

Creating a mobile app prototype with Adobe XD

Setup:

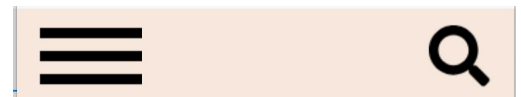
1. Open Adobe XD
2. Select iPhone 13 Pro, 13, 12 Pro

Creating the Opening Screen:

1. Click Fill on the right-hand menu and type in the Hex value for Carolina Blue (#4B9CD3). Click in the artboard to fill it with this color.
2. Hold down the Option (Mac)/Alt (Win) key, click and drag on the artboard, to create a new artboard to the right. Create four more artboards this way
3. Select the Ellipse tool from the left-hand menu and draw an ellipse in the middle of the first artboard. Hover over one of the corners until the cursor becomes a two-arrow curved icon. Rotate the ellipse counterclockwise.
4. Select the Text tool and click in the ellipse. Type NCAA National Championships of the in a smaller font. Click in the ellipse again and type North Carolina Tar Heels in a larger and bold font. Center text.
5. Click on File > Import and find the current UNC logo. Resize and place in the blue section at the top. Import and place the NCAA logo in the bottom right.
6. Click on the Plugins icon at the bottom of the screen. Click on the + (plus) sign and search for Icons 4 Design and click the Get button.
7. Select Icons 4 Design and search for basketball. Click on the basketball-ball icon to add to our artboard. Hold Shift and resize the ball. Click on Fill and change the color to orange. Place below the text within the ellipse.



Adding Components:



1. Select the Rectangle (R) tool and create a rectangle across the top of the second artboard. It should be 390 wide and 74 high.
2. Click on Fill, type in the Hex value for Campus Sandstone (#F4E8DD).
3. Click File > Import and select the hamburger menu icon. Place in the upper left hand corner of the rectangle. Add the search icon to the top right corner of the rectangle.



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4. Click and drag around the rectangle, click the right mouse button and select Group (or use Ctrl+G).
5. In the right-hand menu, click on the + (plus) sign next to the word Component. The image of the rectangle and the icons should now appear under the word Components in the left-hand menu.
6. Click and drag the image from under Components to the next artboard. Reposition the rectangle to the top of the screen. Add to all new artboards.

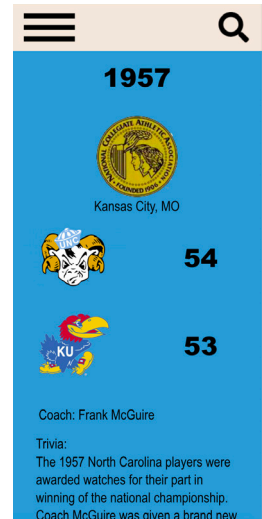
Creating the Menu:

1. Double-click on the heading iPhone 13, 12 Pro of the second artboard and change the name to menu
2. Select the rectangle tool and draw a button on the menu artboard.
3. On the right-hand menu, change the corner radius to 10.
4. Click on Repeat Grid in the right-hand menu and create 6 more buttons by clicking and dragging on the green oval at the bottom of the button.
5. Right-click on the grid and select Ungroup Grid.
6. Within each button, add the date of a National Championship. (1927, 1957, 1982, 1993, 2005, 2009, and 2017). Center dates on buttons with the help of XD's grid lines.



Creating a page:

1. Double-click on the next artboard's heading and change to 1957.
2. Add the text 1957 to the top of the page
3. Select the 1957 NCAA logo and place under the text.
4. Select the 1957 UNC logo, resize, and place under the NCAA logo aligned to the left.
5. Select the 1957 Kansas logo, resize, and place under the UNC logo
6. Select the text tool and add 54 next to UNC and 53 next to Kansas. Center the text with the logos and align right
7. Add the Coach of the Tar Heels and the trivia information below the score. You will need to grab the bottom of the artboard and make it a bit larger to hold all the information.



Prototyping Your App:

1. Select Prototype tab in the upper toolbar.
2. Click on your first artboard, then click on top left tab with the house icon. This will signify that your first artboard is your default page or homepage.
3. Select an element in the first artboard until it is highlighted blue with an arrow. Click and hold the arrow to connect to its corresponding artboard. Repeat this step as necessary.
4. If you have a logo or Home button on each artboard, then select and drag the arrow back to the Home artboard.

Preview & Publish:

1. Go to Edit > Select All (or use Ctrl+A) to view your full interaction map. Check to see if you've missed anything.
2. Once you are satisfied with your app, click back into your Home artboard.
3. Select the Preview button indicated by the play triangle in the upper right corner.
4. You now have a functioning prototype! Click around to explore your app, and take pride in what you've created!
5. When you are finished playing, close out of your preview and click Share tab in the upper toolbar. If you did not connect anything to an artboard, it will be grayed out.
6. Type the Title of your app.
7. Determine your desired View Setting and Who Has Access and select from their dropdown options.
8. When you're done, click on Create Link. This link will appear at the top of the Share Links menu options.
9. Open Link to view and share your app online!
10. Remember to save your app as an editable .XD file so you can come back and make changes later!

