Wireframing & Prototyping

UI/UX Design Guide · Module 3 of 7 · CHERIEDU Dev Series

1. Wireframe !' Mockup !' Prototype

Stage	What It Is	Detail Level	Tool
Sketch	Hand-drawn layout ideas	Very low — boxes & lines	Paper, pen
Wireframe	Digital structure — no colours	Low — grey blocks	Figma, Balsamiq
Mockup	Visual design — colours, fonts	High — looks real	Figma, Sketch
Prototype	Clickable simulation	High + interactive	Figma, InVision

2. Figma — The Industry Standard Tool

- Free for individuals at figma.com — open it in your browser.
- Frames: containers for each screen (like artboards).
- Auto Layout: makes components responsive automatically.
- Components: reusable elements (buttons, cards, nav bars).
- Prototyping: connect frames with arrows to simulate navigation.
- Comments: team collaboration directly on the design.

3. Wireframing a School Login Screen

A wireframe for a login screen includes: logo placeholder (top), email field, password field, "Remember me" checkbox, Login button, "Forgot password?" link. No colours — just structure.

LOW-FI WIREFRAME RULE
Use only rectangles, text labels, and lines. No colours. No images. The goal is to agree on LAYOUT before you spend time on BEAUTY.

4. User Flow — Mapping the Journey

1. Identify the main task (e.g. "Parent pays school fee").
2. Map every screen the user sees: Login !' Dashboard !' Fees !' Payment !' Confirmation.
3. Identify decision points (e.g. "Payment failed !' retry or cancel").
4. Add edge cases: What if the session expires? What if the amount is wrong?

5. Usability Testing Your Prototype

- Give participants a task to complete ("Pay your child's Term 2 fee").
- Observe silently — do NOT help or explain.
- Note every point of confusion or hesitation.
- 5 users will reveal 85% of usability problems (Nielsen's Law).

PROJECT
Wireframe a 5-screen flow in Figma: Login !' Student Dashboard !' View Attendance !' View Fees !' Pay Fee. Make it clickable as a prototype. Test it with 2 people.