

# Produce a prototype application for the iPhone

## The Assignment Continued

Now that you have established a strong foundation for the planning and design of your application, your task is to develop it as a working prototype application. To do this we will use the online tool Fluid ([www.fluidui.com](http://www.fluidui.com)).

Once developed, your prototype application will be required to undergo a further round of summative evaluations to better understand and improve the overall user experience.

## Requirements and Deliverables

To successfully submit your work for this assignment you will need to hand in.pdf files of all your design documents created throughout the course with a URL or QR code link to your prototype application. Please make sure that all your work is clearly labelled with your student details. All work should be uploaded to a shared server atPCA

## Project Deadline

The project is due at the end of class on week fifteen (11/05/16).

## Project Objectives

- Create a prototype that best illustrates the functionality of your application.
- Explore summative testing methods.
- Resolve known usability issues.
- Create a distinctive and high-quality interactive application that is useful.
- Demonstrate a sophisticated use of transitions and interactivity.
- Contribute to the overall user experience of your product.

## Suggested Project Resources

1. Prototype Development Tool: <https://www.fluidui.com/editor/live/> (create a new account) & Support at <https://getsatisfaction.com/fluid>