BelTech Edu 2024
Proto-Io Tutorial

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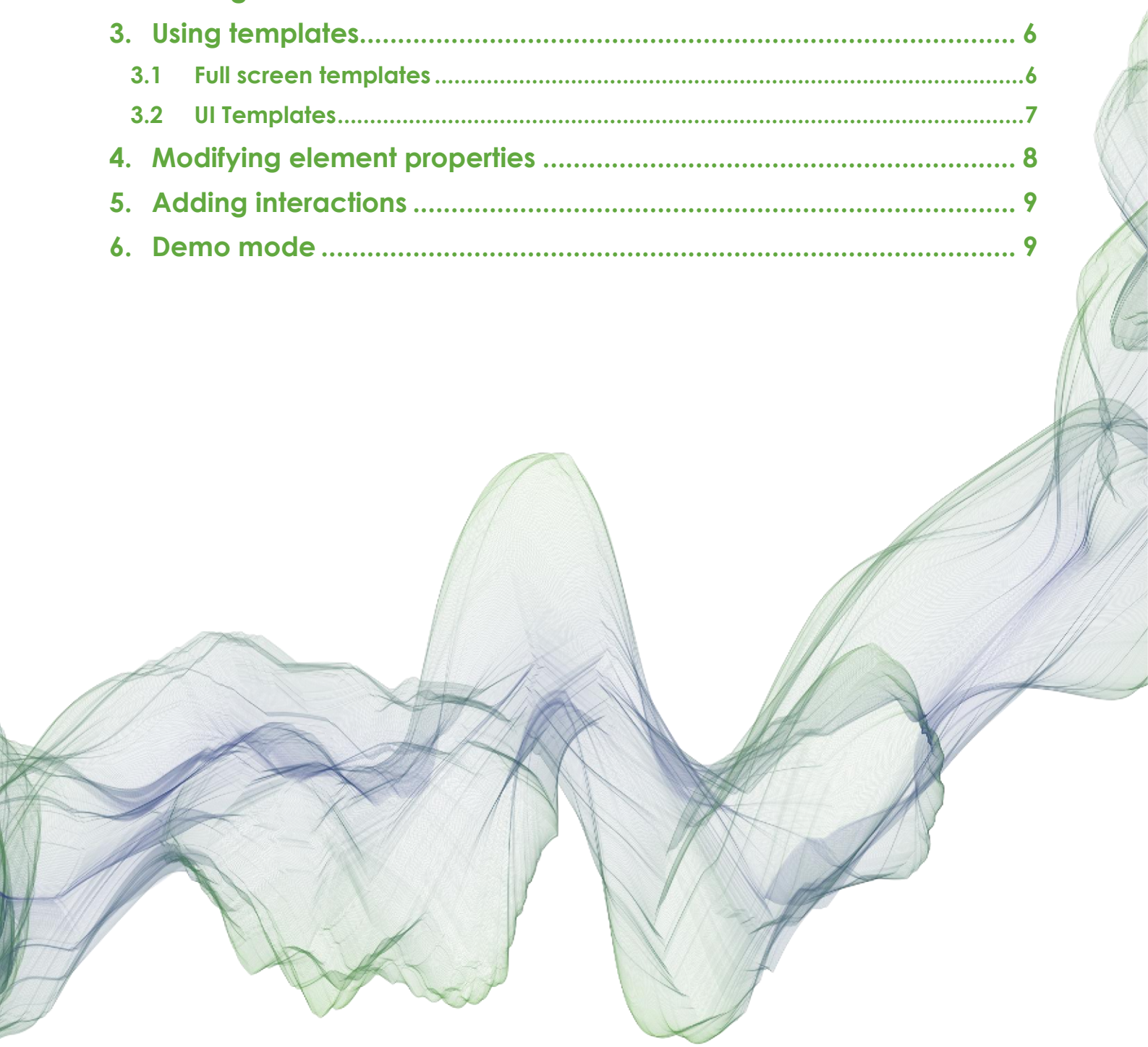

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1. Getting Started

Proto.io is a brilliant mobile app prototype platform, it has a lot of intuitive features, complete templates and is very easy to use.

