

## Prototyping + Feedback Loops: Turning Concepts into Reality

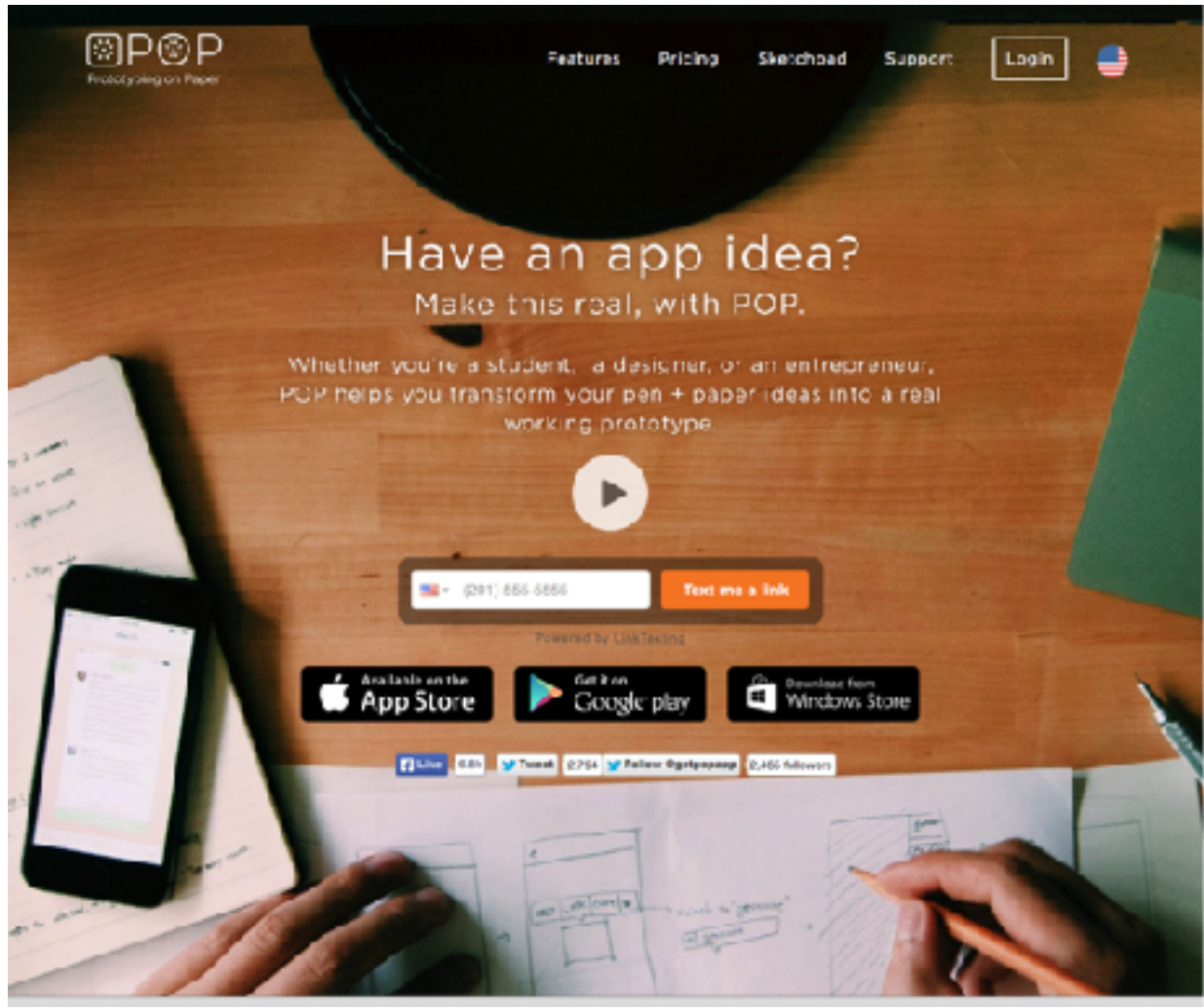


Download for your phone : [marvelapp.com](http://marvelapp.com)  
or create a account for hands-on.

## Prototyping Tools

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## POP : Prototyping on Paper



Download: <http://popapp.in>

**Step 1: Downloading the App**

First, you'll need to download the app. It's free and you can download it from the app store or with the following link.

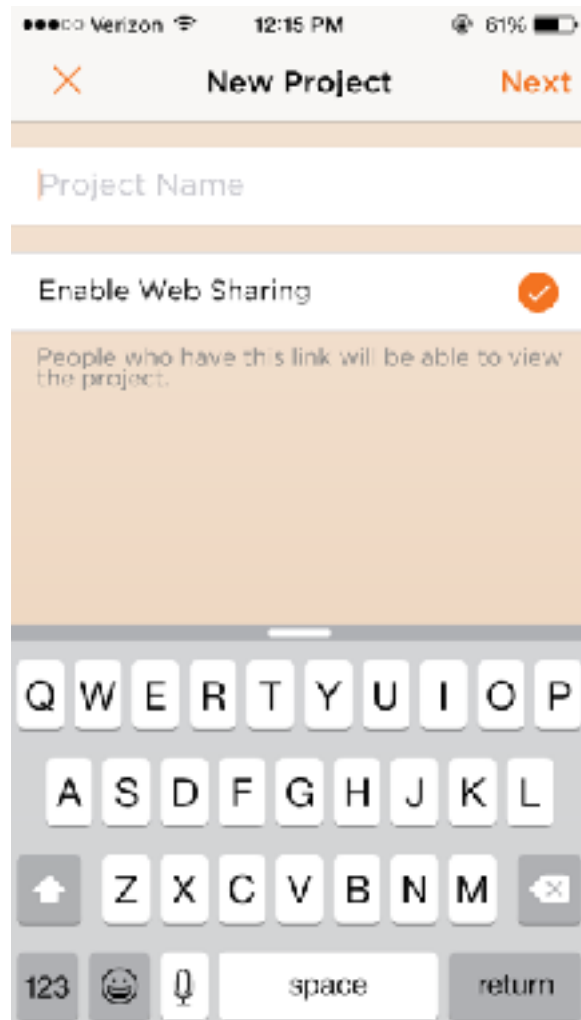
<http://popapp.in>



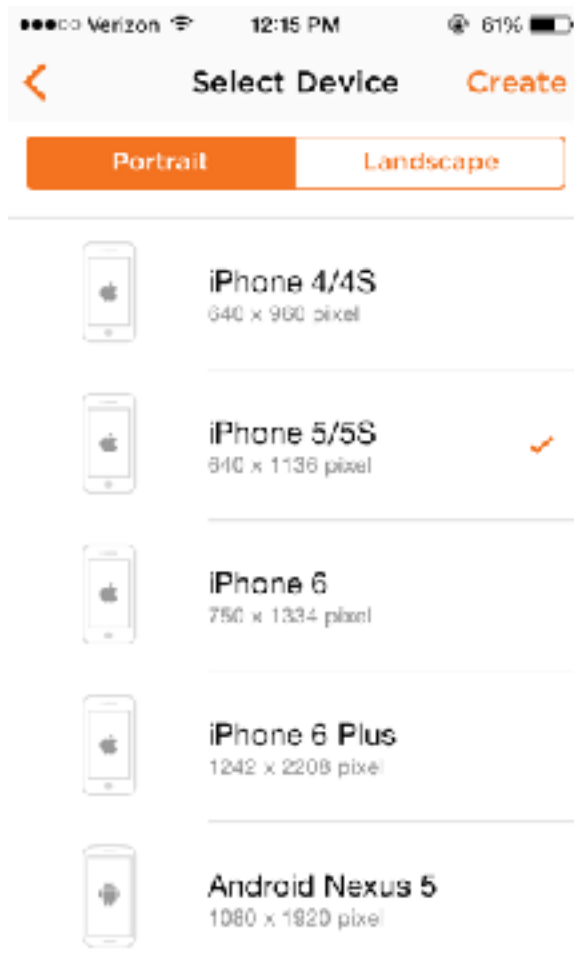
## Step 2: Creating a New Project.

Click the + to add a new project. You'll need to enter a name for your project under "Project Name"

Enable web sharing so you can send links to your project and access it on other devices.

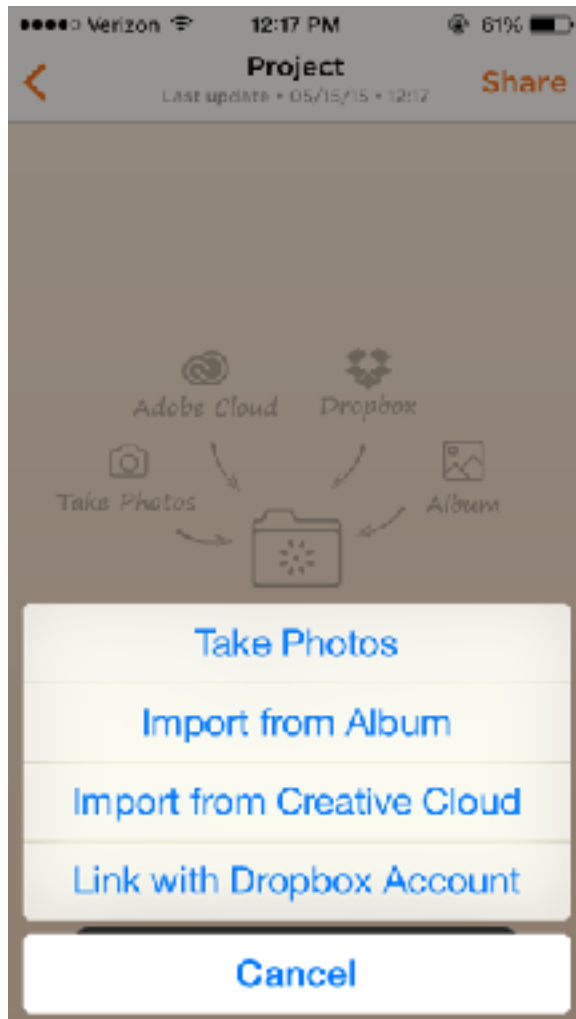
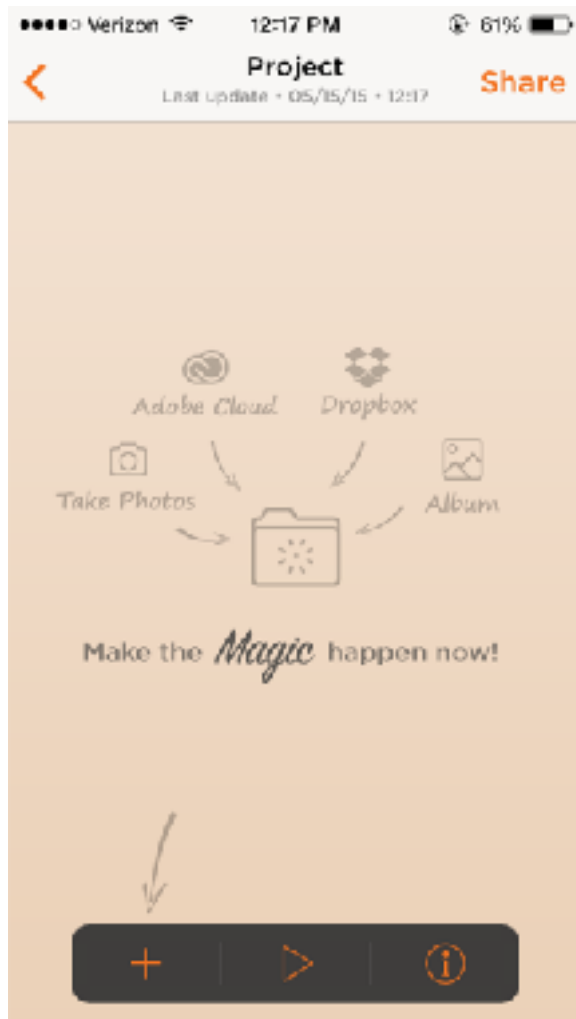


Click next and then choose which device you'd like to design an app for. You can also choose between portrait and landscape.



