

# Things to Be Aware of Before Picking the Right Wireframe Tool: A Checklist

Here is a short list of factors that may influence the choice of a decent mockup and wireframe solution. First of all, you have to clearly realize what exactly you want from design and presentation software. It helps you zero in only on relevant market offers. So consider the following things to know what to opt for.



#### **PRICE**

With a plethora of free-of-charge solutions emerging today, it seems to be a promising option to choose a free tool for your website. However, freeware may lack some essential functions that your design and development workflow requires. Go and check all the features to make sure it complies with your business needs



### **SIMPLICITY**

It is high time for you to decide whether you need a sophisticated tool or a simplified one, though having all the necessary functions. Complex software is often hard to learn and it may take you and your design team too much time to master it. Always pick the easy-to-use tools, providing they meet all your requirements



#### **OUTPUT RESULTS**

If you are not season enough in design and web development, so ask your experts what this tool is supposed to do after all. Is this just for creating wireframes? Or it is meant to build mockups and prototypes as well. This knowledge helps you avoid wrong decisions and save up extra money



#### **SHAREABILITY**

If you are running a startup and make the sole decisions, you won't need to discuss your web design projects with anyone. However, if you own a mid-sized business with web design and development departments, you by far have to collaborate with your employees to come to mutual decisions on each mockup or wireframe. Ensure your tool has available features



## **SKILL PREREQUISITES**

Some wireframe and mockup tools can be geared exclusively for web design and dev professionals. Are you the one that can handle such sophisticated software? Or you are just looking for beginner's solution with a lot of tips to assist you making first steps in prototyping? For the uninitiated, it is way better to find a wireframing tool that doesn't include coding and has