However, it comes with a 15 day trail demo with premium features before you will be restricted to:

Just one project at a time that will have 5 or fewer screens.

Some additional limitations of the Basic free plan are:

- 1 user,
- 1 active project of up to 5 screens,
- No additional reviewers,
- 10MB of storage,
- No Export to HTML, PNG or PDF,
- No Branding
- No Project Sharing.
- No live support chat

If this is okay and will not clash with your needs and requirements, especially if you will be able to complete your storyboard and video presentation in under 15 days, then carry on!

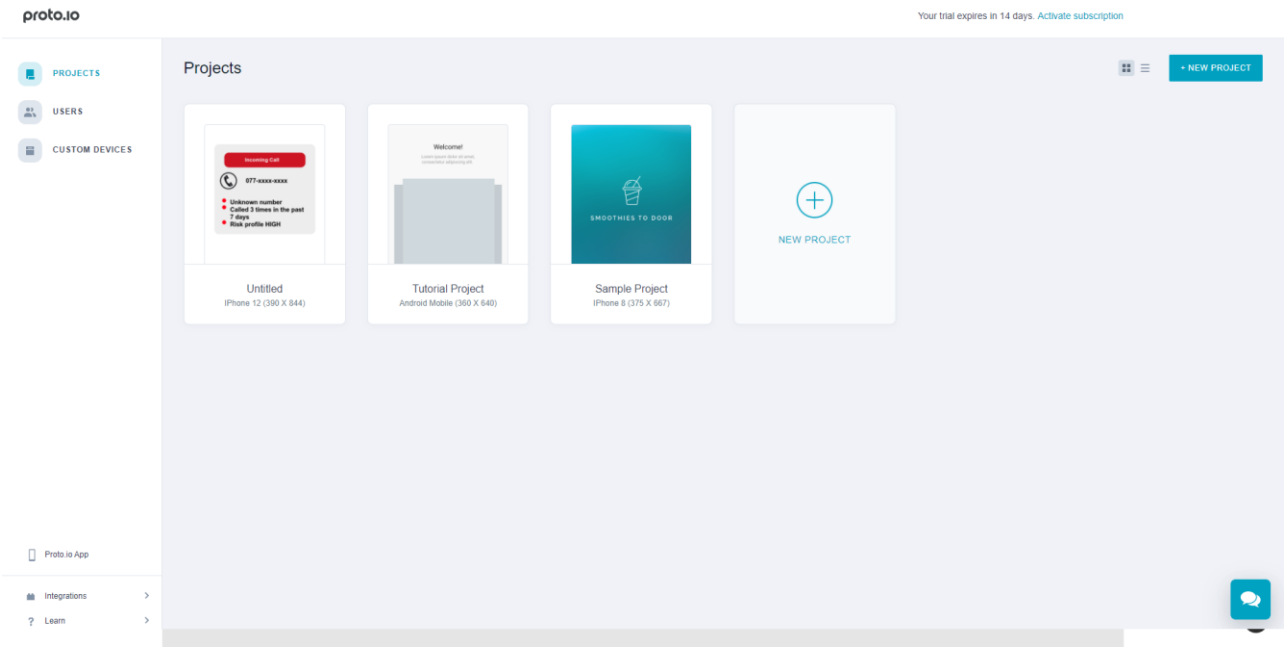
I feel the rich features this site provides negate the time limitation and feature restriction after 15 days, but please decide for yourself.

