

## Perform scenario-based wireframing

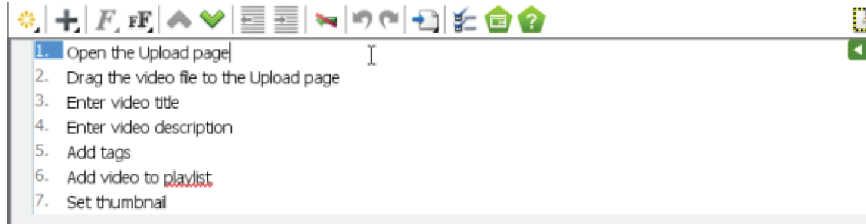
Showing a screen flow of the system to your customer guarantees your customer knows what will be delivered by the end of the project. This also saves us a lot of efforts in modifying the system in later stage of the development process because customer is involved and informed early. Instead of doing heavy system prototyping, you can "sketch" the user interface by wireframes. You can either sketch a new wireframe or reuse existing wireframes in each step of your scenario. The wireframe shows "just enough" information of the screen instead of the full details. The actual screen design will be produced at a later stage by referencing the wireframe.

By performing scenario-based wireframing, you can present your scenarios to your customer visually to obtain consent to the requirements easier.

### Creating a wireframe for a step in scenario

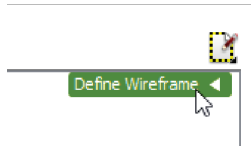
To create a wireframe for a step in scenario:

1. Open the Flow of Events of the desired use case.
2. Click on the step that you want to create a wireframe.



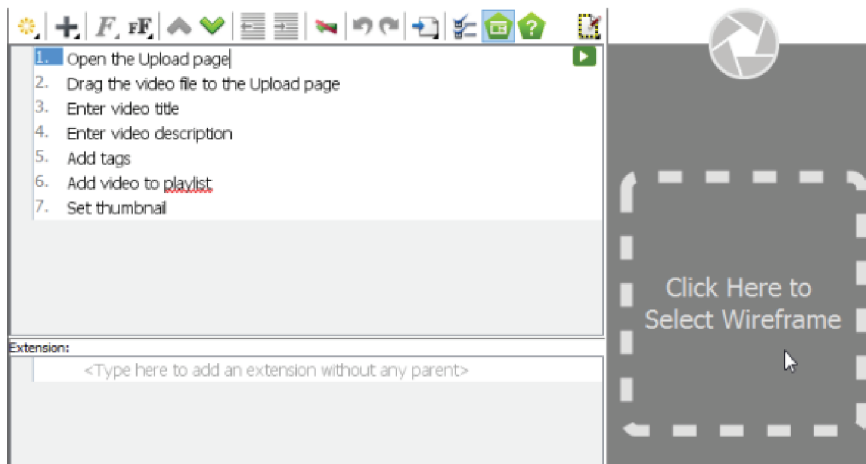
*Selected a step in use case scenario*

3. Move the mouse pointer over the **Define Wireframe** button (i.e. the green button) on the right hand side of the step. Click on it.



