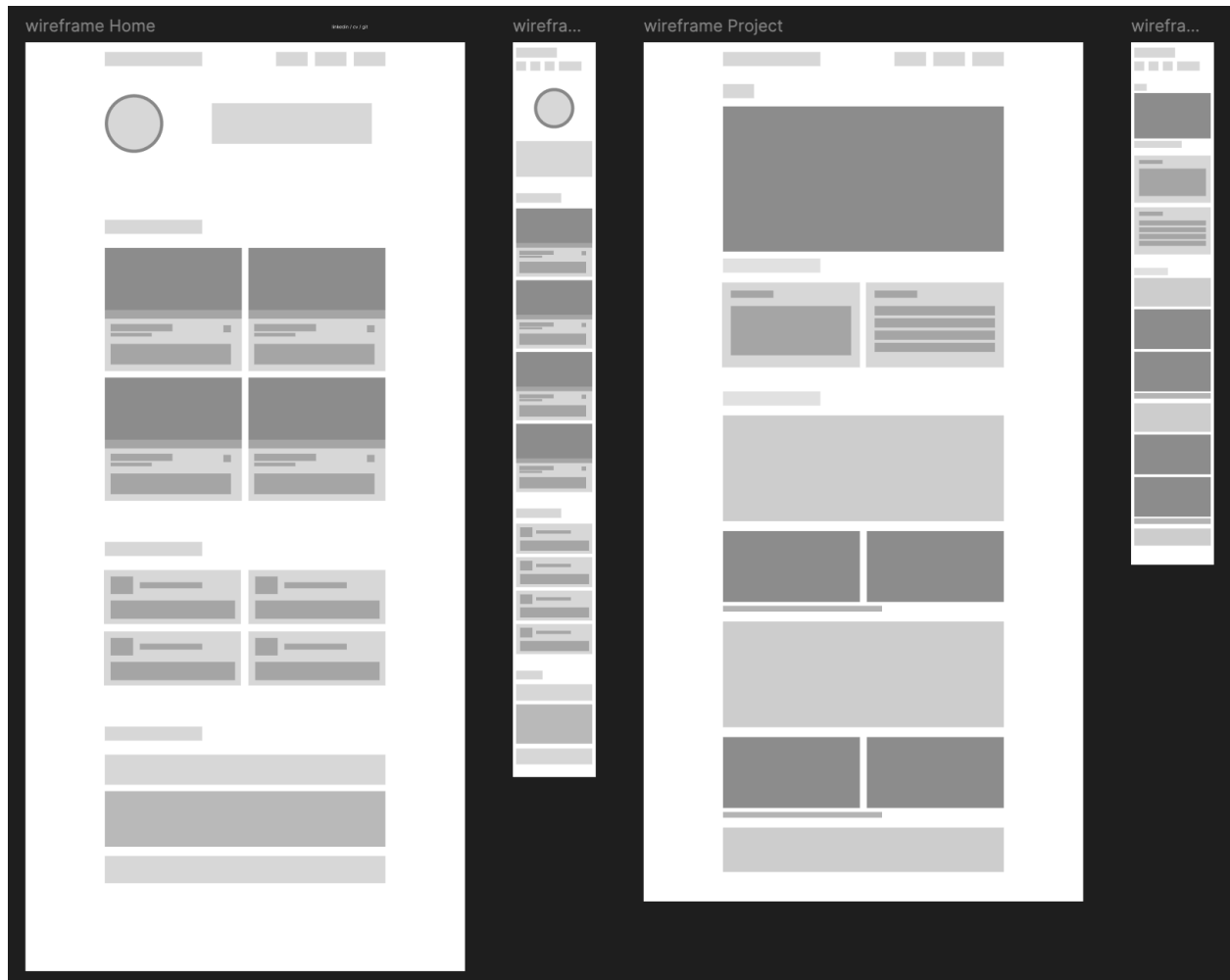


# Interactive Figma Adil Oncu

I created this interactive prototype of the portfolio I designed for Adil, a game design student. The prototype had to be fully interactive for him to be able to test it and give me feedback. I had to design and link all pages properly to make sure it just looks and feels like a final product.

