

Wireframes (Peer Review)

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Due Feb 26 by 11:59pm **Points** 5 **Submitting** a text entry box or a website url

Assignment

Wireframes are all about testing for patterns, language, and content.

Using your previous screens, create a new series of detailed sketches that demonstrate a series of complete flows. Feel free to take inspiration from competitors both in and out of the domain.

Pro tip: Take screen caps of similar screens from Dribbble and other competitors to help style your screens. Just be sure to stay consistent once you establish a pattern.

Example: *If you're using a line instead of a text box, use lines for text on all of your screens.*

Take the updated sketches, and create a mid-fidelity wireframe using the software Sketch. Make sure that each of your screens has as much detail as possible.

Pro tip: You can use UI kits to expedite your process.

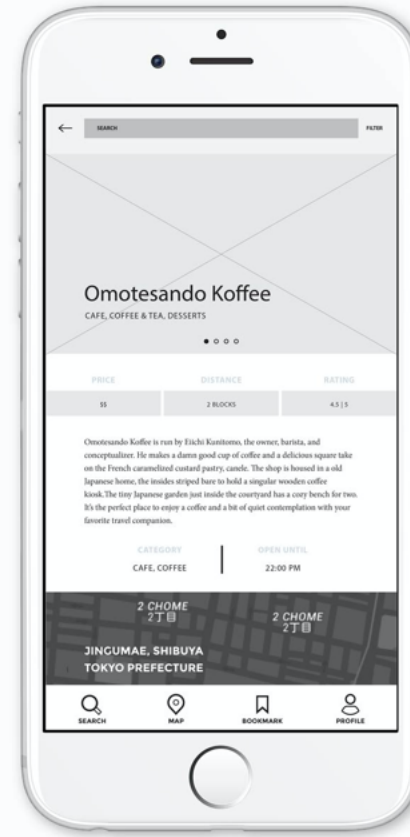
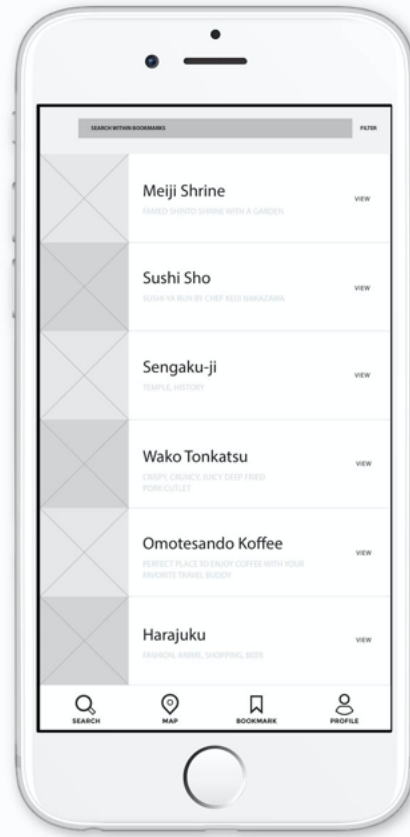
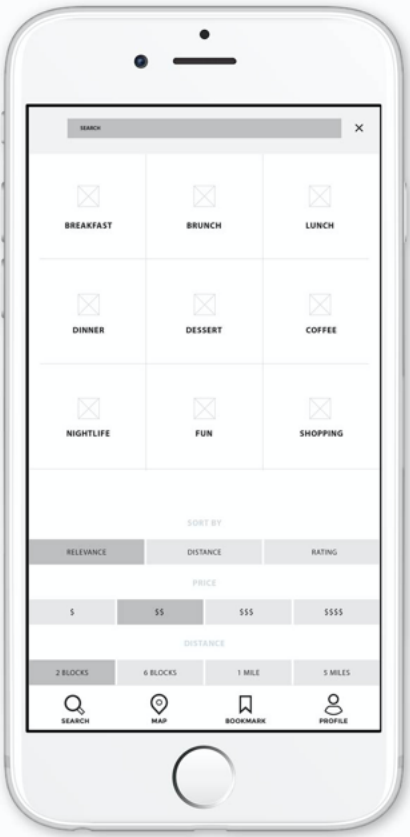
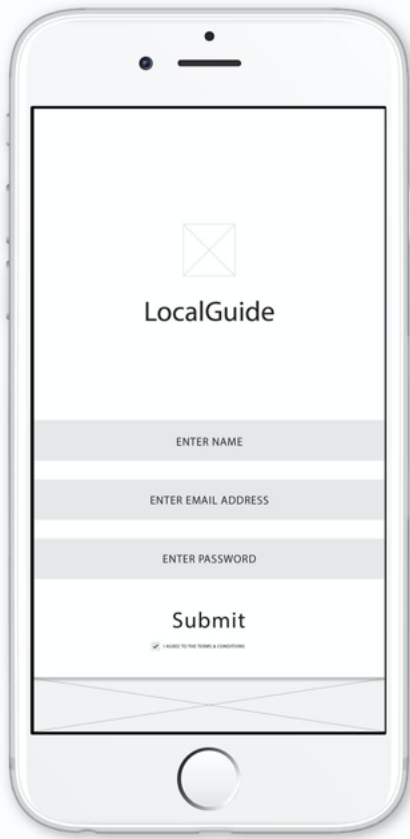
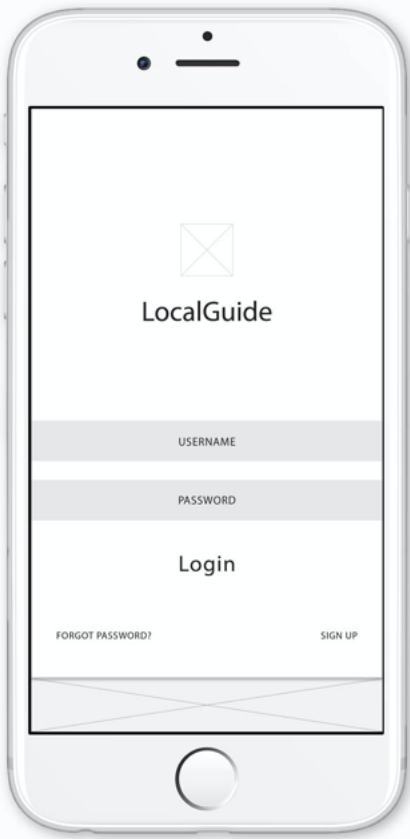
- Be sure to use real text and instructions.
- Avoid using dummy text (lorem ipsum) wherever possible.
- Make sure to create enough screens to demonstrate how your app works (navigation systems, first-time user flow and the ability to buy something). Depending on your concept this may mean creating minimally 8-12 screens.
- Be sure to include confirmation messages.
- Be sure to include a login or registration flow.
- Be sure to include onboarding, if applicable.
- Be sure each screens have visual hierarchy.
- If your information is being squeezed on one artboard, you may want to extend past the screen length to promote better hierarchy.