*Define a wireframe for a scenario step*

4. This shows a gray pane on the right hand side. Click on it to select a kind of wireframe to create.



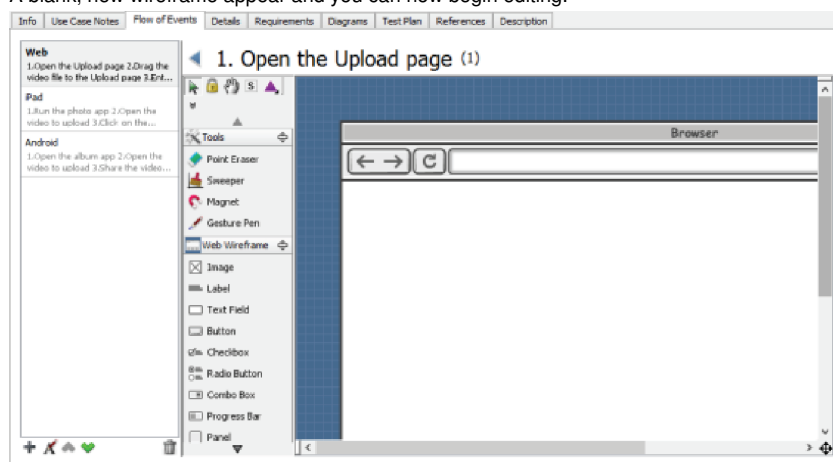
*Select a wireframe*

5. In the popup window, select the suitable type of device/platform for your application/system. If your system will run on multiple devices/platforms, please consider creating multiple scenarios.



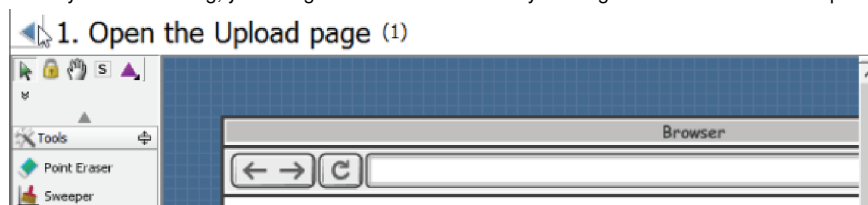
*Select a type of wireframe to create*

6. Click **New %TYPE% Wireframe** where %TYPE% is the type of device/platform you selected.
7. A blank, new wireframe appear and you can now begin editing.



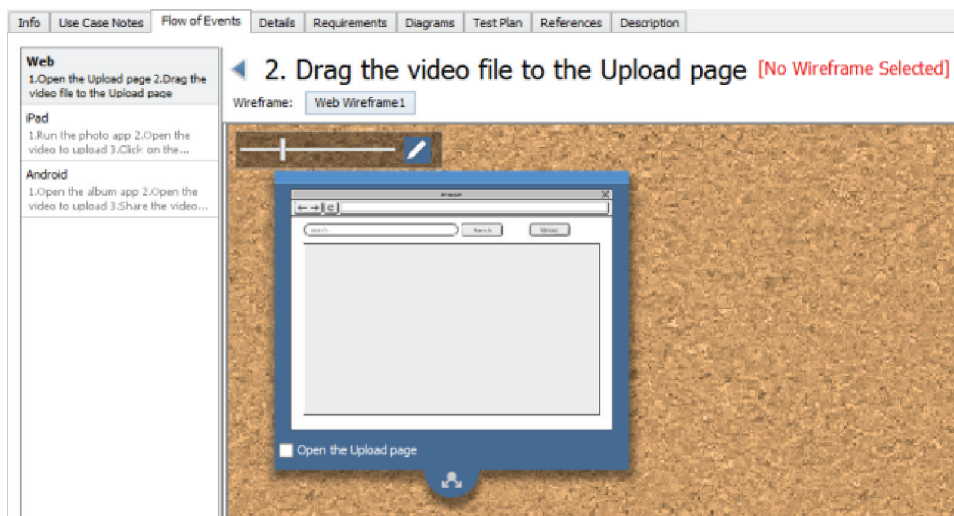
*New wireframe created*

8. When you finish editing, you can go back to the scenario by clicking on the back button on top of the wireframe.



*Go back to the flow of events*

The above are the steps that involve in creating a wireframe from a scenario step when there is no wireframe in your project. Once you have created a wireframe, you will see something different after step 4, when you attempt to create a wireframe for another scenario step. Here is what you will see:



State overview

If you want to create an entirely new wireframe:

1. Click on the button next to **Wireframe:**.

## 2. Drag the video file to the Upload page [No Wireframe Selected]

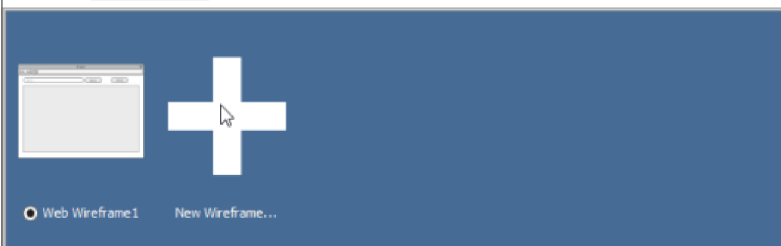
Wireframe: Web Wireframe1

Choose another wireframe

2. Click **New Wireframe....**

## 2. Drag the video file to the Upload page [No Wireframe Selected]

Wireframe: Web Wireframe1

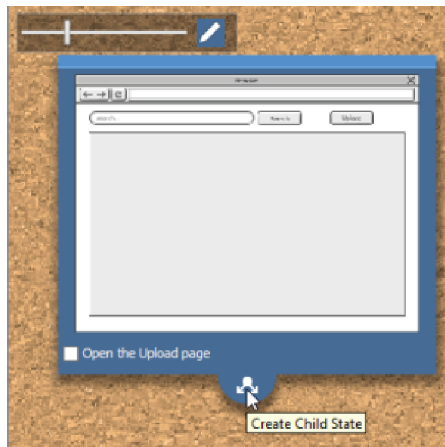


Create a new wireframe

3. The remaining steps are same as those mentioned above, starting from step 5.

If you want to re-use an existing wireframe but make a bit of change, you should create a child state instead:

1. Click **Create Child State** below the thumbnail of wireframe to create a child state under it.



Create a child state

2. Once clicked, a new wireframe state will be created. You can start editing it.

### Selecting an existing wireframe for a step in scenario

Sometimes, you may want to re-use a wireframe created earlier. For example, to reuse a wireframe about account login in scenarios that require user to login to do something.

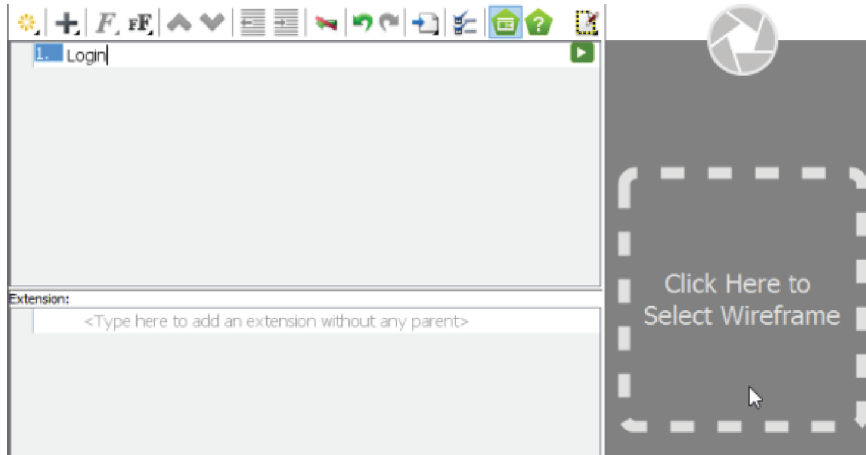
To select an existing wireframe for a step in scenario:

1. Open the Flow of Events of the desired use case.
2. Click on the step that you want to associate a wireframe with it.



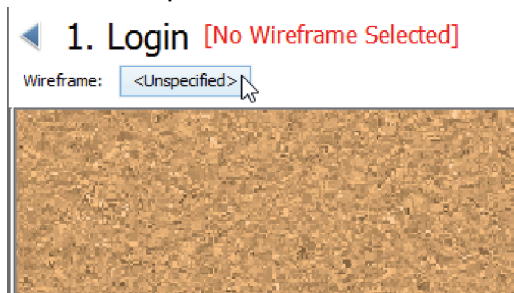
*Selected a scenario step*

3. Move the mouse pointer over the **Define Wireframe** button (i.e. the green button) on the right hand side of the step. Click on it.
4. This shows a gray pane on the right hand side. Click on it.