### Step 3: Adding Pictures

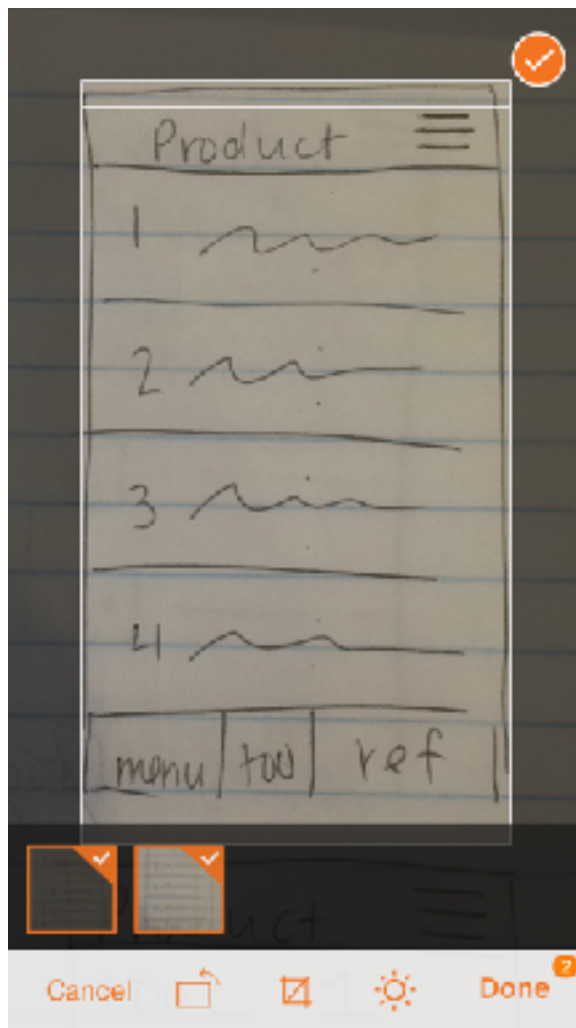
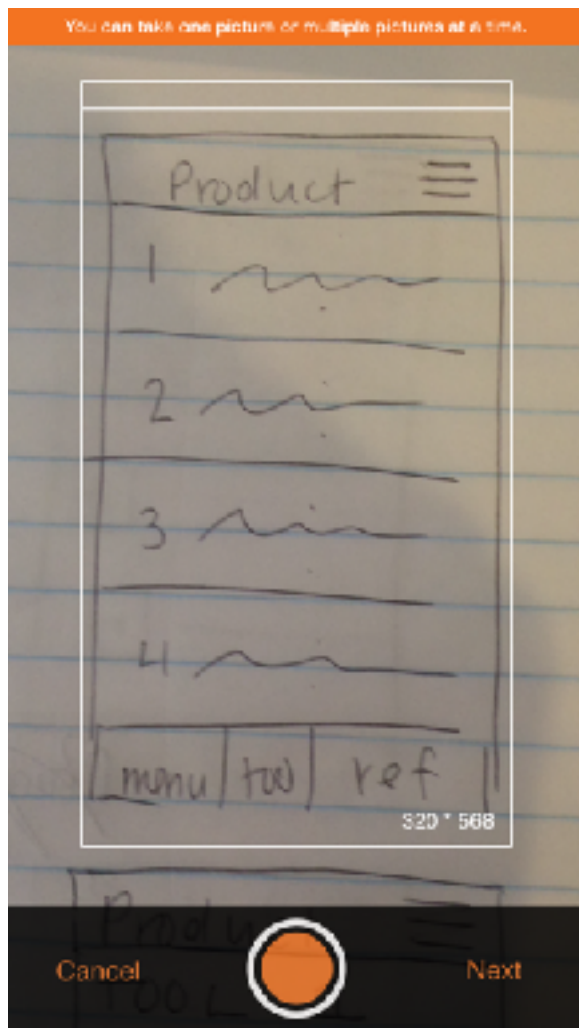
Tapping the + will allow you to insert pictures. You can either take photos of your sketches or import existing images.



**Step 4: Taking your Photos your images.**

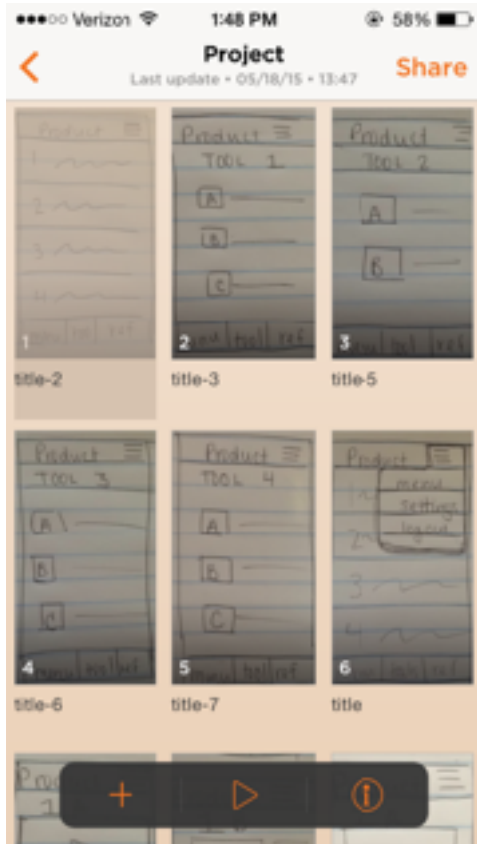
You can take multiple pictures of sketches at once and then click next when done.

Clicking next allows you to edit your images (zoom, crop, or adjust brightness) before moving on. Click done when you are satisfied with your images.



### Step 5: Placing Navigation Links

Select any image from the project home screen to begin placing navigation links



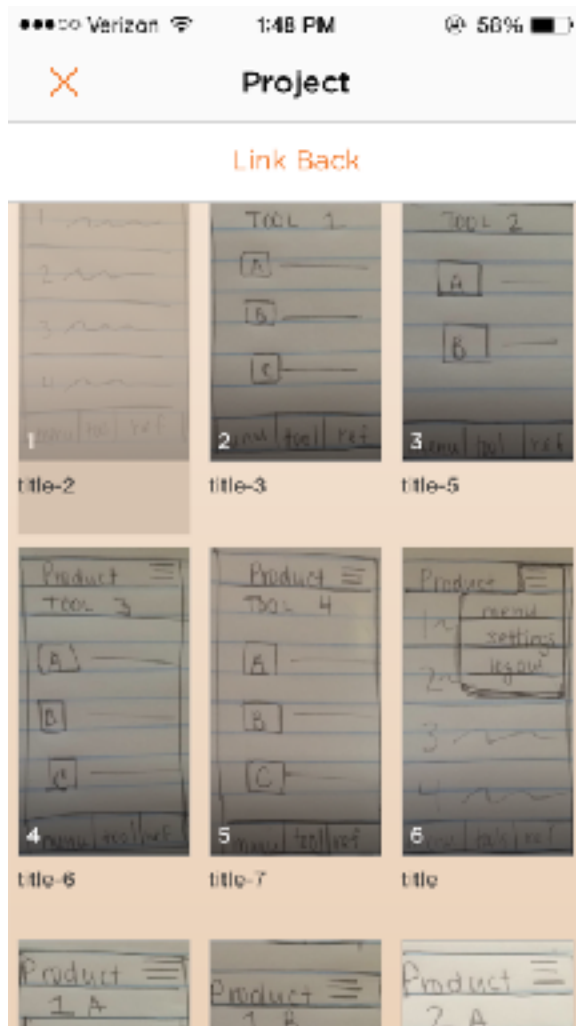
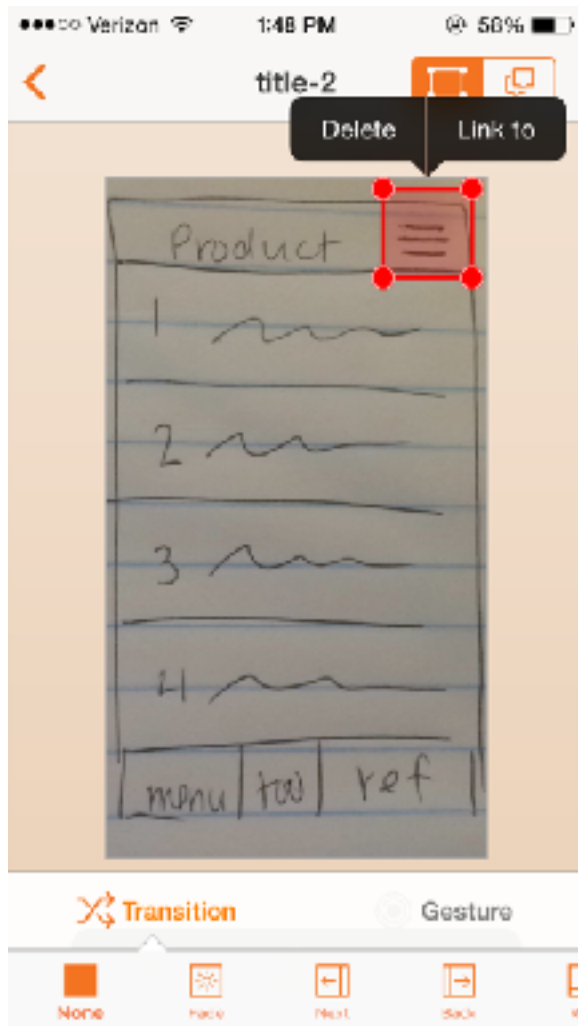


**Step 6: Linking Pages**

Tapping anywhere on the image will allow you to insert a link. The link can be sized according to the button you are making.

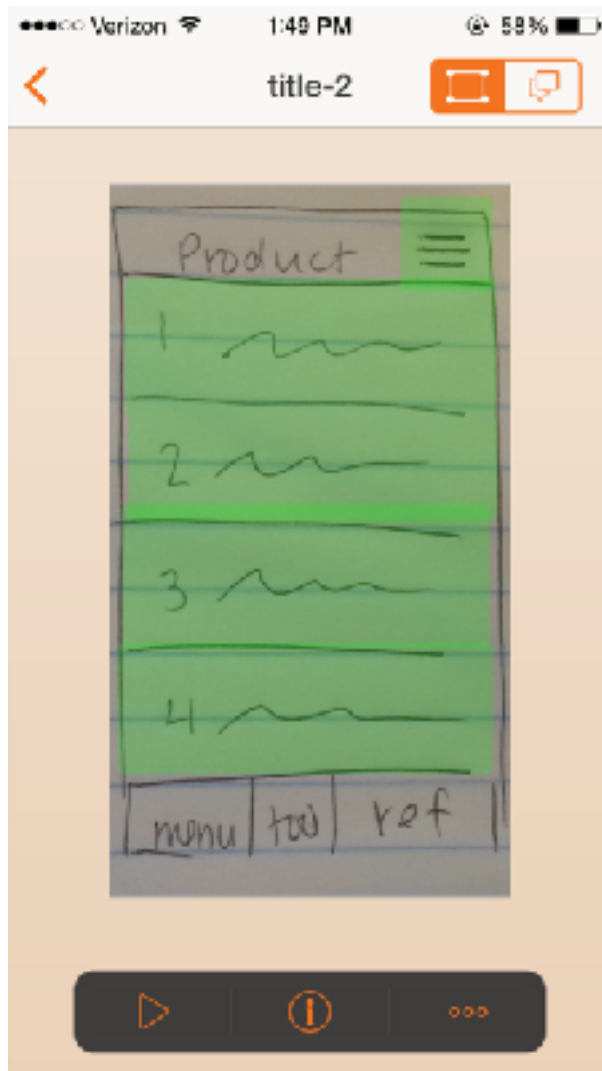
Click “link to” to select any other image in the project.

In preview mode, tapping the spot of the link will now cause the user to jump to that page.



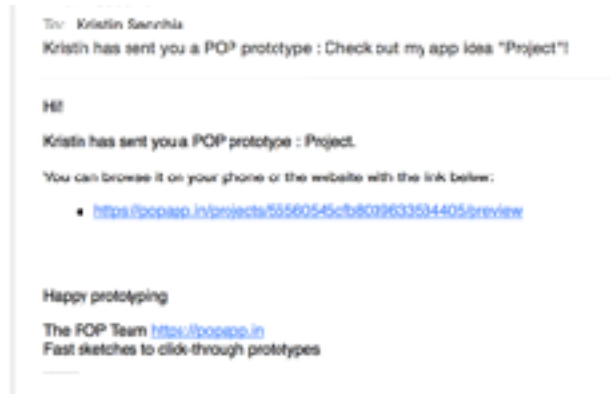
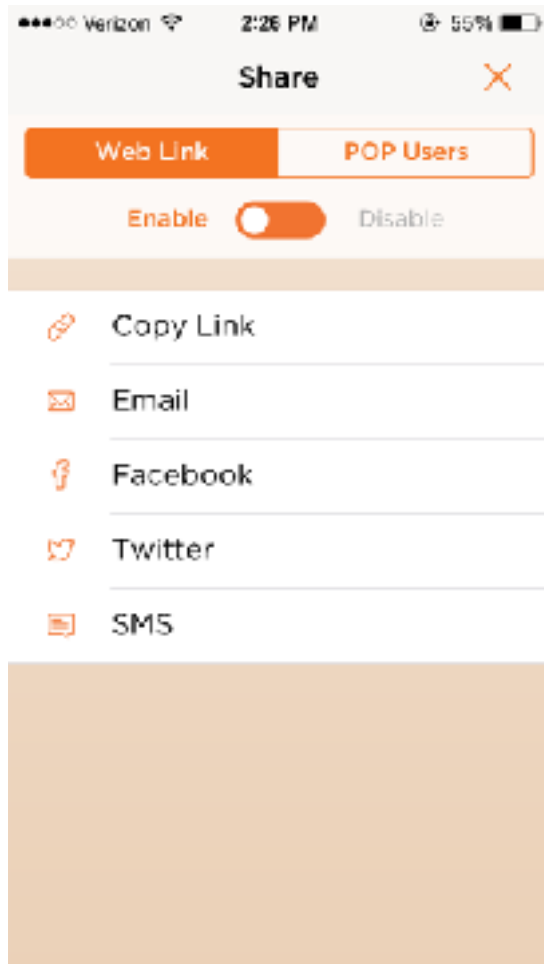
### Step 7: Viewing Your Links

All previously made links appear on a page when you return. In order to interact with the prototype and test out the navigation, click the play button.



