



## Workspace Basics

### Navigation

<b>Dashboard</b>	Home screen with project overview, recent activity, and quick access to projects.
<b>Projects</b>	List of all your Marvel projects. Create, edit, and manage projects here.
<b>People</b>	Manage your team members and collaborators.
<b>Account Settings</b>	Configure your profile, billing information, and security settings.
<b>Integrations</b>	Connect Marvel with other tools like Sketch, Jira, and Slack.

### Project Setup

<b>Creating a New Project</b>	Click the 'New Project' button and choose a project type (e.g., iOS, Android, Web).
<b>Project Settings</b>	Configure project name, device type, orientation, and resolution.
<b>Adding Screens</b>	Upload existing screen designs or create new screens directly within Marvel.
<b>Organizing Screens</b>	Drag and drop screens to arrange them in the desired flow.

### Basic Gestures

<b>Tap</b>	Simulates a screen tap interaction.
<b>Swipe</b>	Simulates a swipe gesture across the screen.
<b>Double Tap</b>	Triggers an action upon a double tap.
<b>Long Press</b>	Activates an action when the screen is held down.

## Prototyping Features

### Hotspots

<b>Creating Hotspots</b>	Draw rectangular hotspots on your screen to define interactive areas.
<b>Linking Hotspots</b>	Connect hotspots to other screens to create navigation flows.
<b>Transition Effects</b>	Choose from various transition effects (e.g., slide, fade, push) to animate screen transitions.
<b>Gesture-Based Transitions</b>	Set up transitions based on gestures like tap, swipe, and long press.
<b>External URLs</b>	Link hotspots to external websites or specific URLs.

### Transitions & Animations

<b>Types of Transitions</b>	Marvel offers transitions like <code>Slide Left</code> , <code>Slide Right</code> , <code>Fade</code> , <code>Push</code> , and <code>Pop</code> .
<b>Customizing Transitions</b>	Adjust the duration and easing of transitions for smoother animations.
<b>Smart Transitions</b>	Automatically animate elements between screens based on their position and properties.
<b>Adding Microinteractions</b>	Use short, subtle animations to provide feedback and enhance the user experience.

### Interactive Components

<b>Fixed Headers/Footers</b>	Keep headers and footers fixed on the screen while scrolling through content.
<b>Overlays</b>	Create pop-up windows or modal dialogs that appear on top of the current screen.
<b>Scrollable Content</b>	Make specific areas of the screen scrollable, allowing users to view more content.
<b>Input Fields</b>	Add interactive text input fields to simulate form interactions.
<b>Video and Audio</b>	Embed video and audio files into your prototype.

## Collaboration & Feedback

### Sharing & Permissions

<b>Sharing Prototypes</b>	Share your prototype with team members, clients, or stakeholders via a shareable link.
<b>Setting Permissions</b>	Control who can view, comment on, or edit your prototype.
<b>Password Protection</b>	Add a password to restrict access to your prototype.
<b>Public vs. Private Sharing</b>	Choose whether to make your prototype publicly accessible or keep it private.

### Feedback & Comments

<b>Adding Comments</b>	Leave comments directly on the prototype screens to provide specific feedback.
<b>Replying to Comments</b>	Respond to comments and engage in discussions with collaborators.
<b>Resolving Comments</b>	Mark comments as resolved once the feedback has been addressed.
<b>Email Notifications</b>	Receive email notifications when new comments are added or changes are made to the prototype.

### User Testing

<b>Creating User Tests</b>	Set up user tests to gather feedback from real users.
<b>Defining Tasks</b>	Define specific tasks for users to complete during the test.
<b>Analyzing Results</b>	Analyze user testing data to identify areas for improvement.
<b>Heatmaps and Clickmaps</b>	Visualize user interactions with heatmaps and clickmaps.

## Advanced Features

### Marvel API

<b>Accessing the API</b>	Use the Marvel API to automate tasks and integrate with other tools.
<b>API Endpoints</b>	Explore the available API endpoints for managing projects, screens, and users.
<b>Authentication</b>	Authenticate your API requests using an API key.
<b>Use Cases</b>	Automate prototype updates, integrate with project management tools, and more.

## Plugins and Integrations

<b>Sketch Plugin</b>	Sync designs from Sketch to Marvel with the Sketch plugin.
<b>Adobe XD Integration</b>	Import designs from Adobe XD into Marvel.
<b>Jira Integration</b>	Link Marvel prototypes to Jira issues.
<b>Slack Integration</b>	Receive notifications in Slack when comments are added or changes are made to your Marvel prototypes.
<b>Microsoft Teams Integration</b>	Integrate Marvel with Microsoft Teams for collaboration.

## Offline Prototyping

<b>Marvel iOS and Android Apps</b>	Use the Marvel iOS and Android apps to view and test your prototypes offline.
<b>Downloading Prototypes</b>	Download your prototypes for offline viewing.
<b>Testing Offline</b>	Test the prototype on device, without an internet connection.