

A dark blue world map is centered in the background. In the top right corner, there is a cluster of five lightbulb icons, some inside a wireframe box. In the bottom right corner, over the South American continent, there is a single lightbulb icon.

Human-Computer Interaction Programming Studio

COGS121

Instructor: Philip Guo

Paper Prototypes Part 2!

(2017-05-08)

Milestone 8: In-class paper prototyping 2!

Due: Today (May 8) at 2:50pm - push to GitHub!

- Each team member should make one paper prototype showing some aspect of the rest of your app's UI (*not* the core map/geo parts)
- Unlike a traditional paper prototype, you do not need to make movable cut-out components; this is simply a “UI sketch” that shows interactions. Use arrows and text labels to show motion.
- Each team member can sketch *alternative designs* for one component or sketch different components. ***But don't turn in nearly-identical sketches.***
- Create a Markdown file named `milestone8.md` in GitHub repo
- Each team member should take a picture of their prototype and include it within this single `milestone8.md` file. Label the picture with your name and add a description of what interactions your picture is showing since TAs will grade this milestone without you being present.