1.1 Signing in

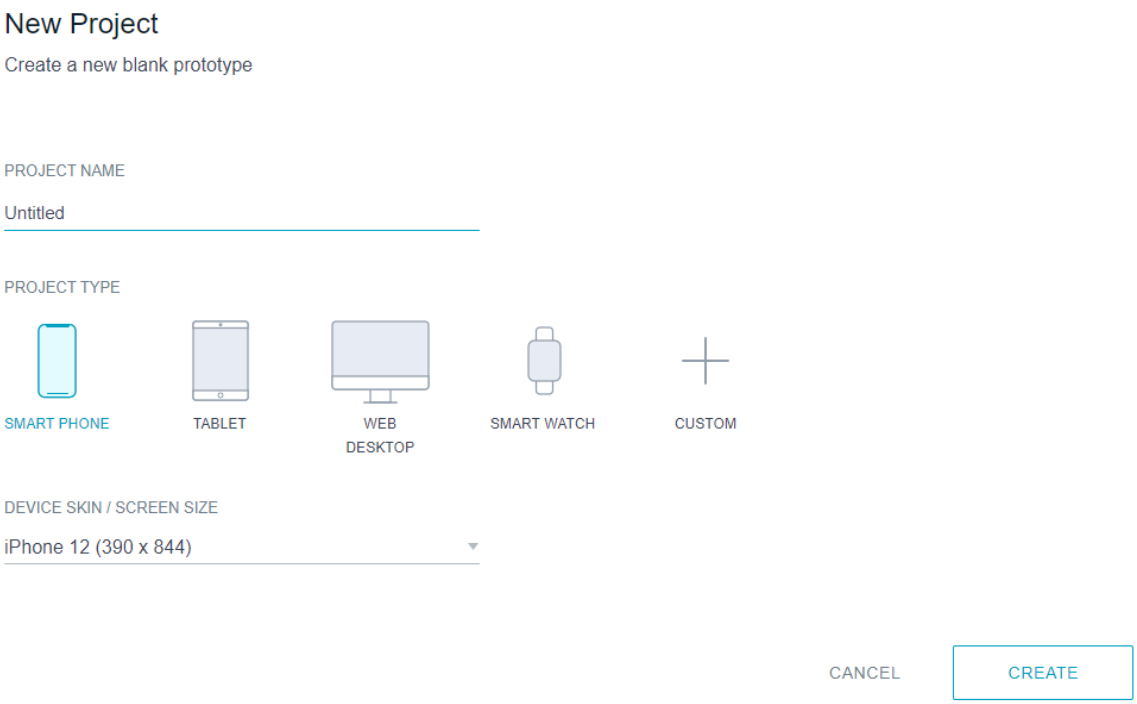
Head across to https://proto.io/ and select 'Start for free', once you sign up your 15 day free trial of premium features will begin

1.2 Creating a new project

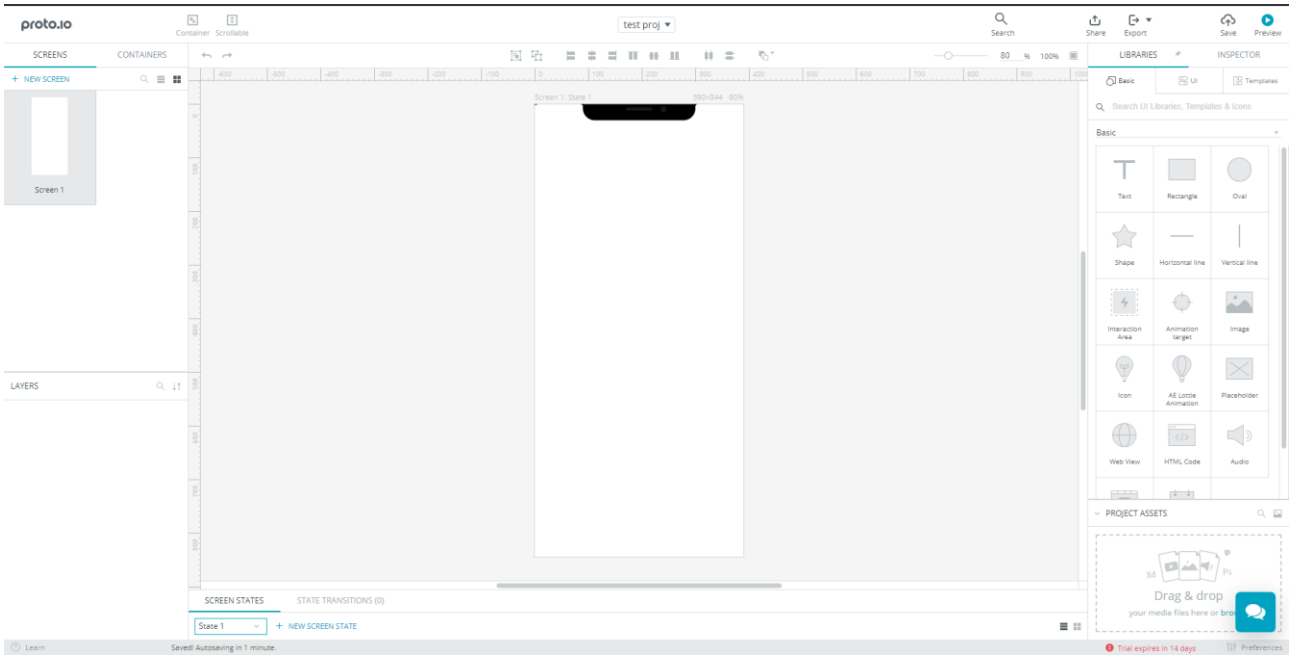
Once you have signed in you should hopefully see a screen similar to the one below.



