

## Activity: Prototype Development Challenge

### Objective

To challenge students to develop a prototype that solves a real-world problem within a limited time frame, while also learning about the importance of user experience, user interface design, and testing.

### Description

- Design a mobile app that helps people find available parking spots in Riyadh.
- A set of constraints or requirements that you must follow:
  - The prototype must be built using a specific programming language or tool (e.g., Figma, InVision, Adobe XD, or paper prototyping).
  - The prototype must include a specific feature or functionality (e.g., a map view, filter options, or a payment system).
  - The prototype must be designed for a specific user interface (e.g., mobile, web, or desktop).
  - Develop a set of user personas to design for, along with a set of user stories that outline the users' needs and goals.
    - Example: User persona: "Manal, a 30-year-old urban professional who drives to work every day."
    - Example: User story: "As Manal, I want to be able to find available parking spots near my workplace quickly and easily, so that I can avoid being late for work."
  - A set of testing tools (e.g., UserTesting, TryMyUI, or SurveyMonkey) you can use to gather feedback from real users during the development process.

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