Assignment 3 - Interactive Prototype

High Fidelity Mocks   0 / **10**   0%
Visual look and feel of your digital projects - Pixel-perfect approach

Interactive Prototype   0 / **5**   0%
Workflow - Fluidity of the user experience

Design System/Style Guide Design   0 / **5**   0%
Design elements break down, visual examples, best practices

Assignment 3 Total   **0 / 20**   **0%**   **F**

Notes   -