Select 'New Project'



Give your project a name, and choose a screen size, the defaults are usually the best!



If all has worked out, you should see a screen similar to this one.

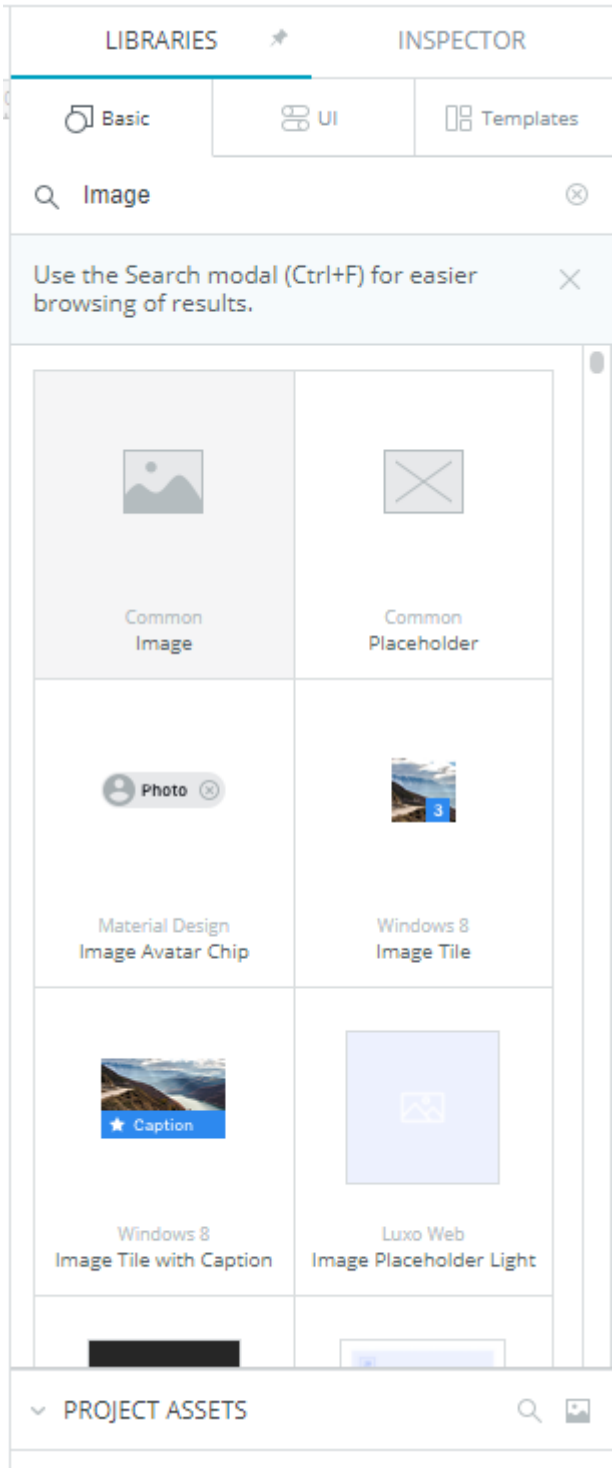
In the top left corner you can add and change between different screens within you app idea storyboard.