## Step 8: Sharing Your Prototype

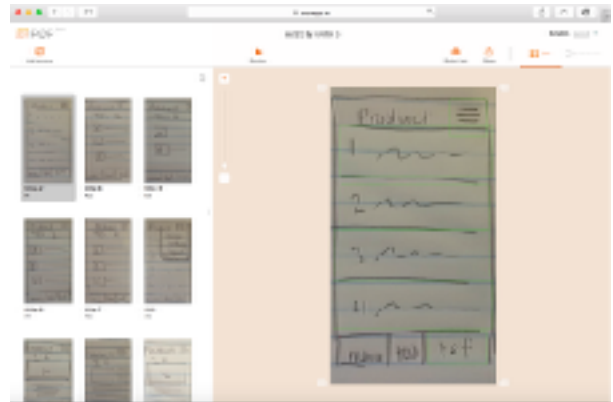
Clicking the share button on the project home screen provides you with multiple options for sharing your prototype. It will send a link to the online prototype on the popapp website.



### Step 9: Viewing Your Prototype Online

The popapp website allows users with a project's url to view the prototype and preview the navigation.

You, or anyone you share your project with, can also edit your prototype on the website from any other computer or device.



## Marvel App

**Free mobile & web prototyping  
for everyone. No coding required.**

Marvel is the easiest way to turn your sketches, images and mockups into realistic mobile and web prototypes.

Get started, it's free!

▶ Play demo video



Download: [marvelapp.com](https://marvelapp.com)

Marvel allows you to easily transform basic sketches into a tappable prototype.

Start out with basic sketches of the desired screens roughly in the shape of an iPhone.



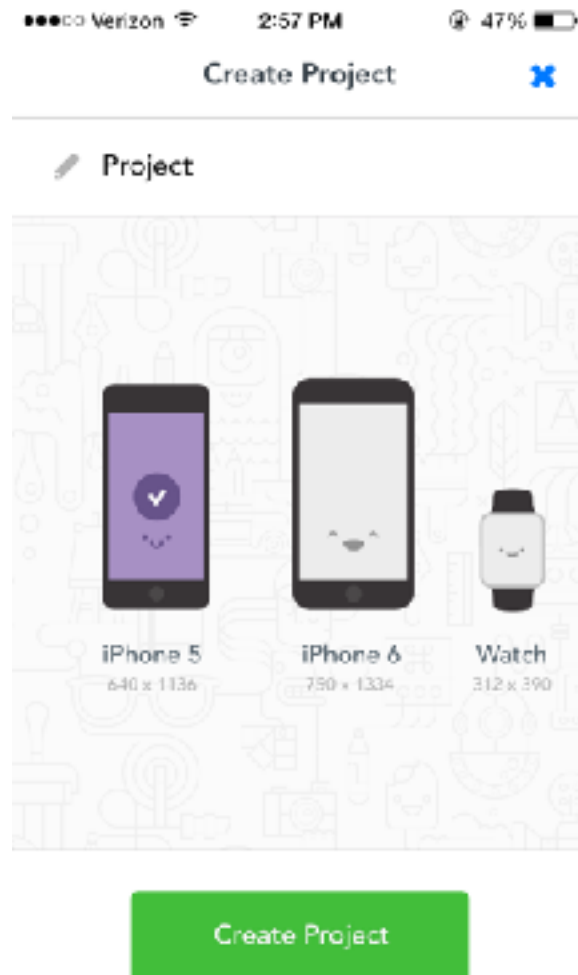
**Step 1: Downloading the App**

First make sure you download the app. It's free and you can find it in the App Store or with the following link <https://marvelapp.com/apps/>



## Step 2: Creating a New Project

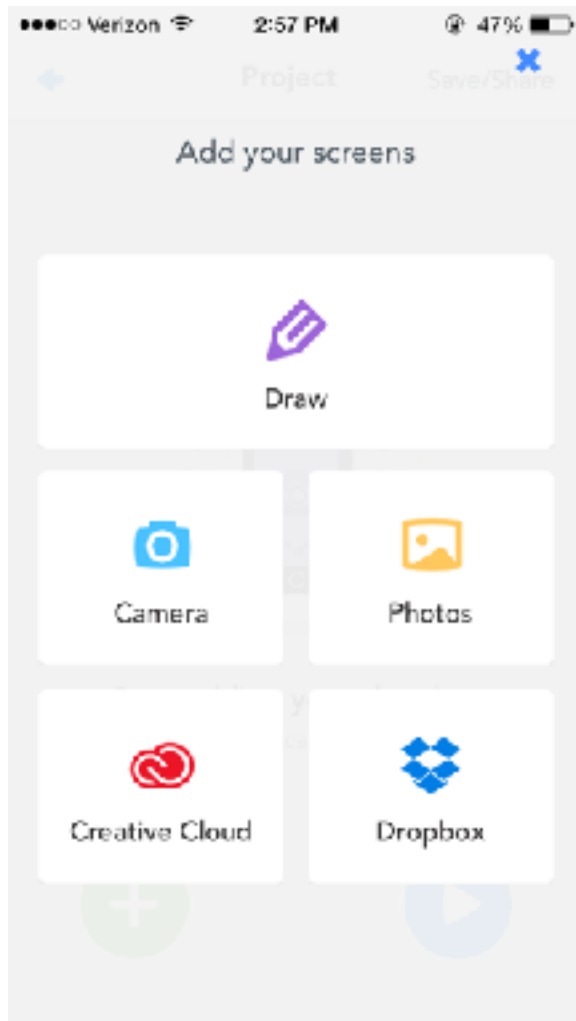
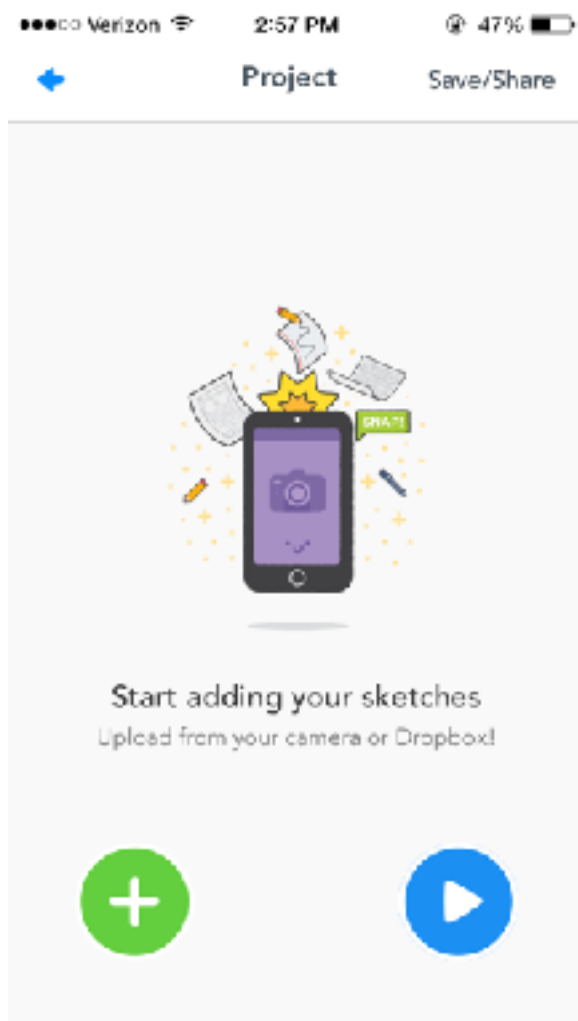
Create a new project in Marvel. Make sure to name your new project by tapping the bar at the top of the screen. When creating the project, you must also choose which device you want to design for.





### Step 3: Adding Sketches

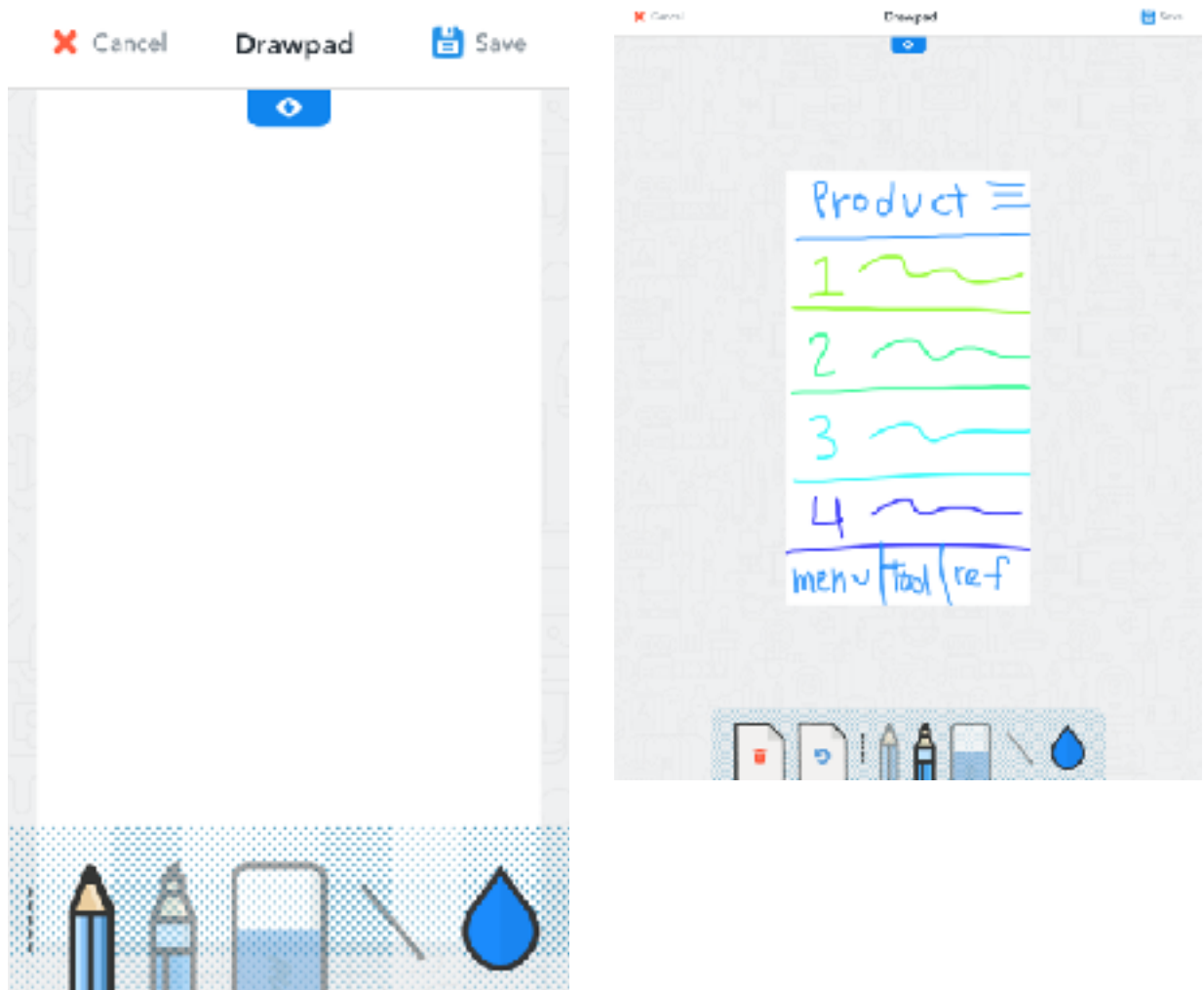
Tapping the + from the new project home screen will allow you to insert pictures. You can draw sketches directly into the app, take photos, or import existing photos.



