

Prototype (Peer Review)

[Submit Assignment](#)

Due Mar 1 by 11:59pm **Points** 5

Submitting a text entry box or a website url

Assignment

Now that you've created the wireframes for your app, we're going to create a clickable prototype. To accomplish this task, you'll be using the prototyping tool InVision to show a first-time user flow that goes through your app and solves the problem(s) we identified with our problem statement in week two. *i.e helping people budget, find recipes, live a healthy lifestyle etc.*

1. Start by exporting PNGs or JPEGs of all your artboards from Sketch.
2. Create a new mobile project in InVision
3. Upload your images to the project
4. Add strategic hotspots that link each screen in your app

Once you've finished this deliverable, submit your prototype as a shareable link on Canvas.

Walkthrough video

This [walkthrough video \(https://www.youtube.com/watch?v=ZiKqoEZWaKI\)](https://www.youtube.com/watch?v=ZiKqoEZWaKI) will assist in understanding the ask of this deliverable.

Grading Criteria

1. Completeness:

Are all of the key screens navigable?

Are all of the clickable areas functional?

2. Polish:

Does every screen have a transition that makes sense for the action?

Do all of the placeholder images have proper labels?

3. Flow:

Is the user flow intuitive?

Do you have a first-time user flow?

Are you users able to solve their problems?

4. Navigability: Can users move back to previous screens?

5. Understandability:

Is it clear what your app does?

Is it clear what the user is being asked to do?

Is each screen's purpose clear and obvious?

Is your app different from others in the direct marketplace?
