# Process for alignment on features

> Mapping the flow of interactions within the system application is a key part of the early stage of the design process

> Creating user journey maps to discover and validate assumptions about how the user uses the product in order to complete tasks

> "Component LWA" map is broken down into 6 interaction experiences which are further broken down into features/requirements per interaction and scheduled for design based on "MVP" requirements
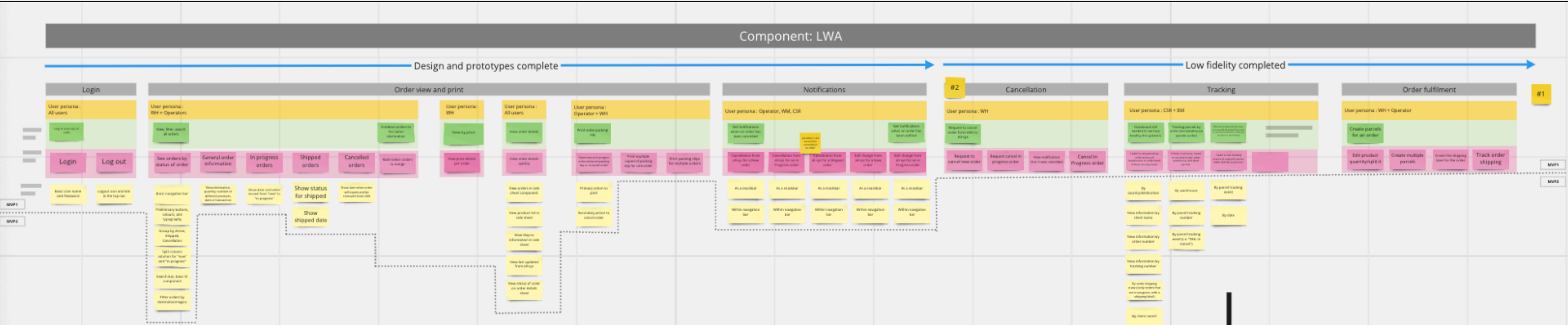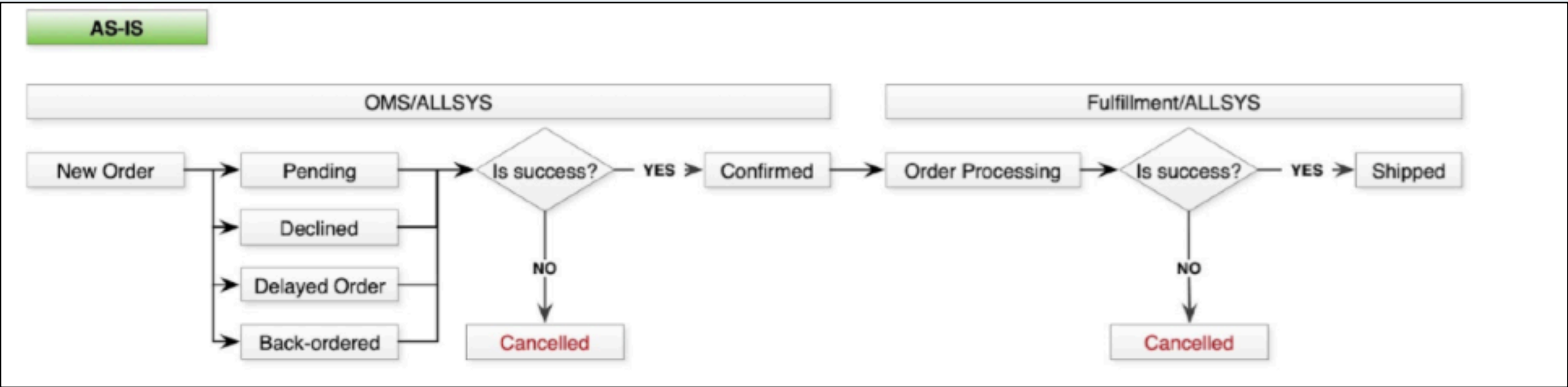
Process for usability testing on features

> Testing features and user flow on low to mid-fidelity UI screens with various users

> Capturing the results as a PASS or FAIL experience

> Prioritizing importance of fixing the UI for FAILED experiences

> Adjusting the interaction experience / feature