

PHASE 4 | PROTOTYPE

Paper Prototype Screen Flow

Prototype: Order flow with delivery range and pickup code

Sample project: A food-delivery app for university students in Islamabad. The blue italic text is an example of a completed sheet.

FACILITATOR INSTRUCTION

"Sketch one screen per sheet of paper. Draw only what is essential, label every button and number the screens in order. You have twenty minutes, after which a teammate must be able to "use" it."

SCREEN FLOW

Screen	What the user sees	What happens on tap
1	<i>Restaurant list with an "Arrives before class?" badge</i>	<i>Tap a restaurant, go to screen 2</i>
2	<i>Menu with item prices and a delivery range (20 to 25 min)</i>	<i>Tap Add, go to screen 3</i>
3	<i>Cart with the full price, fees included</i>	<i>Tap Place order, go to screen 4</i>
4	<i>Live status with a countdown and "Chat with rider" button</i>	<i>Tap Chat, open the message screen</i>
5	<i>Pickup code and named meeting point on a map</i>	<i>Tap Done, go to the rating screen</i>

FACILITATOR NOTES FOR THE TESTING ROUND

- *Teammate plays the computer and swaps the paper screens.*
- *Participant taps with a finger, we do not explain anything.*