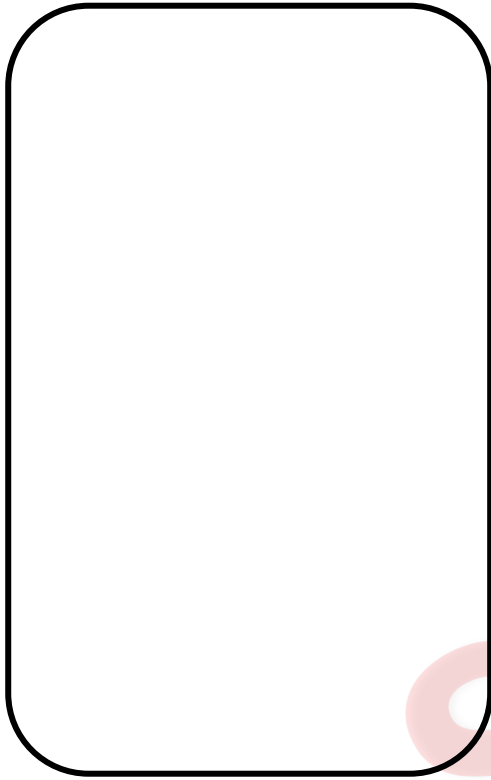


Directions:

- Use as many of the paper prototype pages you need to design and draw your app.
- Make sure to show every screen, and give every screen a unique ID.
- Make sure to have multiple UI elements, as well as some way to navigate between screens. Each UI element also needs its own unique, and easy to recognize ID.
- Draw arrows to and from each screen to show how they are linked to one another.

App Title: _____

Team: _____



Screen ID: _____

UI Elements:

ID: _____

ID: _____

ID: _____

ID: _____

ID: _____

ID: _____

ID: _____



Screen ID: _____

UI Elements:

ID: _____

ID: _____

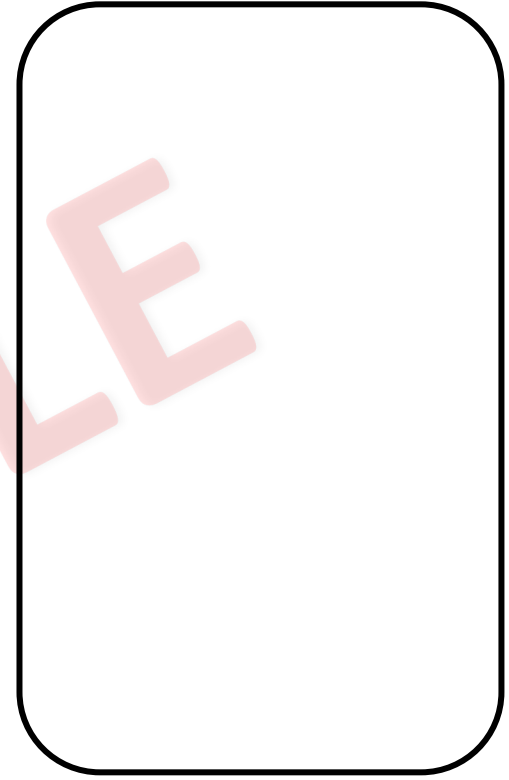
ID: _____

ID: _____

ID: _____

ID: _____

ID: _____



Screen ID: _____

UI Elements:

ID: _____

ID: _____

ID: _____

ID: _____

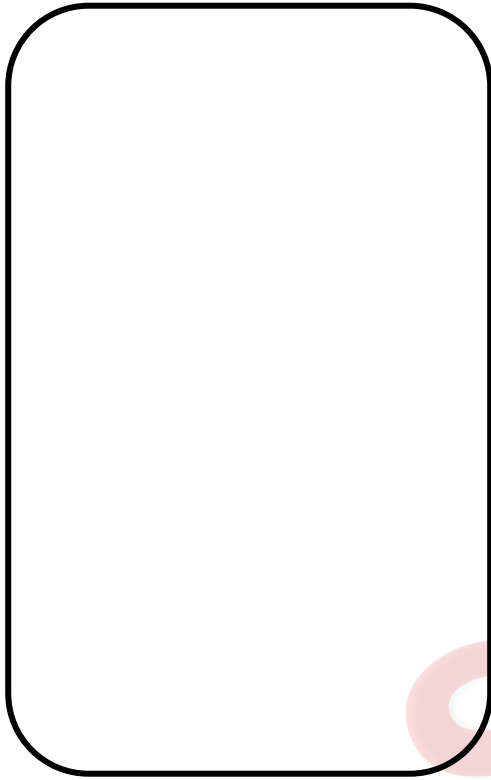
ID: _____

ID: _____

ID: _____

App Title: _____

Team: _____



Screen ID: _____

UI Elements:

ID: _____

ID: _____

ID: _____

ID: _____

ID: _____

ID: _____

ID: _____



Screen ID: _____

UI Elements:

ID: _____

ID: _____

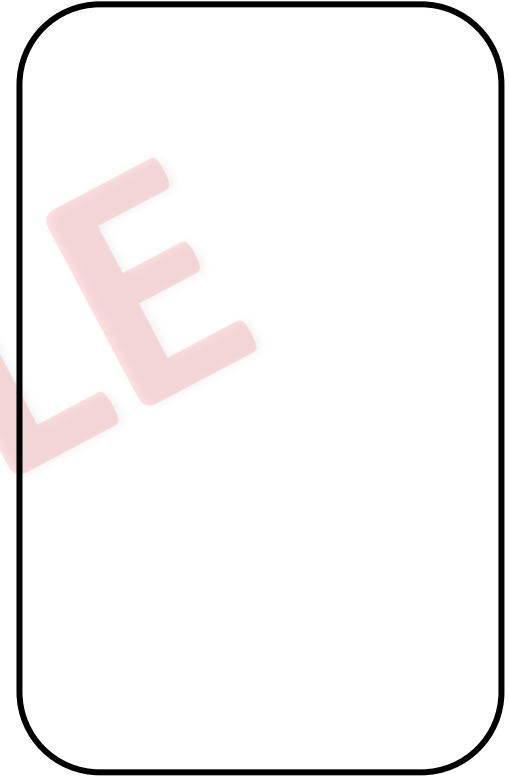
ID: _____

ID: _____

ID: _____

ID: _____

ID: _____



Screen ID: _____

UI Elements:

ID: _____

ID: _____

ID: _____

ID: _____

ID: _____

ID: _____

ID: _____