Need the interface and how each screen should

Need for Mobile Prototype The App Prototype is a critical stage in developing a product. But, unfortunately, many entrepreneurs skip this and move straight to the development stage.

As a result, mistakes in design and weaknesses of the product are discovered only after the release. Subsequently, too much time and money is spent solving problems that could have been prevented by proper prototyping. Prototyping has long been considered a tedious task by developers that seems to add no value to the application to be developed.

In fact, many app developers think that prototyping delays the initiation of the actual development process. On the flipside, the tools available for creating application prototypes makes working with multiple functioning prototypes really easy. The creation of a prototype for the mobile app, irrespective of its purpose and functionality, is always a safe bet as it prevents or reduces post-production iterations. Process Flow: Let us first go through the process of prototyping of the mobile application by using Rapid App Development Platform.

It usually starts with calling a meeting with all stakeholders, that may comprise multiple department heads in case of a large organization, or a handful of people in case of a small family business. When everyone is on the same page regarding the purpose of an application and the relevant audience. 1. Mobile Strategy WorkshopConvert the ideas into visuals.

Don’t worry, one does not have to be an artist to do so. Simply create sketches of the interface and how each screen should appear on the chosen tool for creating the prototype. It should be kept in mind that they are

sketching for mobile devices. Hence, too many functions and buttons will confuse the user. 2. WireframesWhen everyone agrees to the initial sketch of the application, it needs to be converted into a digital wireframe. This will serve as the blueprint for the mobile app.

This is where a mobile application development platform (MADP) will come into play for the first time. Modern MADPs have user-friendly features that allow the developer to easily and quickly create a wireframe for the application. 3. Workflow ArchitectureNext, one has to define the workflow. Again, the developer does not have to code. This is about defining each button performs what kind of functions and redirects to which screens. 4. Initial DesignWith the wireframe and workflow architecture in place, one can start designing.

The Rapid App Development platform the developer selected should have intuitive design functions that allows them to access ‘ drag and drop’ and ‘ point and click’ functionalities. Once the initial design is ready, they can consider the job as done. All that has to be done is to test and validate the application.

Involve all the stakeholders in this process so that there is a clarity on what has to be added, removed or modified. 5. Final DesignPost-testing, the developer can finally design the app in the same format as it will be released.

The final design gives the best idea of what the application is going to be like. 6. Launch PrototypeLastly, launch the prototype to a wider audience for

validation. If it is an enterprise application, a select number of employees across verticals and levels can be allowed to use it and validate.

If it is an end-user oriented application, the application can be launched in a beta version of the app to collect feedback. Strategic Factors to consider while creating Prototype: 1. Decide what you’re testing: Do you want to see how people react to a specific design template? Are you simply validating a need, and not an actual interface? Are you wanting to create an entirely realistic experience so people feel like they’re using the actual app? These questions matter, because they’ll inform what tool you decide to use. 2. Recruiting Developer: This may the most difficult part! Choosing the right developers to execute your action plan takes immense research and experience. The selected developer should have adequate skills and expertise to bring you idea into live.

3. Decide how to test: Your testing phase is very important during the prototype cycle because it gives the actual feedback from the user and decides the success rate of your application. All the flaws and errors of the application can be rectified during this process. So it is important that you choose your testing audience and method very carefully. Our Process: Evaluation and Assessment The process of identifying the purpose of the application and its target user audience. Here your choice determines the whole app development – region, age, gender, social layer – that is crucial to define.

ExecutionThen we proceed to the idea itself. We discuss any documentation you have – app specifications, mockups and wireframes. Our specialized

teams know the subtleties of platforms, and are always ready to advise on the best options.

Following each demand, we warn you of any problem that might appear, and put forward the best ways of avoiding it, for you to choose. DevelopmentDuring the development we can follow one of these three ways:- Create a prototype of the application (within a limited budget or if you are still unsure in the way you want your idea to be implemented).- Create several versions iteratively (step by step each version brings further features);- Create a full version of the application with each suggested feature; Review: Critical changes during the final changes is done based on the feedback from the users or to add any additional features. The errors and glitches during the trail phase of the users can be corrected.