**Design Justification Report**

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# Introduction

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Reiterate the purpose of the project…

# **Team**

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Company: Tipsy in a Tux

App Name:

* Best Bartender
* Bustling Bartender
* WeMix
* WeBartend
* The Bartender Hustle
* MixItFixIt

Members:

# Milestone 4: Low-Fidelity

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Paper Wireframes with Brief Descriptions: <https://docs.google.com/document/d/1wOjIPjGdnYhVfvn-I93y2qNkt3Tx-vSv9UuVHlUpAK0/edit?usp=sharing>.

Digital Information Architecture Link and Diagrams:

<https://www.figma.com/board/h9yDHs8bKBTj9Kh8FvnT2F/information-architecture?node-id=0-1&t=PsS1yO7zRAOQ7Pxi-1>.

Low-Fidelity Figma Prototype:

<https://www.figma.com/design/za5D3bMTOYJDwn4ZiY4Yll/Low-Fidelity-Prototype?node-id=175-778&t=22Pzw4KJPfFpT5zW-1>.

# **Refinement of Ideas**

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- Transition each low-fidelity design developed in Figma to a high-fidelity version.

- Focus on the aesthetic elements, including color schemes, typography, and detailed UI

components.

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# **User Interface & Experience Flow**

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- Finalize the user interface, ensuring it is intuitive and user-friendly.

- Map out and refine the user experience flow to ensure smooth navigation and

interaction

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# **Validation Against User Requirements**

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- Assess and validate the high-fidelity designs against the user requirements identified in

previous milestones.

- Incorporate any feedback or insights gained from user feedback.

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# **High-Fidelity Design**

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Link to the figma