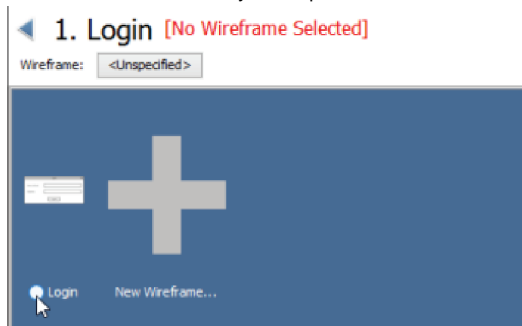
*Select a wireframe for step*

5. Click on the **<Unspecified>** button next to **Wireframe:**.



*Clicking on Unspecified*

6. Choose the wireframe for your step.



*Choosing a wireframe*

7. This shows the available states of the wireframe. Select the right one by checking the checkbox at bottom left corner. Make sure you did selected a state in this step. Without doing so, the wireframe won't be associated with the scenario step.



Selecting a wireframe state

8. Go back to the scenario by clicking on the back button on top of the state selection page.



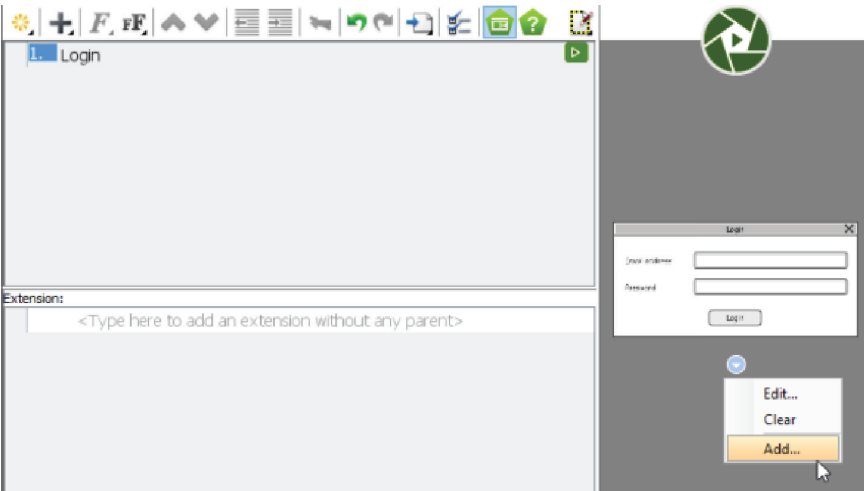
Go back to the flow of events

### Adding extra wireframes to a step

If what you have written as a step of a scenario involves more than one screen change, you may need to add multiple wireframes to that step.

To add extra wireframes to a step:

1. Open the Flow of Events of the desired use case.
2. Click on the step that you want to add an extra wireframe to it.
3. Move the mouse pointer over the **Show Wireframe** button (i.e. the green button) on the right hand side of the step. Click on it.
4. There is a button under the thumbnail of the existing wireframe. Click on it and select **Add...** from the popup menu.



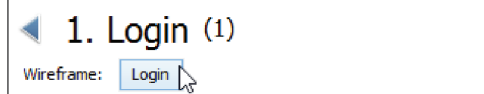
Add a wireframe to a scenario step

5. If you want to select another state of the selected wireframe, just check the checkbox of the wireframe state:



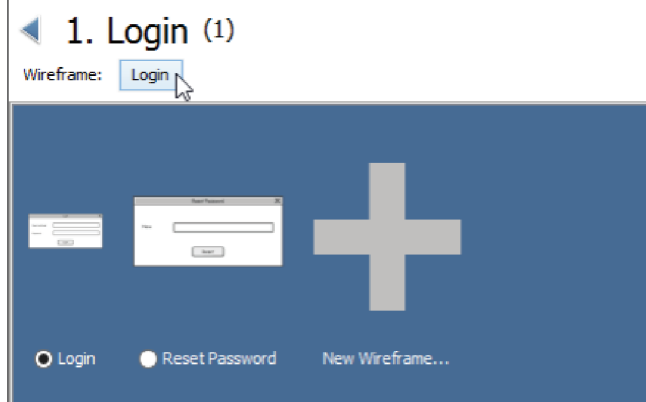
Selecting a wireframe state

If you want to select another wireframe, click on the button next to **Wireframe:**.