**Step 4: Drawing Sketches**

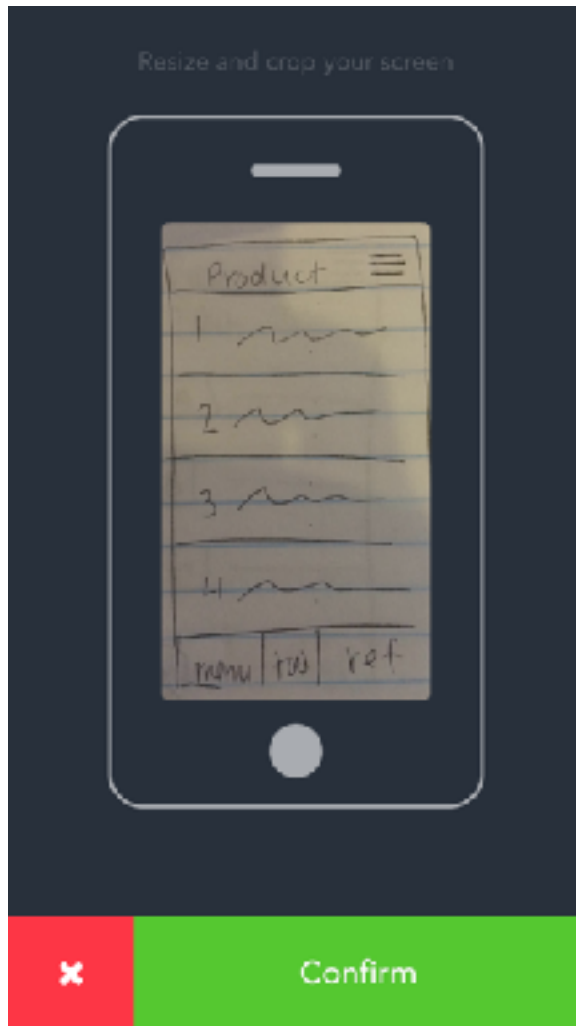
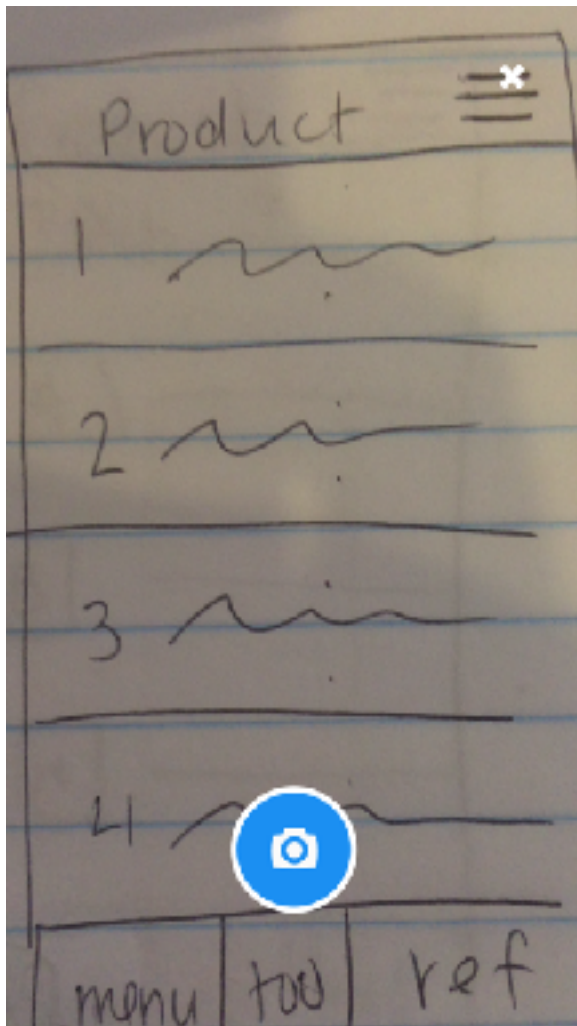
(Skip to Step 5 for taking photos of sketches)

Clicking “Draw” opens up the Drawpad. Using the drawpad allows you to draw your screens directly. You can choose from a pencil, pen or line tool and a variety of colors.



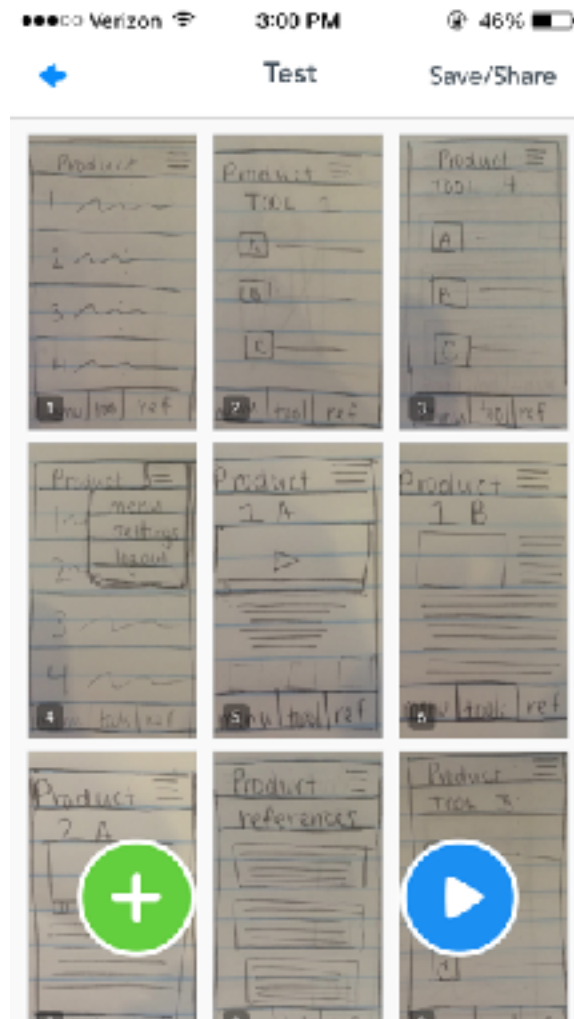
### Step 5: Taking Photos of Sketches

Instead of drawing images, you can take photos of your existing sketches. After taking your photo, you will have the opportunity to resize and crop your screen. When you are happy with the image, click “confirm.”



### Step 6: Adding Navigation Links

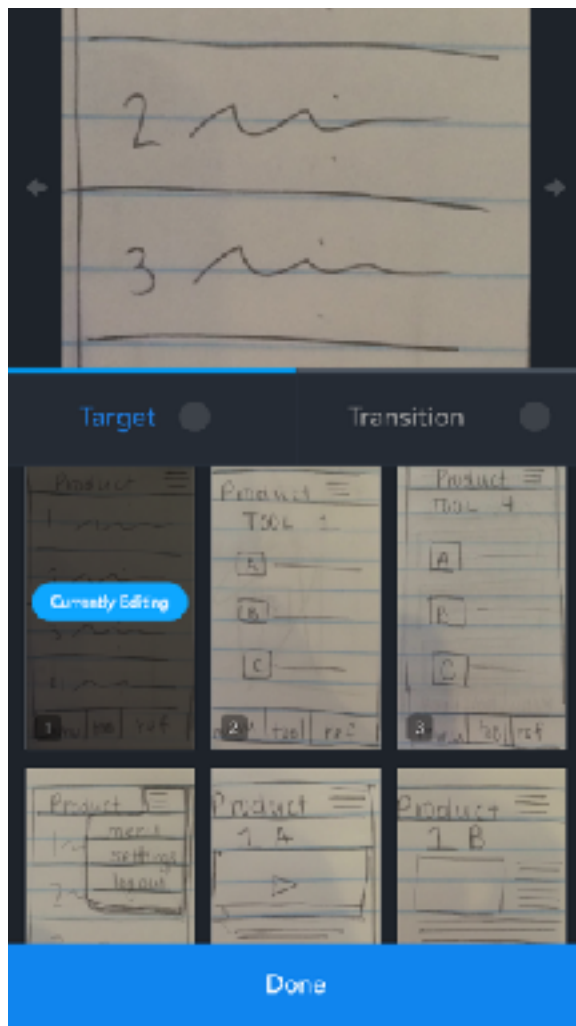
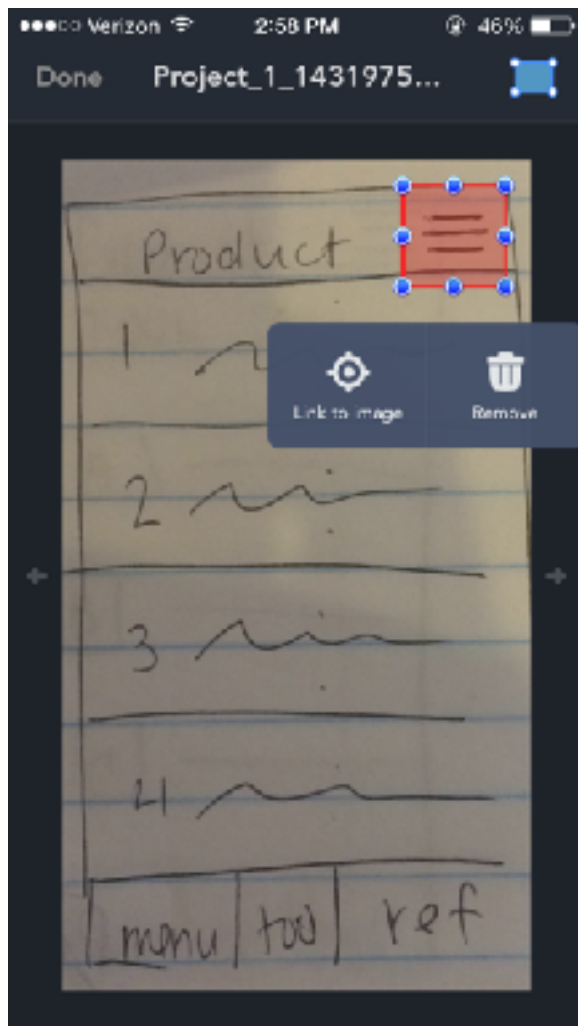
After importing all of your images, select any image from the project home screen to begin placing navigation links.



### Step 7: Linking Screens

Tapping anywhere on the image you selected will allow you to insert a link. The link can be sized according to the button you are making.

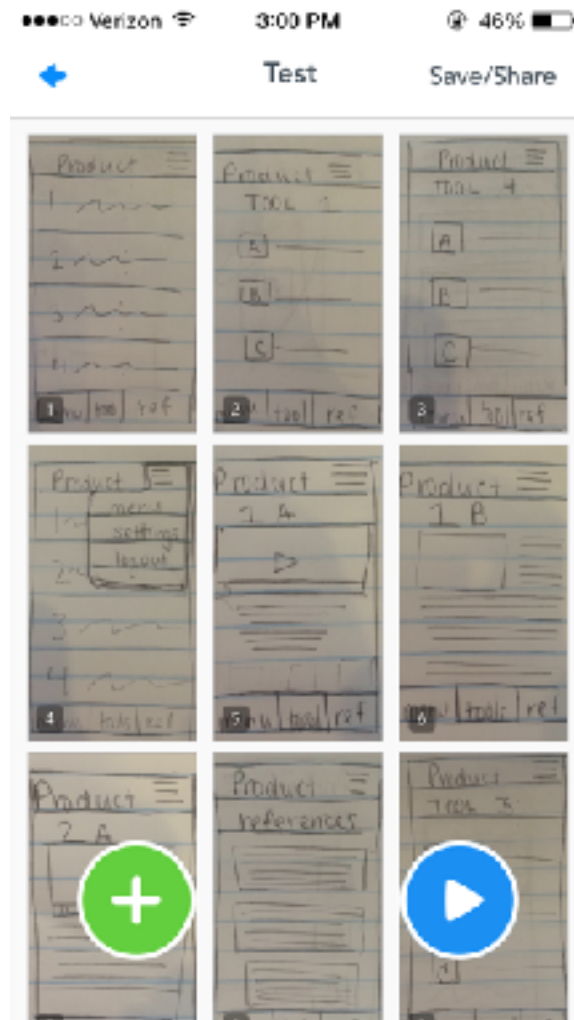
Click “link to image” to select any other image in the project. After inserting the link, tapping the spot of the link will now cause the user to jump to that screen.



### Step 8: Previewing the Prototype

In order to interact with the prototype and test out the navigation, click the play button. This will allow you to tap your links and navigate through the app.

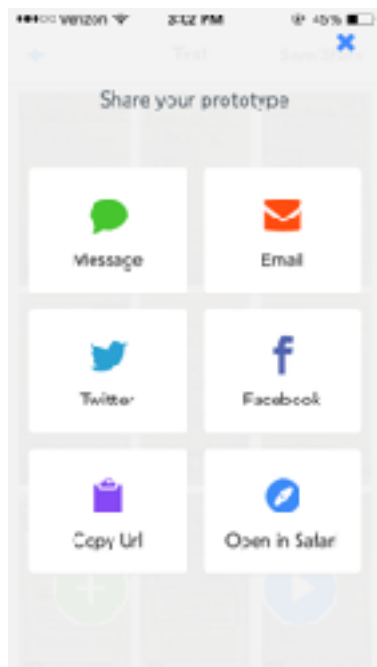
To exit preview mode you must shake your device.



