Asraful Islam

Why Your Prototype Might Look Unprofessional & How to Fix It!

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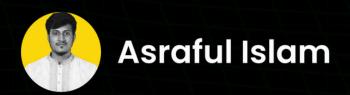
https://dribbble.com/dribbleasraf1

Define User Flow First

Don't jump into Figma without a clear user journey. Sketch it first.

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Use Components & Variants

Make UI elements reusable to ensure consistency.

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Apply Micro-Interactions

Add hover states, transitions, and

animations for realism.

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Maintain Design System

Use a grid, spacing rules, and typography hierarchy.

Make It User-Test Ready

Include real-life scenarios, navigation flows, and edge cases.