Select a wireframe

Then, select the wireframe or click **New Wireframe...** to create a new one.

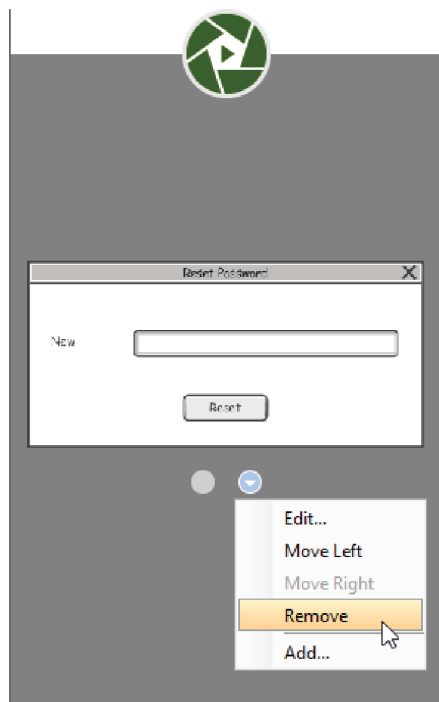


Select a wireframe

### Removing a wireframe from a step

To remove a wireframe from a step:

1. Open the Flow of Events of the desired use case.
2. Click on the step that you want to remove a wireframe from it.
3. Move the mouse pointer over the **Show Wireframe** button (i.e. the green button) on the right hand side of the step. Click on it.
4. There is a button under the thumbnail of the existing wireframe. Click on it and select **Remove** from the popup menu.



*Remove a wireframe*

#### **Related Resources**

The following resources may help you learn more about the topic discussed in this page.

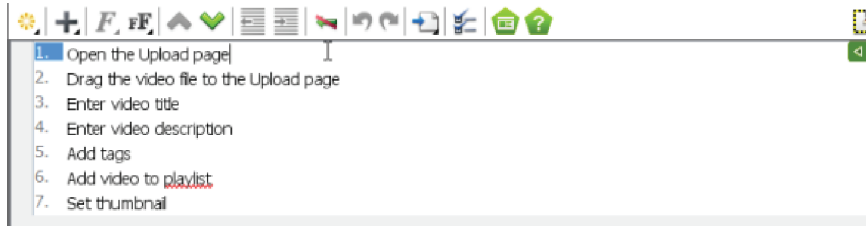
- [Tutorial - Writing effective use case](#)
- [YouTube Video - How to Create Scenario-Based Wireframe?](#)
- [Visual Paradigm Know-How - Tips and tricks, Q&A, solutions to users' problems](#)
- [Contact us if you need any help or have any suggestion](#)

## Wireframe playback

Showing a screen flow of the system to your customer guarantees your customer knows what will be delivered by the end of the project. VP-UML not only allow you to associate use case scenario with wireframes in illustrating system interations, but also supports playing the wireframes associated with use case scenario. This can be very useful when you need to present the system design ideas to your customers, and to look for their consent.

### Playing wireframes

1. Open the Flow of Events of the desired use case.
2. Click on the first step of the scenario.



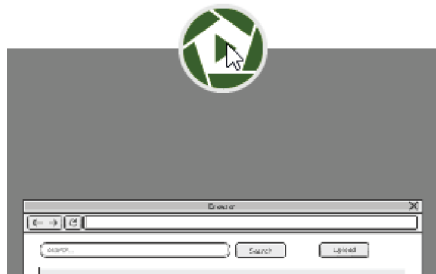
*Use case scenario*

3. Move the mouse pointer over the **Show Wireframe** button (i.e. the green button) on the right hand side of the step. Click on it.