On the right hand side you can add different elements, UIs, Icons and templates with the powerful search feature just by clicking and dragging the elements you want on to your screen.

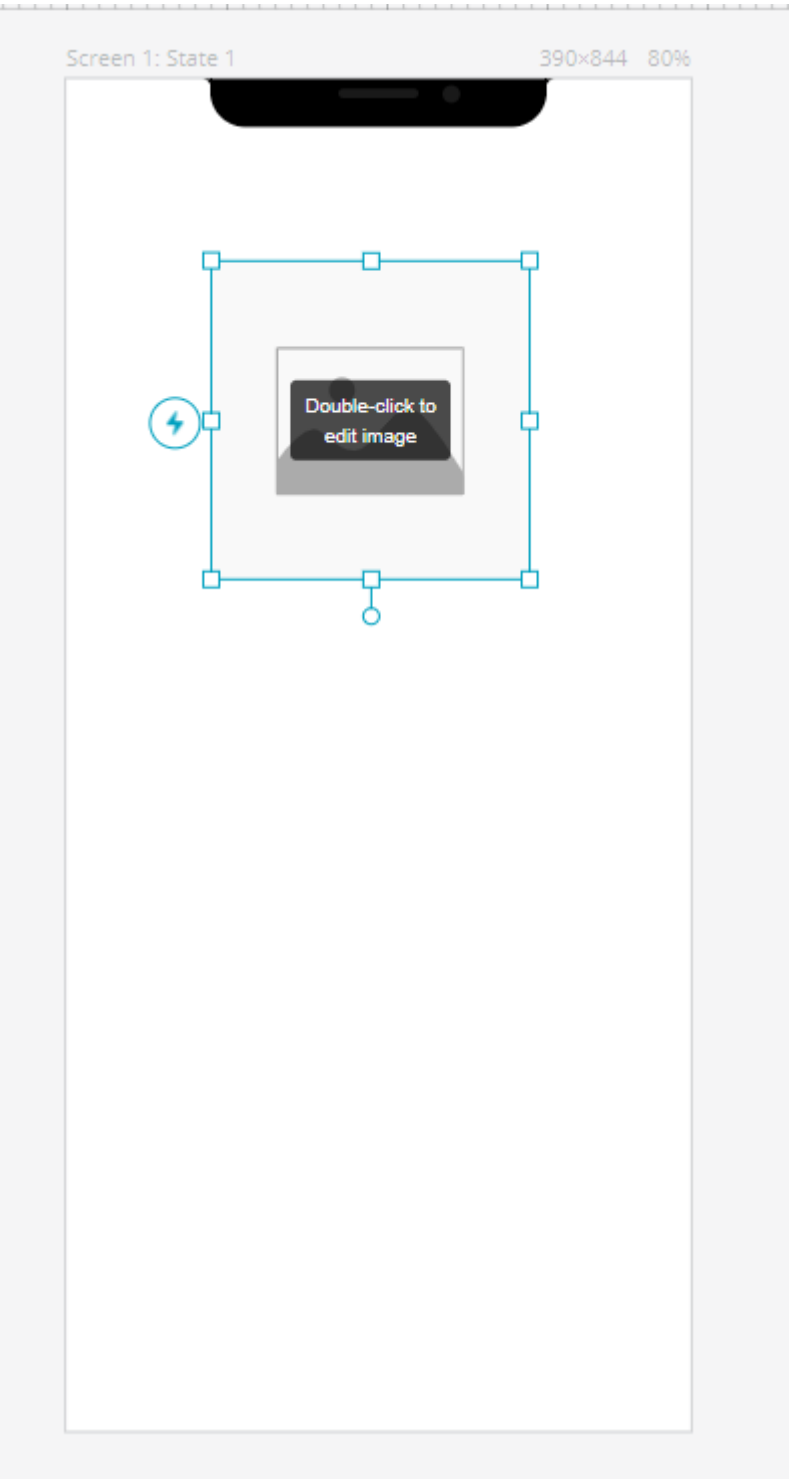
You will notice as you add elements they will appear in the 'layers' tab in the bottom left corner, the 'layers' will decide which elements go on top of which. You want to make sure that this order is correct as mixing up your layers might cause things to be hidden behind one-another.

