**Prototyping Exercise**

August 31, 2017

Group Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Group Members:

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For this exercise, your group will brainstorm an idea for a software application and carry it through the interface prototyping steps of sketch, wireframe, mockup, and screen linking. The application you create can be for (almost) any purpose on any platform: A mobile app, desktop program, specialized interface, or any other valid application. It needs to have at least three screens, and I would encourage you to think creatively when deciding on an application.

On this page, describe the interface you will be developing, being sure to indicate its purpose and use. Be detailed. Mention some of the other ideas discussed but not chosen.

On this page, using the back if necessary, sketch out how your interface screens might look, similar to a napkin or paper sketch as shown in class. You can do this any way you like, either with specifics indicated, using more general wireframing conventions, or a combination of both. Briefly describe, in one paragraph, the justifications for your designs.

On this page, using the back if necessary, create formal wireframes for the screens, remembering that wireframes have no specifics. They normally use generic terms (button, tab, window) as opposed to indicating specific functionality.

On this page, using the back if necessary, create mockups for the wireframes completed on the previous page. With mockups, you can include specific labels for interface components, colors, branding, logos, images, etc.; the mockup should be close to the final product. Additionally, Crete screen linkages, which are simply arrows connecting the screens indicating which screen leads to which.