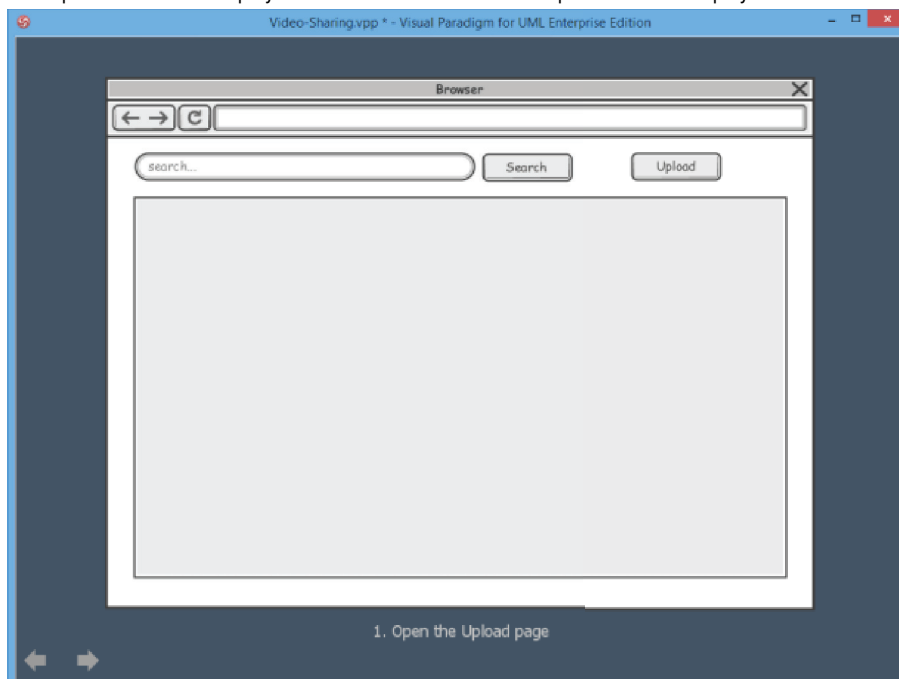
*Show wireframe of a step in use case scenario*

4. The preview of wireframe is now shown on the right hand side. On top of it there is a play button. Click on it.



*Play wireframes*

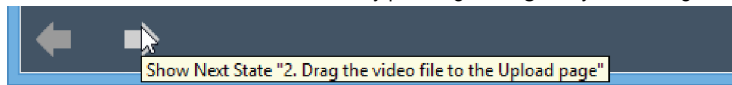
5. This opens the wireframe player. The wireframe of the first step is shown in the player.



*Playing a wireframe*



You can move on to the next wireframe by pressing the **Right** key, or clicking on the arrow button at the bottom left of the player.



*Move to the next wireframe*

Similarly, you can press the Left key or click on the back button at the bottom left of the player to move to the previous wireframe.

### Showing Annotations

To keep the wireframe clear and readable, annotations are hidden by default. You may click on the Show Annotations button at the bottom left of the player to have them visible. Let's show the annotations.



*Show annotations*

### Ending the Show

You can end the show anytime by pressing the Esc key. When it arrives the final wireframe, you can also exit by clicking on the Exit button at the bottom left of the player.



*Exit playback*

### Related Resources

The following resources may help you learn more about the topic discussed in this page.

- [Tutorial - Writing effective use case](#)
- [YouTube Video - How to Create Scenario-Based Wireframe?](#)
- [YouTube Video - How to Present Wireframes?](#)
- [Visual Paradigm Know-How - Tips and tricks, Q&A, solutions to users' problems](#)
- [Contact us if you need any help or have any suggestion](#)