2. Adding elements

You can add elements by searching for what you want on the right hand side and dragging them onto the screen.



For example, I have searched for 'image here' and by clicking and dragging it onto the screen, I can change it's placement



Afterwards, I can double click on it to choose what image I want to be displayed, either using one of the stock images that the site provides, or by uploading my own.

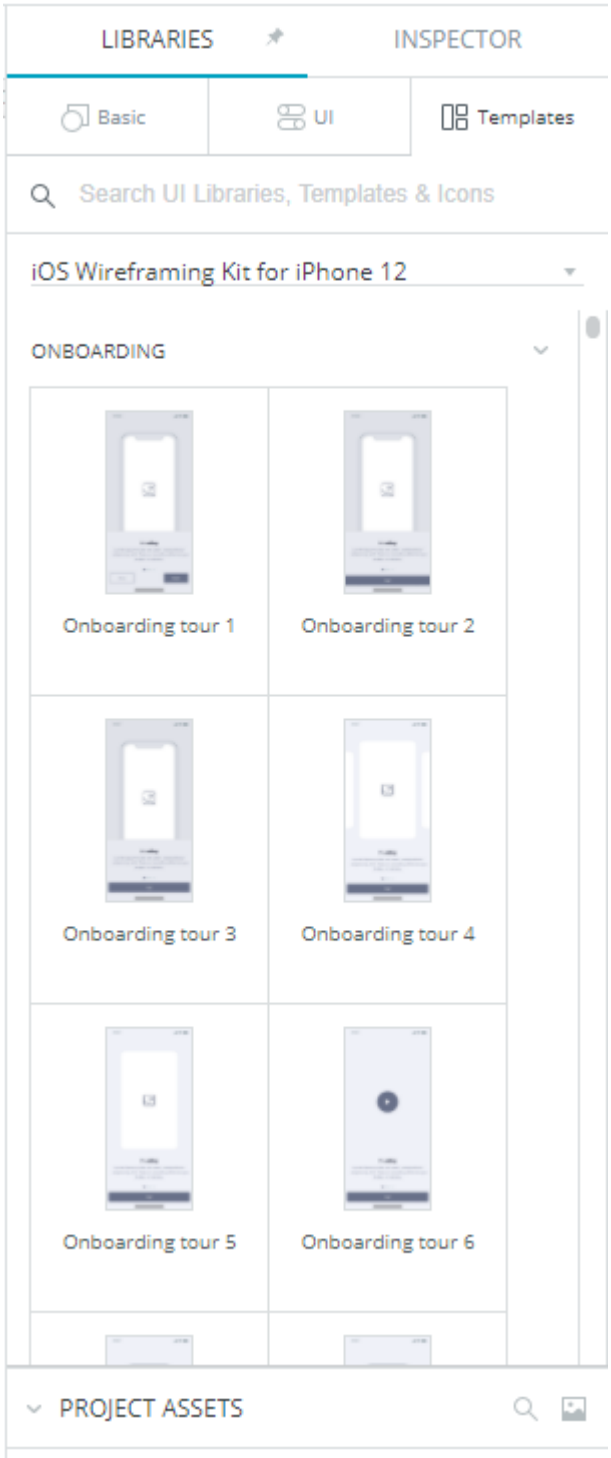
You can repeat this for any element you want to add to any screen.

3. Using templates

Proto.io has a wide range of template types and I will go through each of these in order.

