

## **CSCI374-001 Final Group Project – Part #3:**

One way to visualize your mobile application's features and requirements is to use wireframes. Wireframing is where you sketch out the layout of the user interface of the app. For this assignment, you will take the use case scenarios (Question #4) that were created in Part #2 and sketch out the various screens that the user will be presented with when they interface with your app. As you create the wireframes, you may find that the list of features (Question #5) will need re-prioritized that were created in Part #2 as well.

**Please submit the wireframes (created with a wireframe design tool or sketched manually) with their associated use case scenario and an updated features list to the D2L drop box.**

### **Wireframe tools:**

<https://balsamiq.com/>

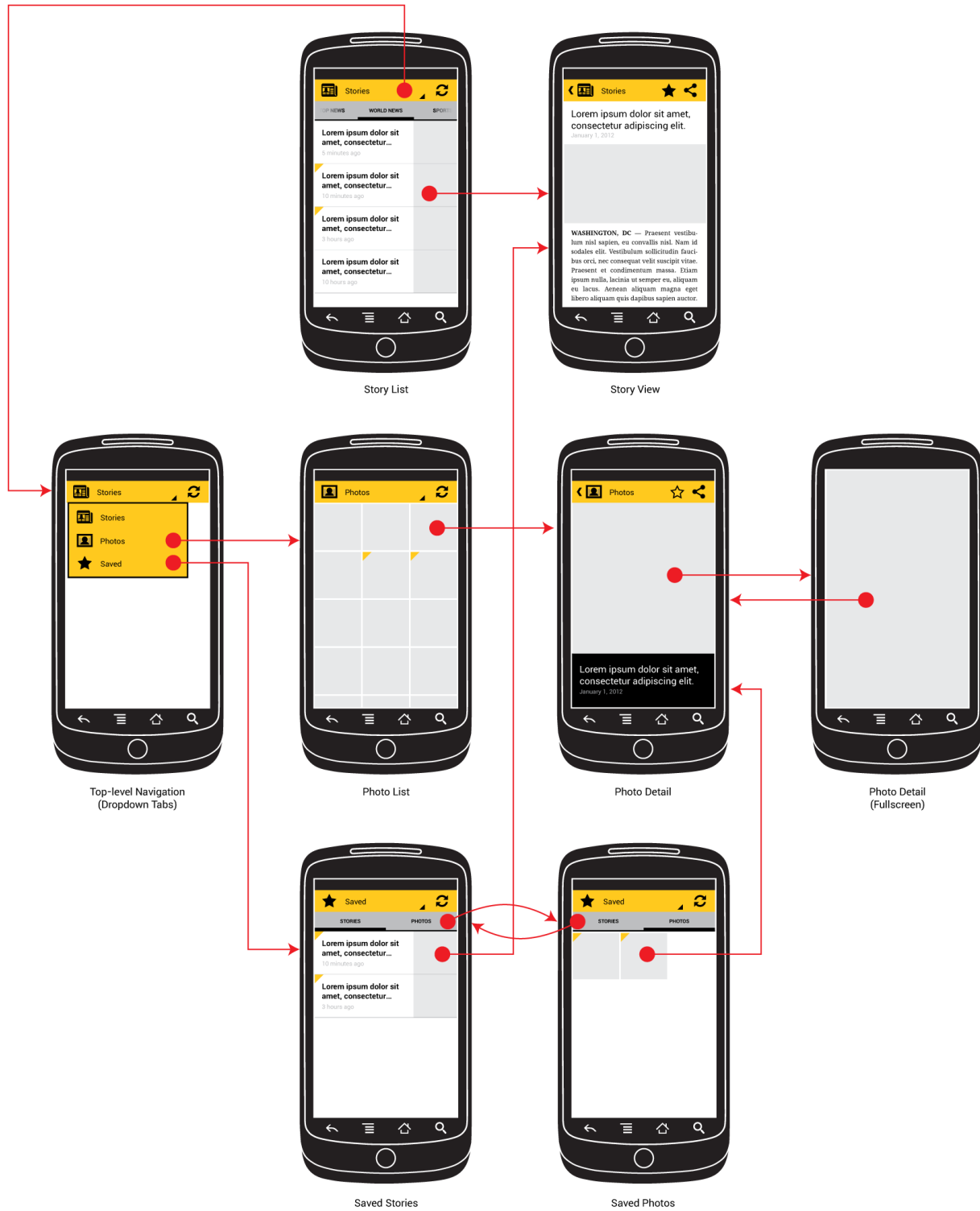
<https://ninjamock.com/>

<https://developer.android.com/training/design-navigation/example-wireframe-device-template.svg>

### **For more information on wireframes:**

<https://developer.android.com/training/design-navigation/wireframing.html>

<https://code.tutsplus.com/tutorials/designing-wireframing-prototyping-an-android-app-part-2--cms-27060>



<https://developer.android.com/training/design-navigation/wireframing.html>