# ASSIGNMENT 4 – MEDIUM FIDELITY PROTOTYPE

## DUE: DECEMBER 15, 2022

## OVERVIEW

Build an interactive medium fidelity prototype using a graphical design tool, starting from the outcomes of Assignment 3. This assignment must be done in group: you can use all the lab hours devoted to this assignment to start working on it and complete the work in the following days.

## PREPARATION AND EXECUTION

1. **Quickly sketch revisions of your selected paper prototype.** Do it after reflecting on the outcomes of Assignment 3 and on the feedback from the teacher for your selected paper prototypes. Save some images of these rough sketches (for your deliverable and for the final report).
2. **Create an interactive medium fidelity prototype.** Use a graphical design tool for creating the prototype. We recommend Figma (free for education, see also the exercise video) but you could also use Balsamiq or Marvel.
   As a reminder, a medium fidelity prototype should be *without colors* (i.e., in grayscale or black and white). It needs to clearly convey the goal of each page, so that a person can look at it and understand what function(s) each page will serve. Each page must include all the buttons, text boxes, etc. necessary to perform the main action(s). You also need to create the connections between pages (i.e., clicking on a button jumps to the appropriate new page).
   As for Assignment 3, assume that all the trivial (yet mandatory) steps are done, for instance that the user has already logged in and that all information is in their profile.
3. **Set up the interactive prototype for the heuristic evaluation (Assignment 5).** Be sure the evaluator(s) can access the prototype from a public link. Prepare a README with the link, the three tasks (i.e., those defined in Assignment 3), and any needed context. For example: Who is your target population? When would someone use your app? What should a user be able to accomplish in this prototype? What are the limitations?

## MID-FI PROTOTYPE EXPECTATIONS

- It should cover the three previously defined tasks.
- It should respect the constraints of the target device (e.g., size, controls/widgets).
- It should clearly include the relevant visual design aspects (e.g., whitespace, text properties, alignments, grids, …).
- It should address any limitation of your paper prototype and concretize the choices you made at the end of Assignment 3.
- The trivial, yet mandatory, steps and some of the underlying functionalities do NOT have to be fully implemented. For instance, if you need a large catalogue of items or many levels of a game, the prototype can have enough hard-coded items for supporting the three tasks.

## DELIVERABLES

Create a new directory called "A4" in your assigned group repository on GitHub and upload, by the deadline, the rough sketches of the paper prototype's revised parts, the PDF/PNG of the medium-fidelity prototype, and a README (markdown). The README must include:

1. The project name.
2. Publicly accessible link to the Figma (or similar) interactive prototype.
3. The three tasks – defined in the previous assignment.
4. Any contextual information for the evaluator.

Any other material might be useful when preparing the final report.