3.1 Full screen templates

These are essentially 'screens in a box' that you can insert and change as you need, you can access these by clicking on the 'templates' tab on the top right hand corner



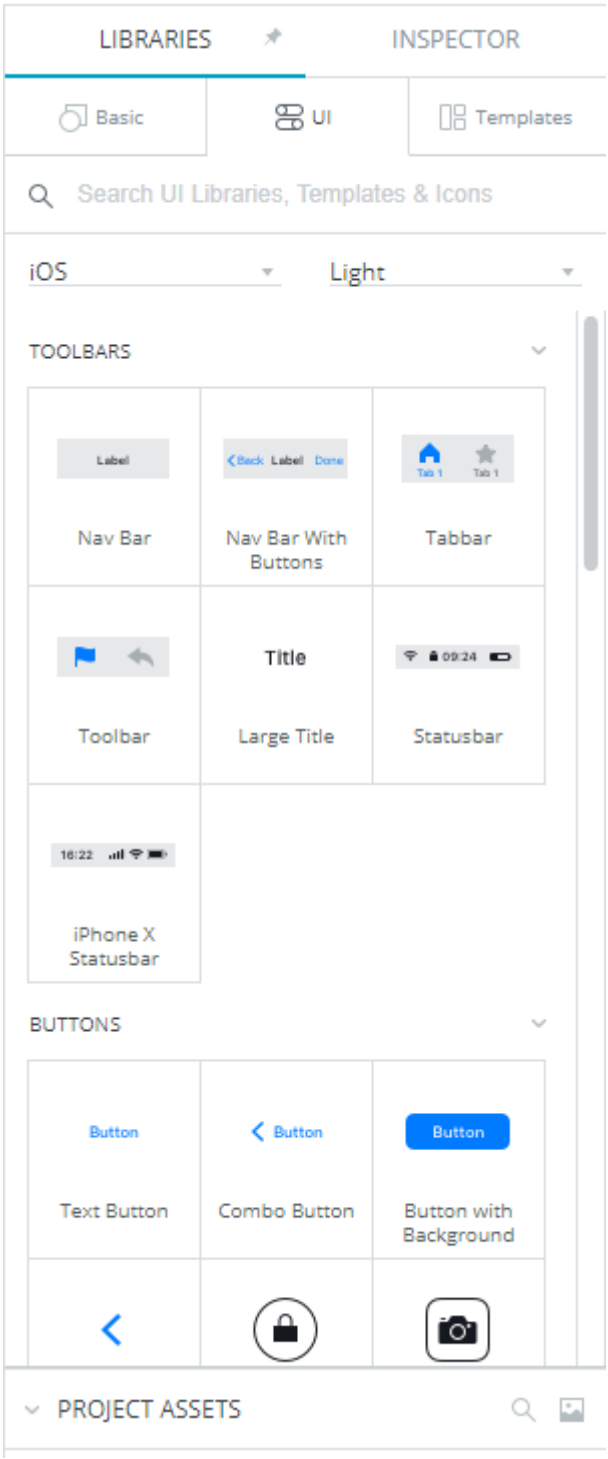
If you scroll through these you will see an amazingly wide range of screens that you can use as a rough template to then modify and use as your own to best represent your idea.

It's important to note that each element in the template can be easily modified to suit your needs as required.

However, if you have difficulty finding a template that best suits your needs, or are only wanting to try out some different ideas, then check out the other template options below.

3.2 UI Templates

These are super useful snippets that allow you to enhance your app idea design



These include thing such as:

- Toolbars
- Buttons
- Forms
- Lists
- Controls

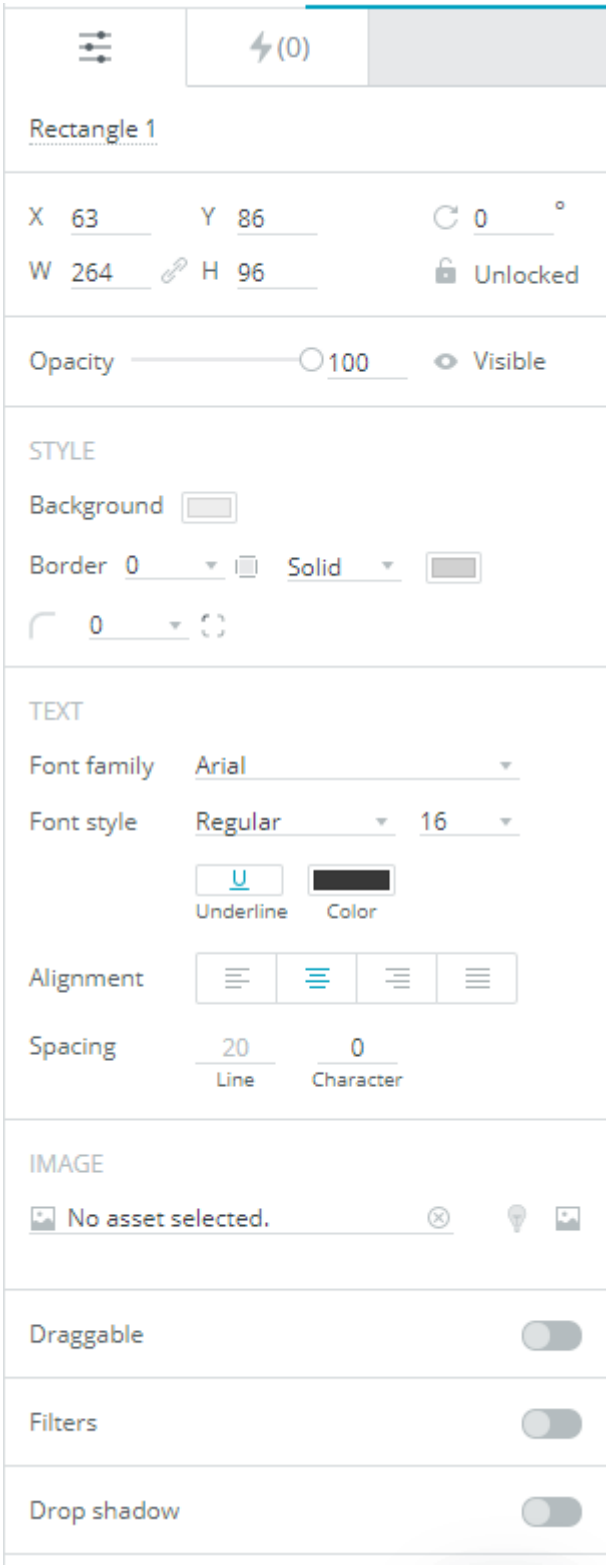
That you can easily change to fit your colour palette and design.

Using these will save time and effort from trying to recreate them using the basic shapes tab

You can access these under the 'UI' tab in the top right corner.

4. Modifying element properties

Once you have added an element to a screen, you can click on it to modify it's properties



Here you can change the size, location and roation of the asset as well as the opacity

Here you can change the background colour, border and how rounded the corners are

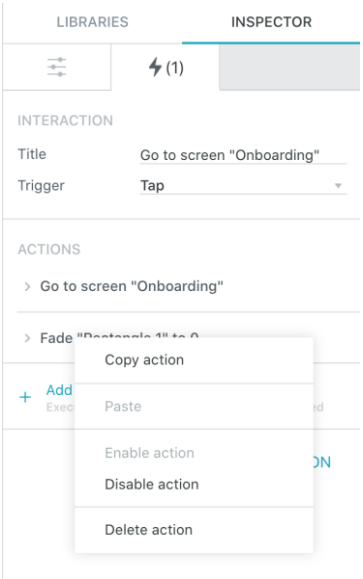
Here you can change the font size, colour and alignment to maximise how readable your text is

Finally you can modify additional properties like how users can interact with an element, and any graphical filters or effects that should be applied to it.

5. Adding interactions

You can add 'interactions' to the elements on your screens which means when a user interacts with them on your storyboard, they will behave as if they were on a real application.

I.e. if you click a button, that button will actually navigate the application to a different screen.



By selecting an element and adding interactions, you can make the prototype appear to behave as it would if it was an actual application.

In the 'Inspector' Tab, choose the trigger, title and actions that will be carried out when the interaction is triggered.

6. Demo mode

One final point is 'Demo mode' which is the "preview" button on the top right corner.

Pressing this will allow you to use your prototype and interact with the elements by clicking on them and navigating between screens.

I highly recommend presenting your prototype in a combination of the design view and the preview mode so that the judges can appreciate your design and idea as best as possible.

If you have any concerns or questions, feel free to email us at beltech.edu24@kainos.com

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