## Step 9: Sharing the Project Online

You must create a free account with marvel to share or save your project. After your account has been created, clicking the save/share button on the project home screen provides you with multiple options for sharing your prototype.

**Sharing** will send a link an online preview of the prototype.



Plans:



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## Simple, fair pricing for everyone. Cancel anytime.

Use Marvel for free or upgrade to collaborate with your team.

Get started with unlimited projects for free

FREE	PRO	TEAM	COMPANY
<b>\$0</b>	<b>\$12</b>	<b>\$55</b>	<b>\$100</b>
No limits on time	Per user, per month	For 5 users, per month	For 10 users, per month
Unlimited Projects	Unlimited Projects	Unlimited Projects	Unlimited Projects
Commenting on 3 projects	Commenting on unlimited projects	Commenting on unlimited projects	Commenting on unlimited projects
	Invite team members to projects	Invite team members to projects	Invite team members to projects
	5 Android .apk builds per month	5 Android .apk builds per month	15 Android .apk builds per month
	Download prototypes as ZIP/PDF	Download prototypes as ZIP/PDF	Download prototypes as ZIP/PDF
	Password protect prototypes	Password protect prototypes	Password protect prototypes
	Remove Marvel branding	Remove Marvel branding	Remove Marvel branding



## Proto.io

proto.io

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# UI prototyping for the space age.

Take your static designs, wireframes or mockups to the next level. At Proto.io, you will find everything you need to create beautiful fully interactive, animated prototypes that tell the full story.




**Bring your idea to life**

Whether you are an experienced designer or not, Proto.io is the tool of choice to bring your mobile app ideas to life. Proto.io offers an easy and intuitive drag-and-drop interface to help you prototype your app ideas and make it look and work exactly like the real app should.

Use any of the built-in, native-looking UI libraries or upload your own designs to bring your ideas to life in minutes. All, without a single line of code.

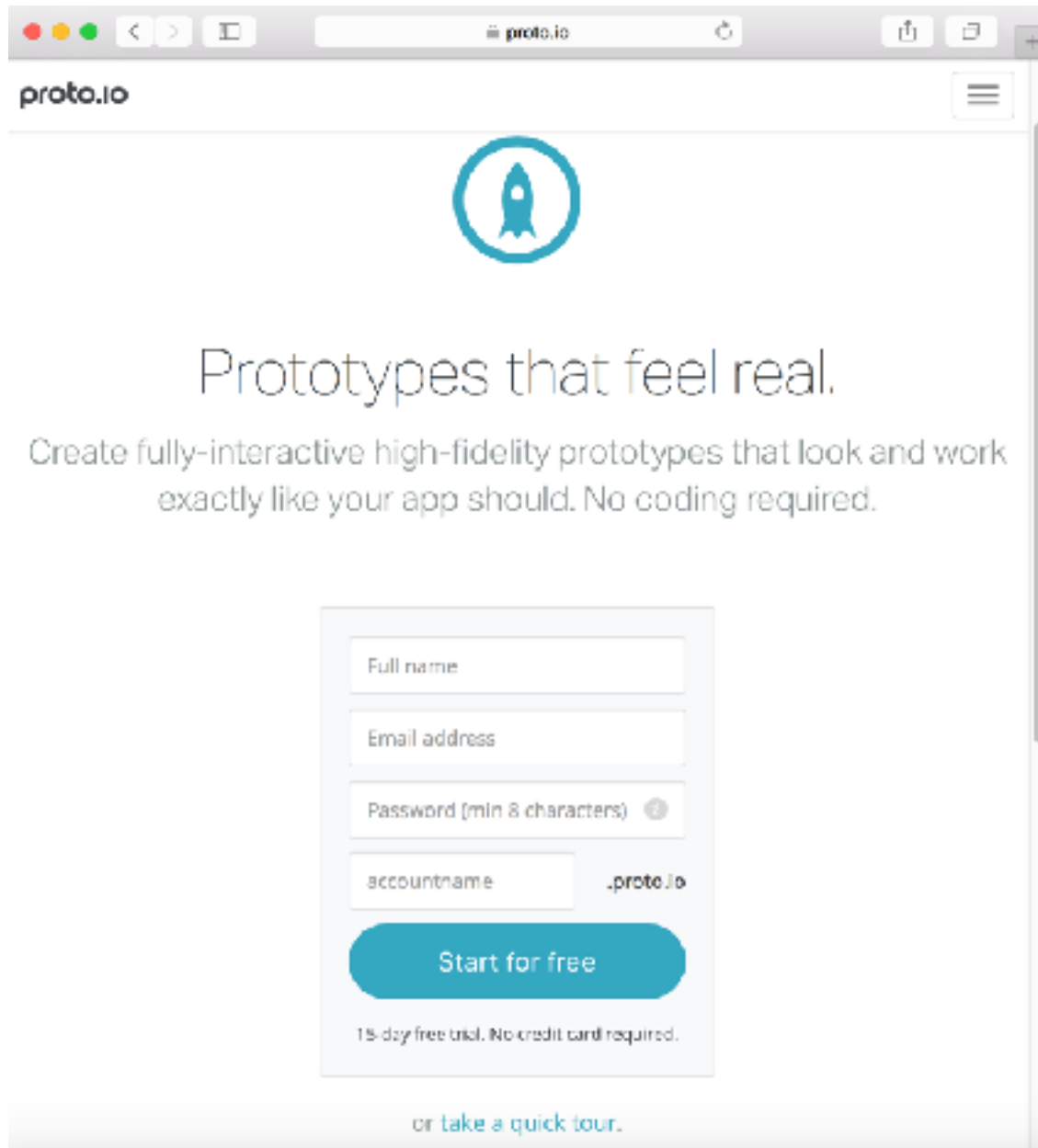
UI LIBRARIES INCLUDED

Web: Proto.io

Proto.io allows you to design interactive prototypes online.

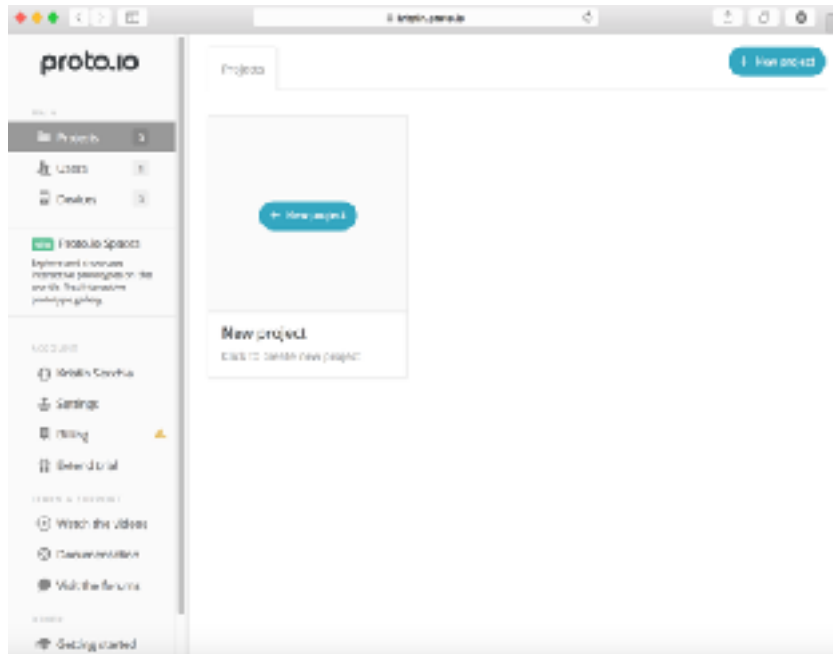
### Step 1: Setting Up Your Account

To begin, go to Proto.io. Make an account to begin creating projects. You will be given a free 15 day trial to start out.

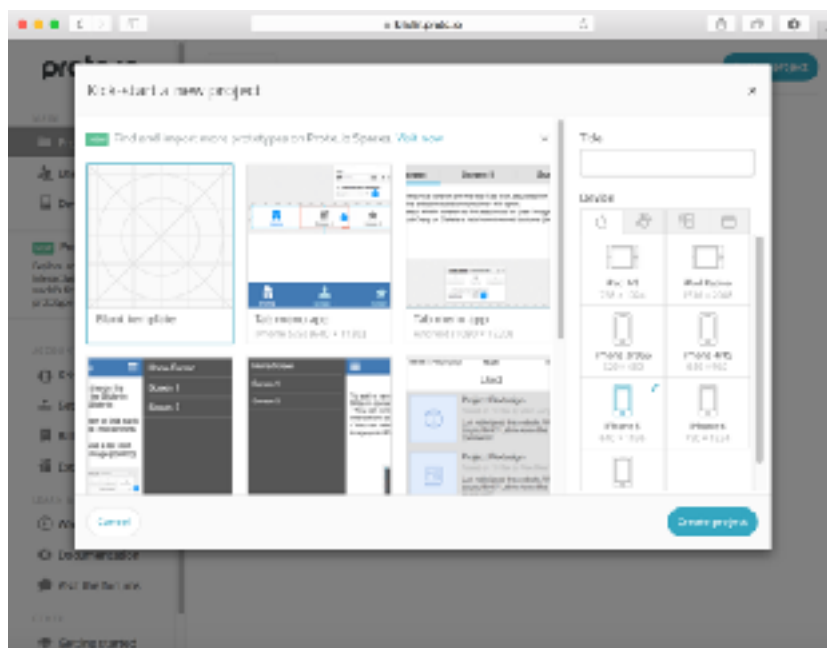


## Step 2: Creating a New Project.

Begin by clicking “new project.” When making a new project you have the opportunity to choose between a blank template or a template for an app with some existing features such as a sliding menu bar.

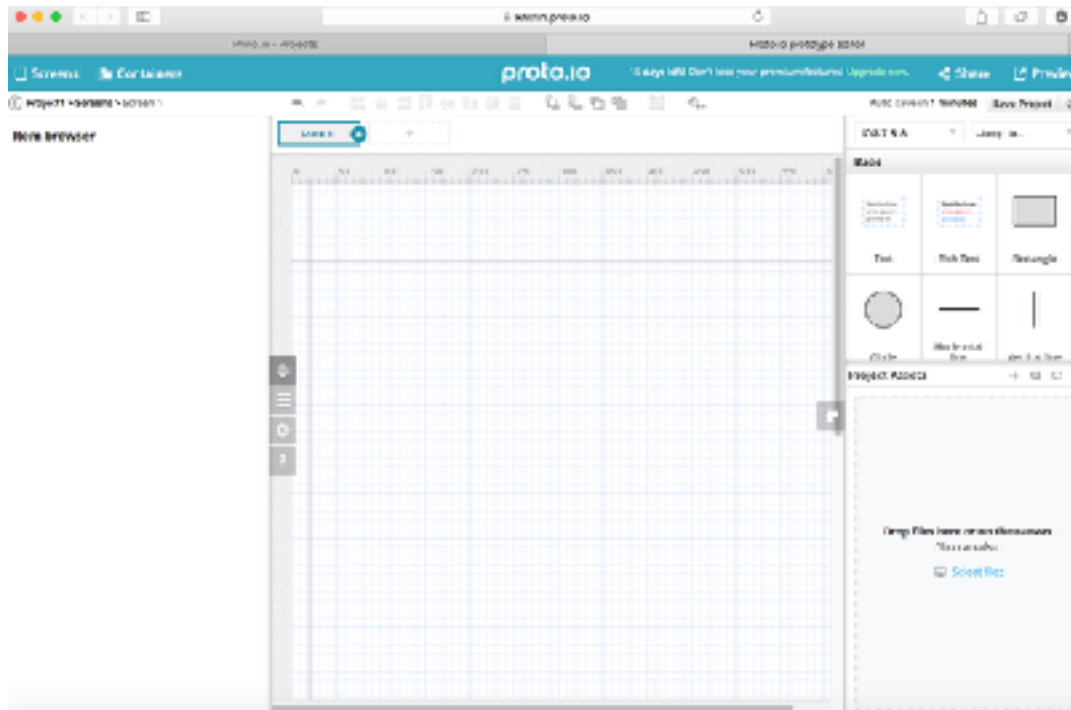


You also can choose which device you wish to design for, your options are displayed on the right side of the screen.

