

Information & Communication Architecture — Lab 4 — Interactive Prototyping in Figma

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Lab agenda

Duration	Topic
15 min	Prototyping Basics: Multi-card connections, back navigation & animations
15 min	Scrolling & Fixed Headers: Sticky navigation bars & content scrolling
10 min	TA Live Demo: 4-restaurant interactive reference prototype walkthrough
45 min	Graded In-Class Sprint: Source assets, build 3 screens & wire 4 restaurants
5 min	Microsoft Forms Submission & TA Checkoff



01 — Prototyping basics in Figma

How to turn static screens into a clickable mobile prototype



Connecting screens: Trigger → Action → Animation

In Figma, connecting a button to another screen always answers three simple questions:

Core Concept How Figma Prototypes Work

Click on any layer, switch to the **Prototype** tab, and drag the blue circle to another screen:

1 Trigger (When does it happen?) When
Usually `On click / tap` when the user taps a button or card

2 Action (What should happen?) What
`Navigate to` (change screen) or `Back` (return to previous screen)

3 Animation (How does it transition?) How
`Push / Slide In` (300ms) so the screen slides smoothly like a real app

RULE Always set top back arrows to `Back` — never `hardcode` `Navigate to` Home !

Interaction Details Panel

Shift + E

Trigger On click / tap

Action Navigate to → Screen 2

Animation Push / Slide In

Direction: ← Left 300ms • Ease Out

Preserve scroll position Enabled

Figma Prototype Panel

Standard 300ms Slide



02 — Scrolling & fixed headers

Keeping top headers fixed in place while content scrolls smoothly



Scrolling & fixed bars: Making it feel like a real app

In real mobile apps, top headers stay frozen in place while you scroll down through food items:

Top Header

Fixed

Status & Navigation Bar

[Status: 12:54]
[Address • Back Arrow • Heart]

Setting: Fixed (Stay in place) in Figma Prototype settings.

Never scrolls off screen

Page Content

Vertical Scroll

Restaurant & Food List

↑ Vertical Scrolling
Restaurant Cards • Menu Items

Setting: Frame height fitted; Overflow set to Vertical.

Scrolls under fixed header

Category Sliders

Horizontal

Horizontal Carousels

↔ Horizontal Scrolling
Cuisine Circles • Promo Banners

Setting: Overflow scrolling set to Horizontal.

Swipes sideways smoothly

Layer Order Tip: Keep your fixed header at the **very top** of your Figma layers list so food cards scroll underneath it, not over it!

Layer Order



03 — TA live demonstration

Live demonstration of the completed 4-restaurant reference prototype you will build today



04 — Graded in-class sprint

45-minute hands-on sprint — Source assets, build 3 missing restaurant screens, and wire the complete flow



Graded In-Class Sprint: Multi-Screen Prototype Assembly

GRADED What you will build: Home + Food Delivery + 4 Working Restaurant Screens (1 Provided + 3 Built & Wired)

[Figma Workspace](#) ↗

1. Sourcing & Assembly

Part 1 (30%)

- Duplicate the reference restaurant screen for 3 new brands.
- Source assets: 1 Logo, 1 Hero Cover & 2 Dishes per restaurant.
- Override titles, cuisine pills, delivery info & prices.
- Match the 3 new screens to the 3 missing feed cards.

Asset Gathering & Overrides

2. Multi-Card Routing

Part 2 (40%)

- Screen 1: "Food" category tile links to Food Delivery feed.
- Screen 2: Wire all 4 restaurant cards to their distinct pages.
- All 4 Screens: Set top back arrows to native `Back` action.
- Transitions: Push / Slide In (300ms Ease Out) with preserved state.

Multi-Destination Flow

3. Scrolling & Fixed Bars

Part 3 (30%)

- Top Status Bar & Navigation Header: `Fixed` on all screens.
- Bottom Navigation Bar on Home & Feed: `Fixed`.
- Menu lists scroll vertically underneath headers on all 4 screens.
- Cuisine categories row set to `Horizontal` scroll.

Native Mobile Feel



Grading rubric: What TAs will check (100 Points)

Your prototype will be evaluated out of 100% across four simple checks (25 points each):

1. Sourcing & UI

25%

- **3 Built Screens:** Assembled from the master template
- **Sourced Assets:** Unique logos, hero covers & dishes
- **Clean Layout:** Auto-Layout structure preserved

Screen Assembly

2. 4-Card Routing

25%

- **Distinct Wires:** Each card opens its own restaurant screen
- **Push Transitions:** 300ms Ease Out screen sliding
- **Starting Point:** Screen 1 set as Flow Starting Point

Card Connections

3. Back Stack

25%

- **Native Action:** Back arrows on all 4 screens use `Back`
- **Preserve State:** Returns to previous scroll position
- **No Resets:** Pops stack cleanly without restarting

Return Navigation

4. Scrolling & Fit

25%

- **Fixed Bars:** Headers pinned on all 4 restaurant screens
- **Menu Scrolling:** Lists scroll smoothly under top bars
- **Device Frame:** Screens fit iPhone frame (393 × 852 px)

Scroll & Device Fit



Sprint active — Connect your interactive prototype

GRADED (100 PTS)

SPRINT ACTIVE

5-Screen Mobile Architecture (4 Restaurants)

45-50 Mins

Figma Workspace Template

Pre-built screens, assets & prototype canvas

Open File ↗

Figma Prototyping Docs

Triggers, navigation, animations & easing curves

Open Docs ↗

1. Sourcing & Assembly

Assets & Screens

Duplicate master template for 3 brands. Source 1 logo, 1 hero cover & 2 dishes per brand. Override content.

Scope: 3 Built Screens (5 Total)

2. Multi-Card Routing

Navigation

Feed cards wire to 4 distinct restaurant screens. Set 300ms Push transitions with native Back stack.

Scope: 4 Distinct Destinations

3. Fixed & Scroll

Scroll

Fixed headers and bottom nav bars; vertical menu scrolling and category row horizontal scroll.

Scope: Pinned Bars & Overflow

LAB 04 SUBMISSION FORM



[Open Microsoft Forms Submission ↗](https://forms.cloud.microsoft/Pages/ResponsePage.aspx?id=twQ5o3wq-k-WjR0V5Byu8yfIedfI9Q80q86huAYW4xZUNEZPNkLUVVNaVzdWNjRGMDQ4MFBF0TFETC4u)

<https://forms.cloud.microsoft/Pages/ResponsePage.aspx?id=twQ5o3wq-k-WjR0V5Byu8yfIedfI9Q80q86huAYW4xZUNEZPNkLUVVNaVzdWNjRGMDQ4MFBF0TFETC4u>



References & useful links

LAB 04 CORE RESOURCES

Figma Community — Official Talabat Prototyping Starter Kit — pre-built screens, assets & prototype canvas

Google Drive — Talabat Brand & Typography Guidelines (PDF) — official tokens & color standards

FIGMA OFFICIAL DOCUMENTATION

[Figma Learn — Guide to Prototyping in Figma](#) — official prototyping engine overview

[Figma Learn — Scroll with Overflow](#) — vertical and horizontal scrolling in mobile prototypes

[Figma Learn — Prototype Triggers and Actions](#) — touch events, navigation & stack mechanics

[Figma Learn — Prototype Easing and Animation Curves](#) — natural motion physics & timing