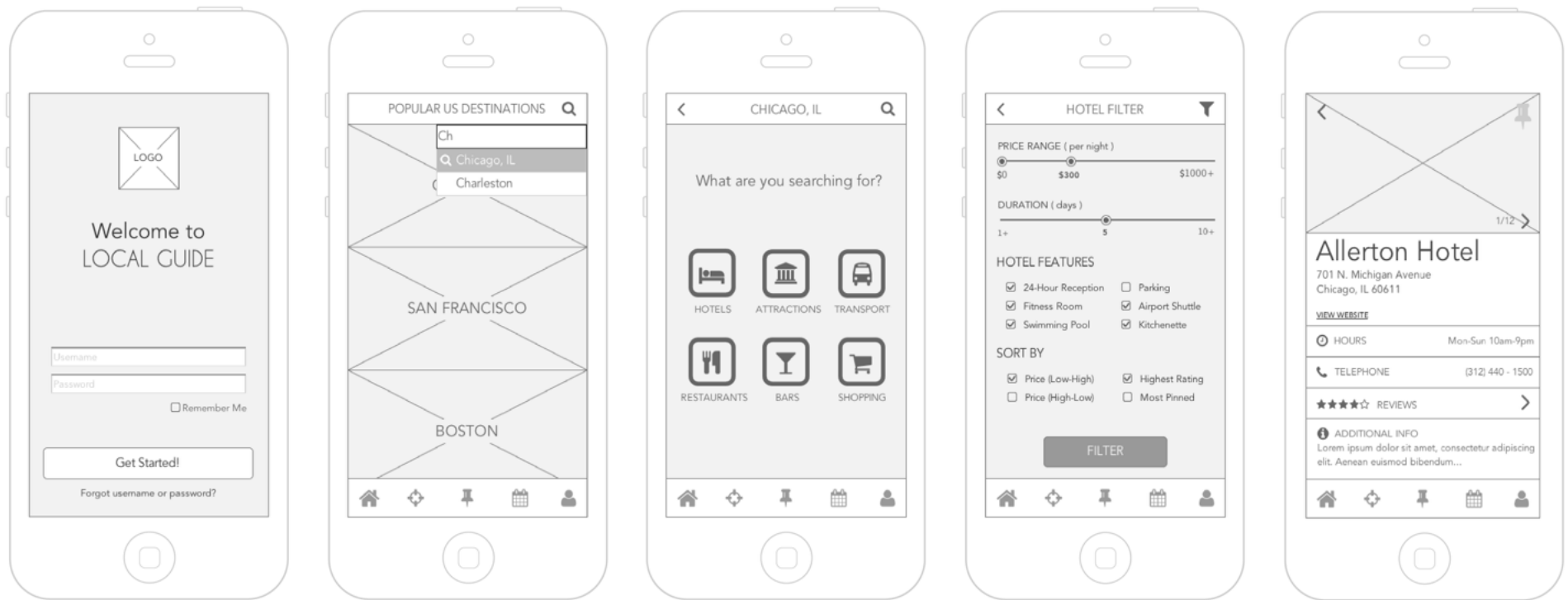
1. Make sure to wireframe all of the key screens
2. Create your wireframes in Sketch. Each screen should be represented as an artboard.
3. Keep your wireframes in grayscale and don't use photography.