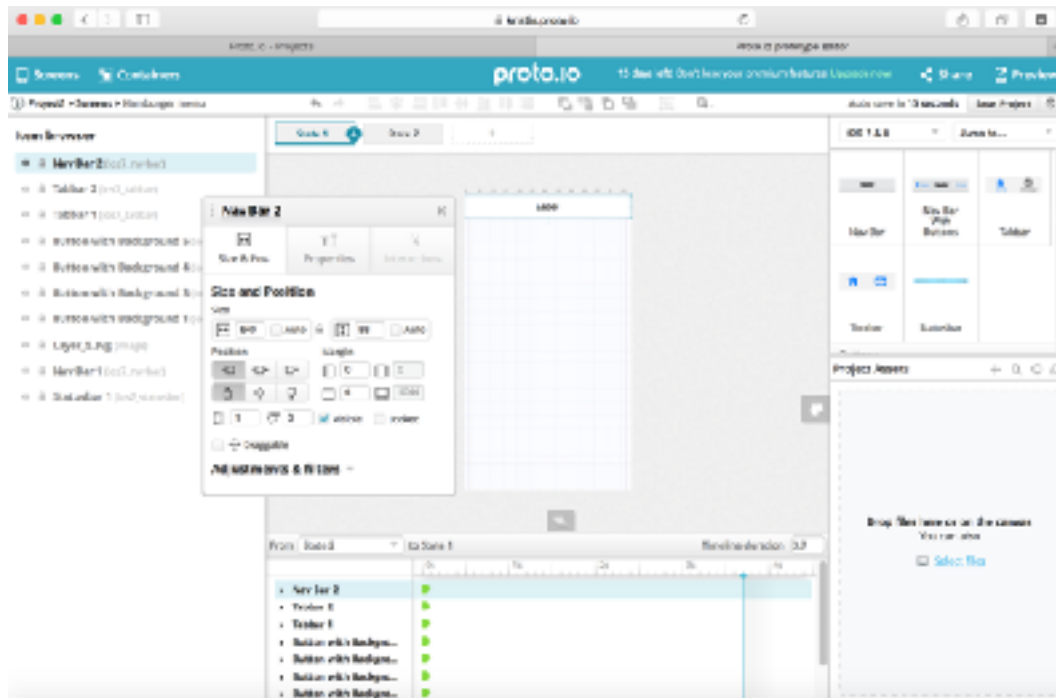


### Step 3a: Designing on a Blank Template

Choosing blank template gives you a completely blank page which you can drag and drop a variety of shapes, text boxes, icons or buttons that are provided on the right hand side of the page.



After dropping an item into the template you can edit its size and position, properties, or add interactions such as links to other pages in the project.

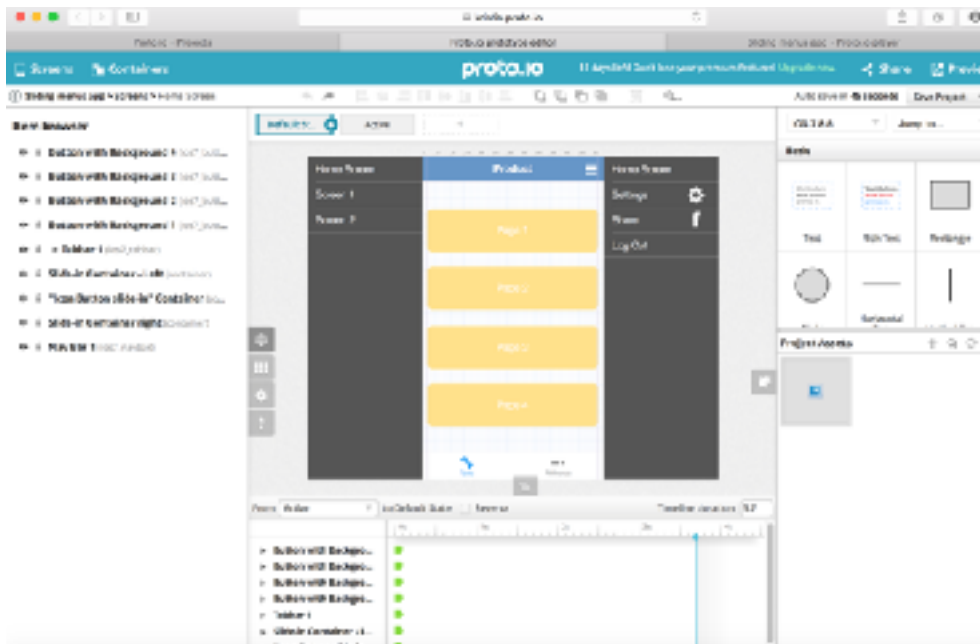


### Step 3b: Designing on an Existing Template

Using one of the other existing templates will provide you with pre-made features such as the sliding menu app shown below.

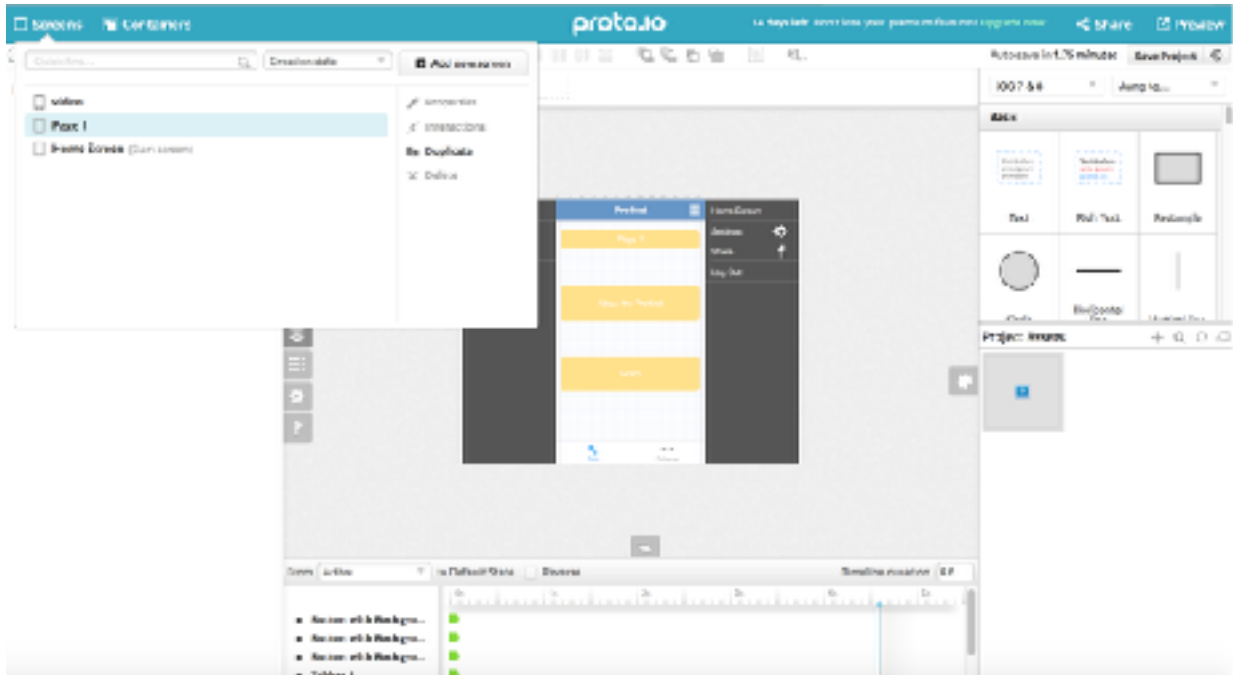


You can edit the existing features and add your own buttons and interactions to the existing template using the tools provided on the right hand side of the page.



#### Step 4: Adding Pages

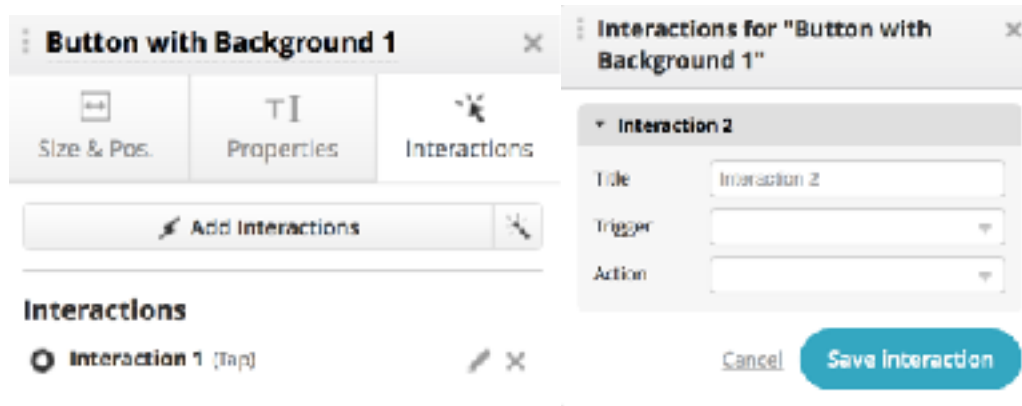
To keep your pages cohesive, you can make duplicate pages of your original screen and then make changes. This can allow you to keep certain features such as navigation bars the same on every page. If you'd like to start with a completely blank screen, simply click “Add New Screen.”



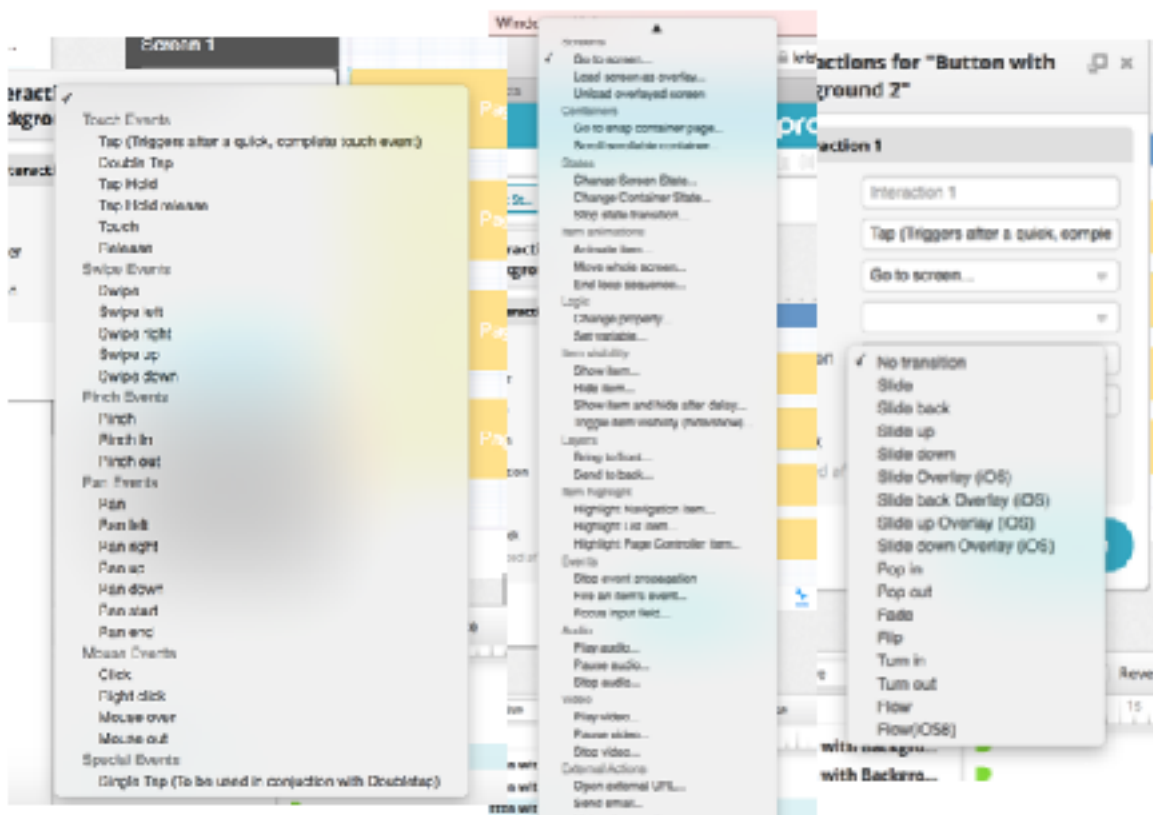




Select an object and click the interactions tab to add interactive features. An interaction has three components: the trigger, which is how the user touches the screen, the action, which is what happens as a result, and the transition, which is how you will move from one screen to another.

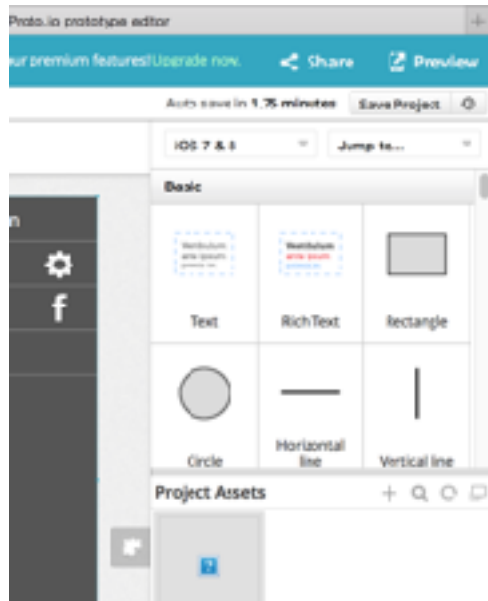


Proto.io provides an extensive selections of triggers, actions, and transitions as shown below.

