Your low-fidelity wireframe should NOT have color or images, and focus ONLY on the layout and placement of your content. You may use labels or annotations to explain what the final content will be.

Step 2

Duplicate your wireframe page on Figma and rename it Mock-Up, you should now have 2 pages.

Apply visual style to your wireframe and turn it into a more polished mock-up. Use colors, typography, icons, and images to bring your application to life. There should be no placeholder images, icons, or heading text (placeholder body text is okay).

Your mock-up should NOT have any prototyping or interaction at this point. It should be a static set of screens.

Review [Usability Heuristics](#) and make sure your design is in compliance with #1-8 at minimum.

Submit the share link to your Figma project, make sure I can see BOTH the WIREFRAME and the MOCK-UP.

Rubric

Create 5 Low-Fidelity Frames	20
Create 2 Components	10
Upgrade Low-Fidelity to Mock-Up	20
Import 2 Icons	10
Use Minimum 2 Colors	10
Use Minimum 2 Fonts	10
Overall Style	10
Heuristic Compliance	10

Total	100
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Part 3 - Prototype

Step 1

Review the current version of your application, how has it changed since the first iteration? What are new steps in the task list that you did not consider during Step 1?

Revise and rewrite your step-by-step task list to reflect the edits. Submit the typed list in the submission.

Step 2

Using the polished mock-ups from Part 2, use the Prototyping editor to add connections between all your wireframes to complete your main goal/task and create a working prototype. Your user should be able to interact with any input fields required to complete the task.

All necessary Buttons/Interactions MUST work. Submit the link to the Figma file.

Rubric

Submit your revised step-by-step task list	10
Connect all frames with interactions	40
Create at least 1 Animation using Smart Animate	10
Create at least 2 interactive objects/components (I.E. Dropdown, Toggle, Sidescroll, Text field)	20
Overall Style	10
Heuristic Compliance	10
Total	100

Examples

[Venture](#)

[Travelazza](#)

[Journey](#)

[Form Fit](#)

[Weikop](#)

[TrainTraker](#)

[The Train Alarm](#)
