

PHASE 4 | PROTOTYPE

Storyboarding

Idea: Honest delivery range with a 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

"Draw six frames: the situation, the trigger, the discovery, the use, the result and the aftermath. Use stick figures and one sentence per frame. Show the moment the user's problem disappears."

SIX FRAMES

Frame	Scene	Caption
1. Situation	<i>Hira in the library, 40 minutes before her lab</i>	<i>She is hungry and short on time.</i>
2. Trigger	<i>She opens the app</i>	<i>She wants lunch that will arrive before class.</i>
3. Discovery	<i>A badge reads "Arrives in 20 to 25 min"</i>	<i>For the first time, she trusts the estimate.</i>
4. Use	<i>She orders and receives a pickup code</i>	<i>The app tells her when to leave.</i>
5. Result	<i>She collects lunch at the shelf with her code</i>	<i>No shouting, no guessing.</i>
6. Aftermath	<i>Hira tells her hostel friends</i>	<i>"Finally, an app that is honest."</i>