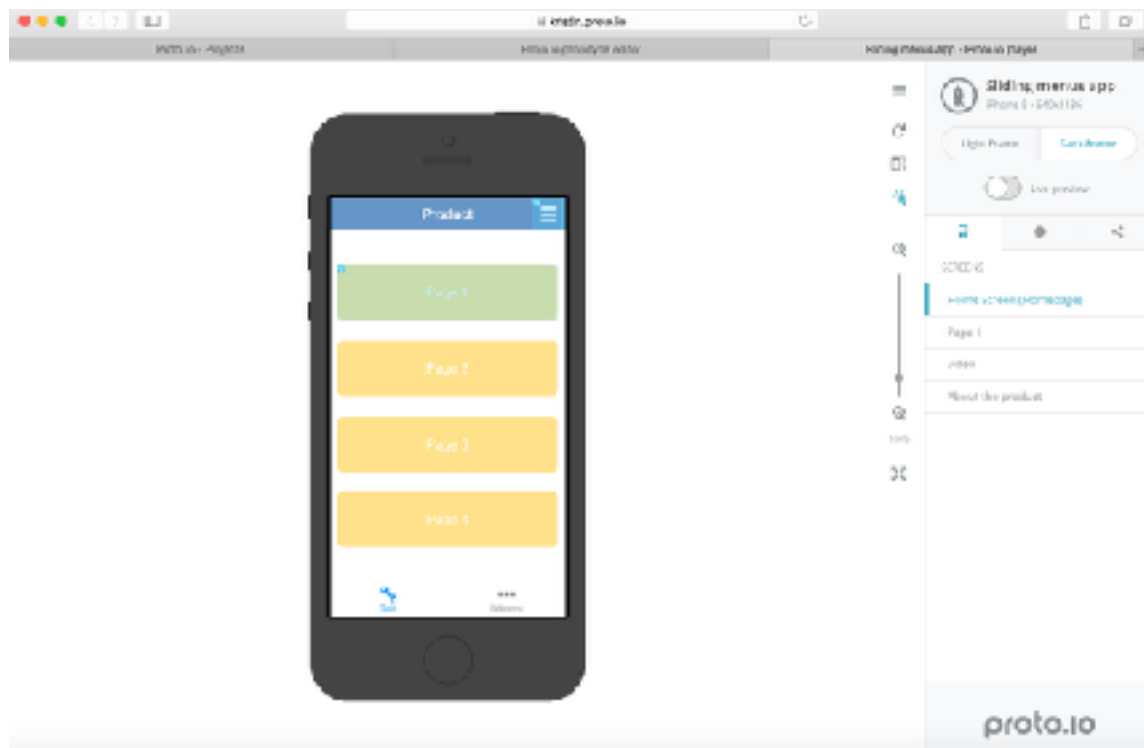


## Step 5: Adding Interactions

Click the “Preview” button in the upper right of your screen at any time to preview your app with interactions.



This will open a new tab with a virtual phone screen that allows you to click through as if you were using the app.



## Step 6: Previewing Your Interactions

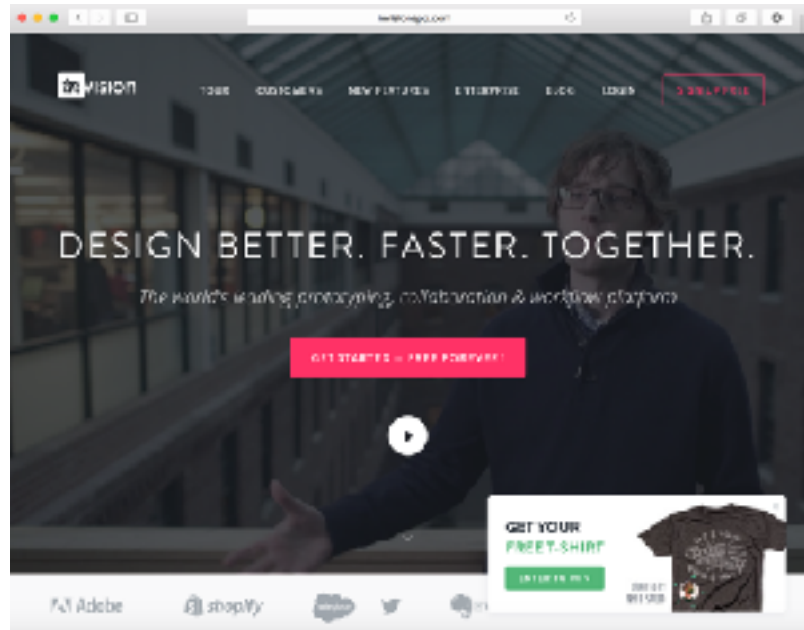
You can share the preview of your prototype by clicking the share icon on the right hand side of your screen when in preview mode.

You can share by either scanning the QR code or by exporting to PDF/PNG. Exporting to pdf is currently only available when using the Mozilla Firefox browser.



## Step 7: Sharing Your Prototype

## InvisionApp



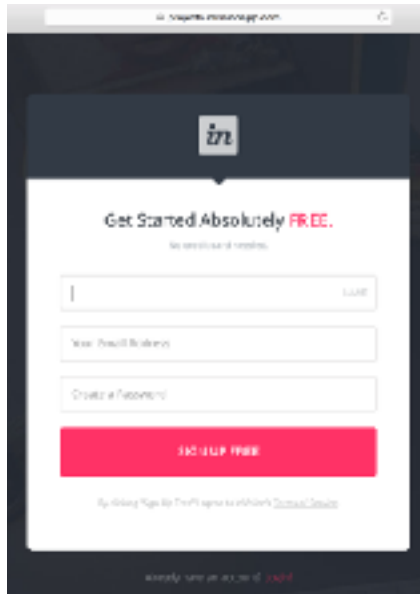
Web: [invisionapp.com](https://invisionapp.com)

Invisionapp allows you to design interactive prototypes online via a web based interface. Invisionapp requires you to upload the images you want to use as screens for your prototype so you must already have them designed.

## Step 1: Setting Up Your Account

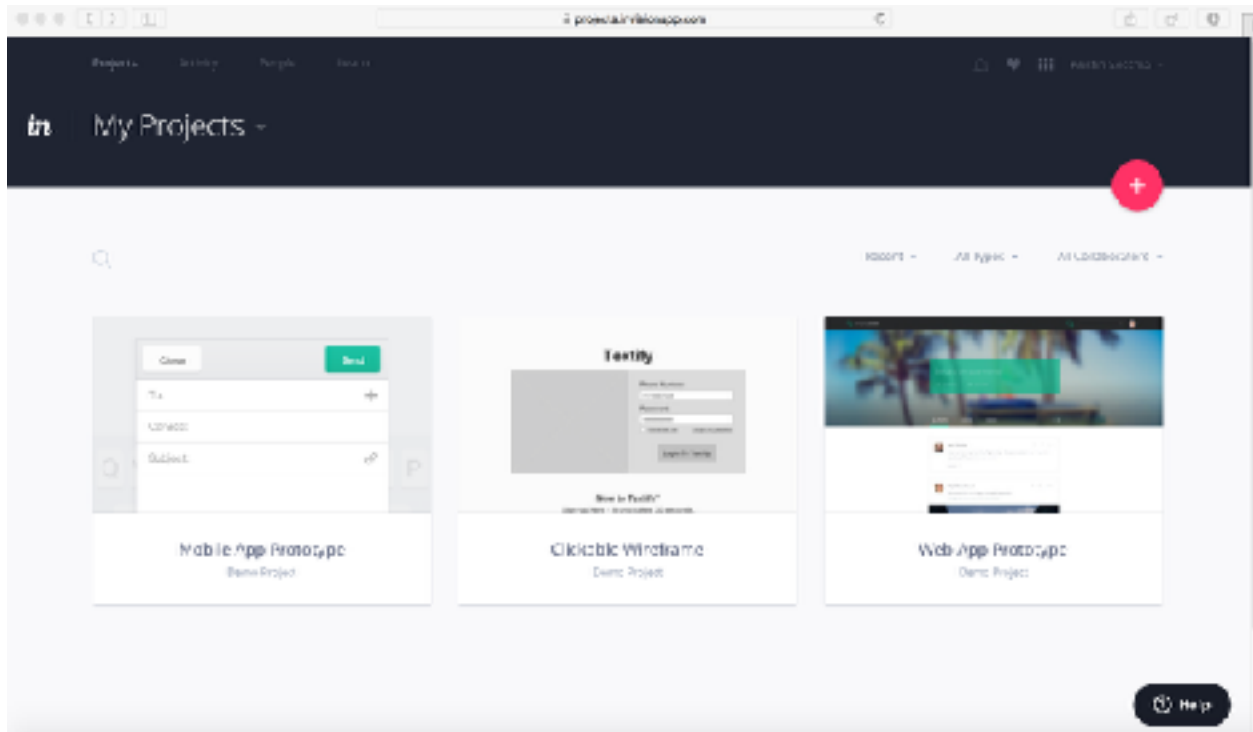
To begin, go to [invisionapp.com](https://invisionapp.com)

Click “Sign Up Free” and make a free account to begin creating projects.



## Step 2: Creating a New Project

Begin by clicking the pink + in the upper right hand side of your screen to add a new project.

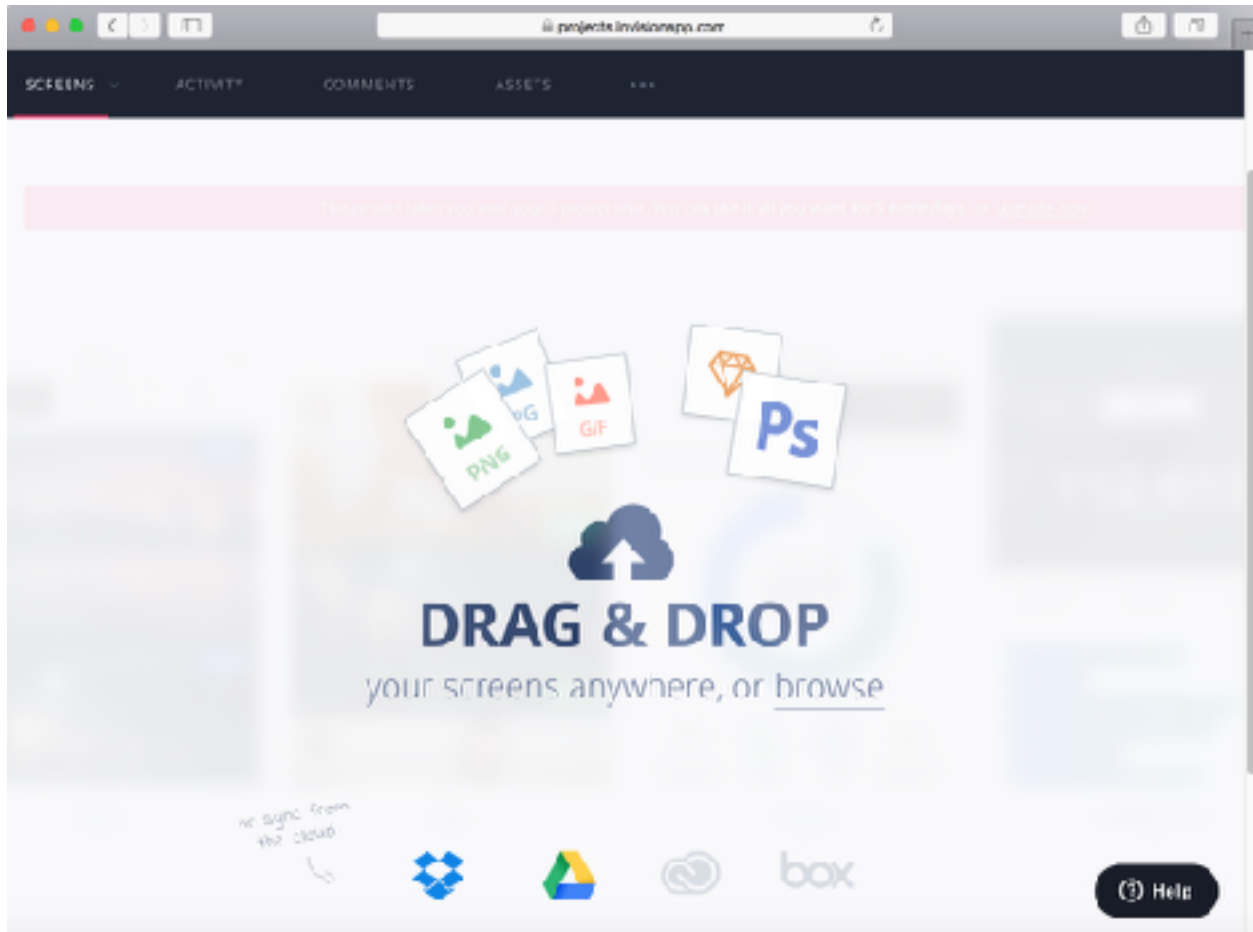


Then, name your project and choose which device you want to design for.