Put all of your wireframes on one artboard and export them as a sharable InVision link.

Examples

The following are examples of the kind of wireframe fidelity we're expecting. Please note these screens are from a different project.





You can find more student examples on our [Pinterest Board](https://www.pinterest.com/designationio/de-wireframes/)
(<https://www.pinterest.com/designationio/de-wireframes/>)

Walkthrough video

This [walkthrough video](https://www.youtube.com/watch?v=a1jlzYPRZqc&feature=youtu.be) (<https://www.youtube.com/watch?v=a1jlzYPRZqc&feature=youtu.be>) will assist in understanding the ask of this deliverable.

Grading Criteria

1. Completeness:

Are all of the key screens related to your user flow represented in your wireframes?

Did you create confirmation pages?

1. Attention to detail:

Are your wireframes in grayscale, i.e. black and white with shades of gray only.

Did you use a UI kit or follow typical mobile patterns?

Are you using realistic text and instructions? As a rule, if the text is important for the

user to understand, as is the case with instructions, then the text should be believable.

2. **Visual hierarchy:**

The different elements in your wireframe must have hierarchy.

As an example, all of the fonts should not be the same size.

Headings should be larger in font size than your body copy.

3. **Affordance:**

Do buttons look like buttons? Do they look clickable?

Do your text fields look like text fields and not buttons

Is it clear what the user should be clicking on to move forward in the flow?

Do primary actions look primary and not secondary?

4. **Navigation:**

Are there navigational elements allowing the user to move forward and backward?

Are the different sections of your app clearly labeled and labeled in a logical way?

5. **Organization:** Is your Sketch wireframe well-organized? The PDF should be organized in a sequential flow which goes through an entire user flow. So for example, the PDF should start with the splash screen then move to the login screen, then to the registration screen, then to the dashboard, etc. The PDF should be easy to understand.

Supplemental Tutorials *Optional*

- Video: [Creating an iOS app mockup with Sketch \(part 1\)](https://www.youtube.com/watch?v=t7UpZ0GVTv8) (<https://www.youtube.com/watch?v=t7UpZ0GVTv8>) by Sketch Casts (21-minute)

- Video: [Sketch App Tutorials - #11 iOS Design UI Tools](https://www.youtube.com/watch?v=8HKiAE1fBgA) (<https://www.youtube.com/watch?v=8HKiAE1fBgA>) by Level Up Tuts (6-minute)
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