## Low-Fidelity

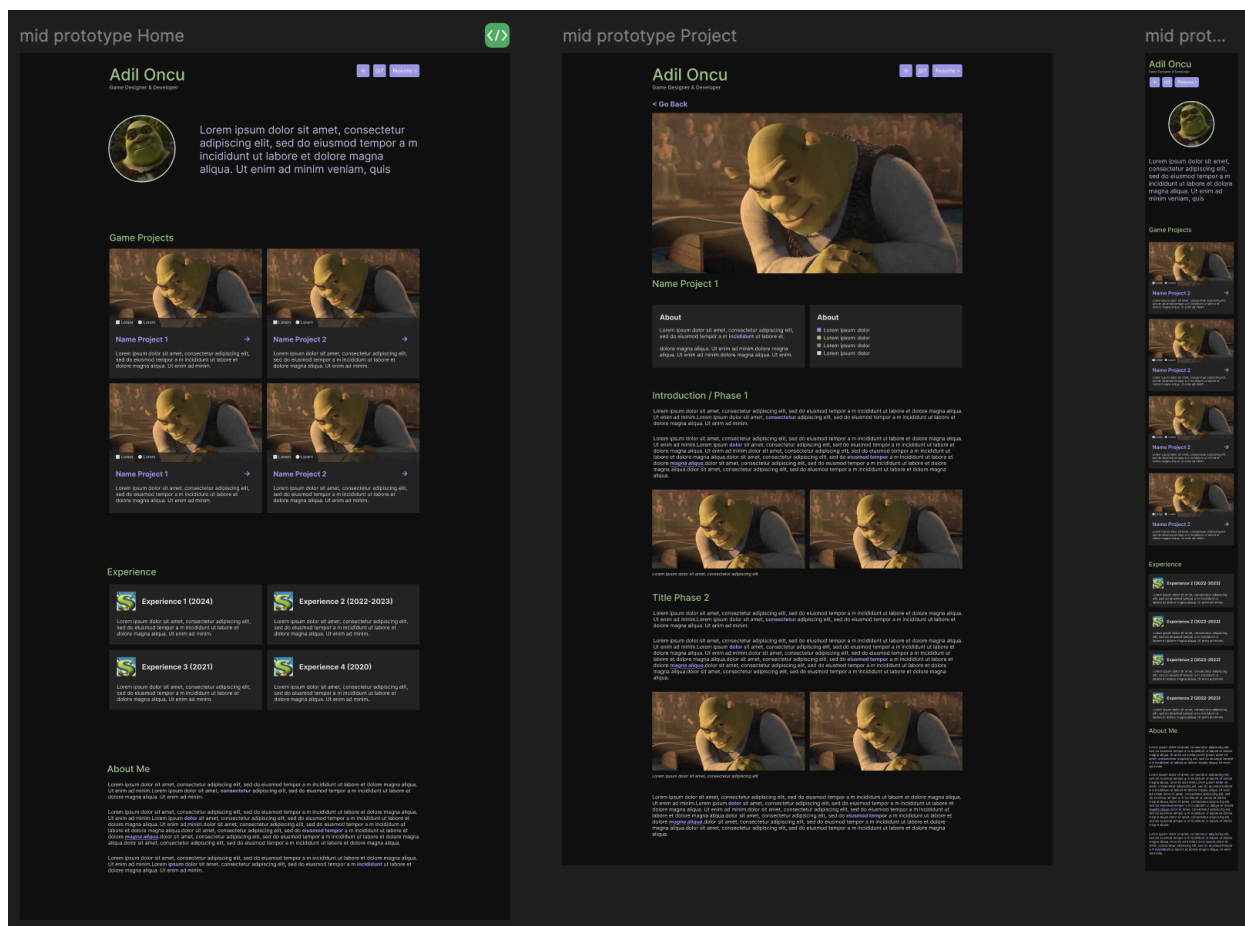
Of course, I started with a low-fidelity prototype by making some wireframes. I showed Adil the wireframes and explained to him each part. I made wireframes for both the laptop and the phone screen, and showed them to him on both devices.



## Mid-Fidelity

Continued with the mid-fidelity, adding some placeholder images, colours, dummy text, and most importantly, linking. It was time for some user testing. I let Adil go through the [interactive prototype](#) to see if there is anything unclear. He told me that everything was clear and he can't wait to see the end result. At this phase, I requested the content from him so that I could fill the portfolio as much as possible before handing it to him. I was ready to start coding it.

(Yes, he found Shrek funny.)



## High-Fidelity

I coded the website using HTML, CSS, and JS, making sure everything looks perfect on different devices, such as a tablet, a laptop, or a phone. The high-fidelity prototype in my case is also the final product itself.

[adiloncu.com](https://adiloncu.com)