### Step 3: Adding Screens

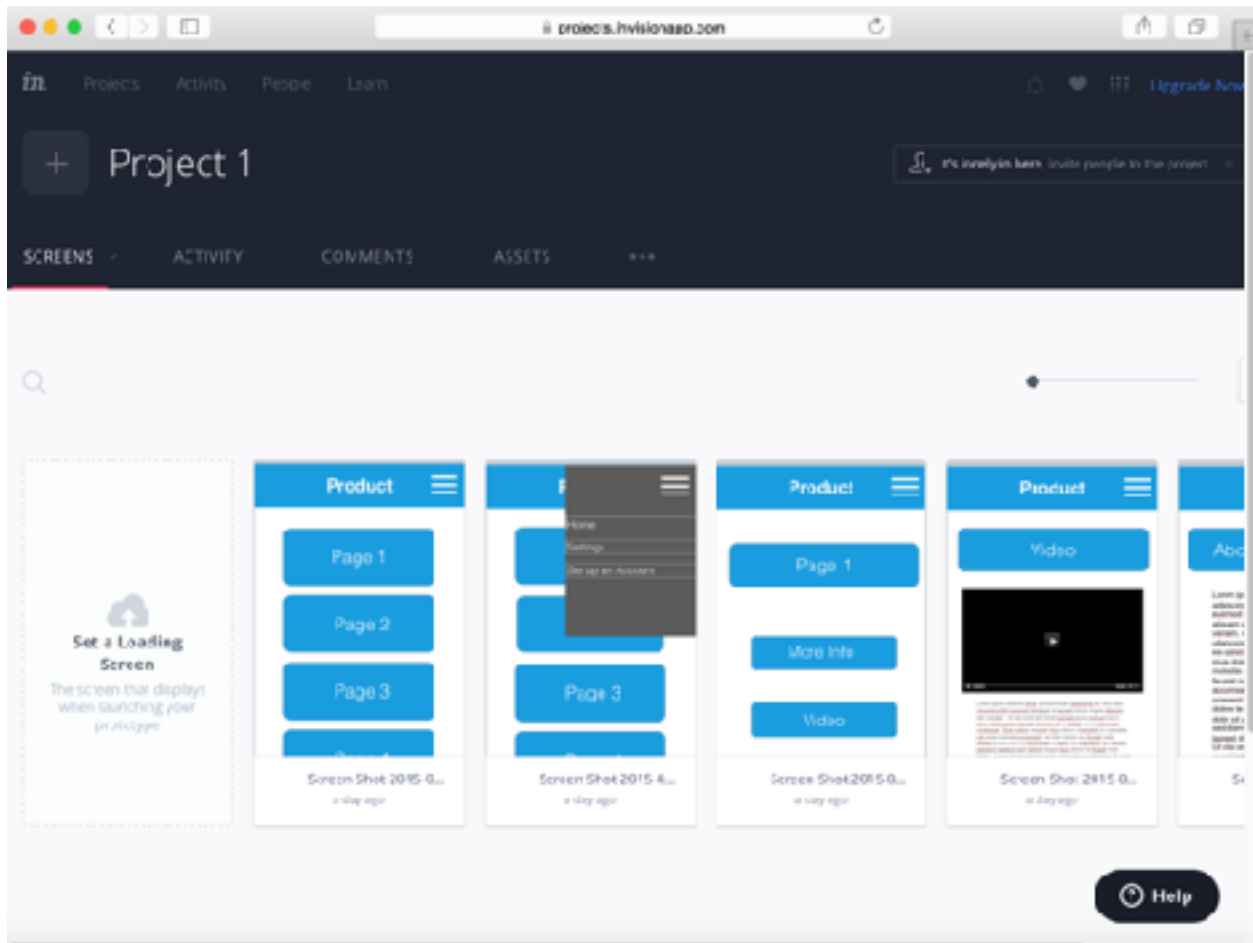
Add screens to your project by dragging and dropping images. You must already have the images you wish to use as screens for your prototype





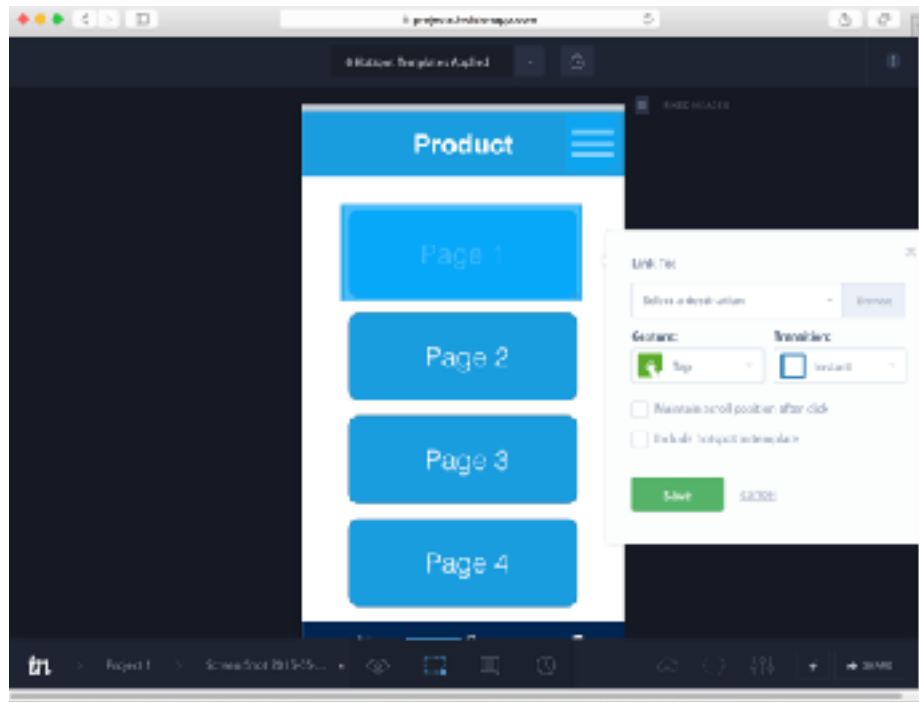
## Step 4: Your Project Home Page

Once you have imported all your screens, click on any of the screens from your project's main page to view or edit them.

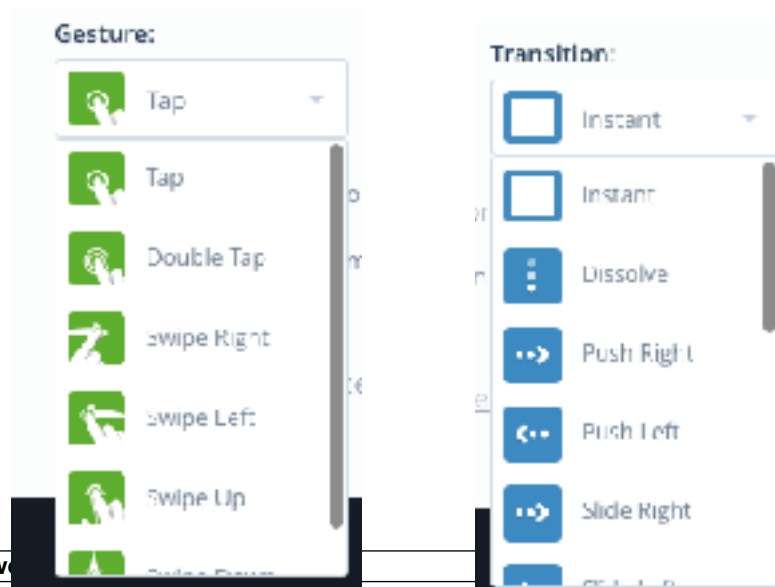


## Step 5: Creating Hotspots

When you click on one of your screens you can navigate between preview mode, build mode, and comment mode using the bottom navigation mode. Enter build mode by clicking the rectangle option at the bottom of the screen to make hotspots.



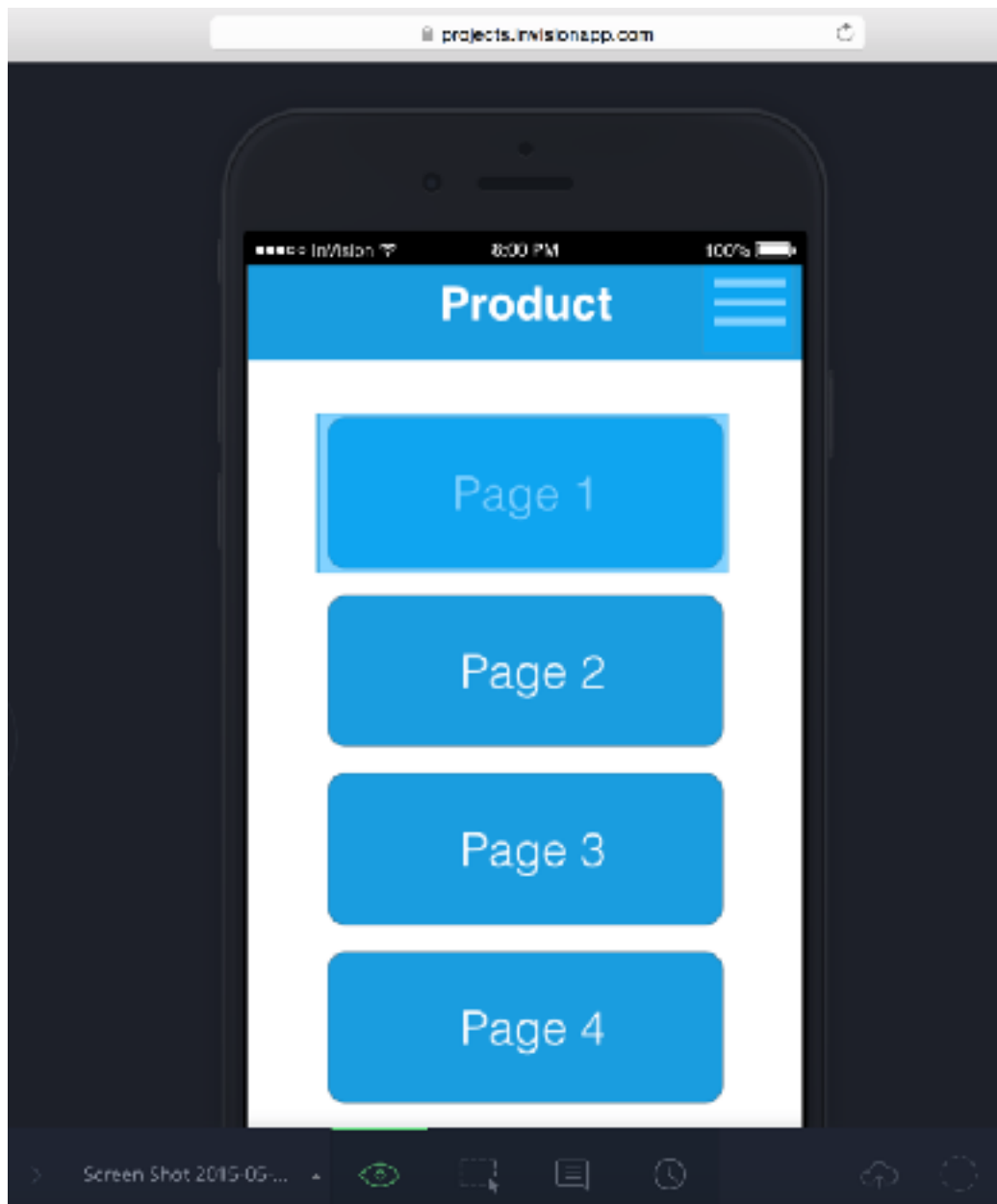
Click and drag to draw hotspots anywhere on your screen. Selecting another page as your destination will make the user jump to that page when they click the hotspot. You can choose from a variety of gestures such as double tapping and swiping in different directions. There are also a variety of transitions that can be chosen to navigate between pages.



## Step 6: Previewing Your Interactive App

Switching to preview mode using the bottom navigation bar will allow you to click through your prototype and interact with your hotspots.

Clicking the hotspots in preview mode will take you to the pages they're linked to using the transitions you chose.



## Step 7: Sharing Your Project

Click the “share” button which is located just below the add new screens button to share your project.

You can share your project in a variety of ways by sending or copying the url, or you can download it.

You can allow people you have shared the link to to comment on your screen and you can only allow them to see certain screens.

There is also an option that requires a password in order to access the project through the url for added protection.

