

- Abdelrhman Ahmad Atef: Empathy map & Persona
- Abdelrhman Gmal Abdelazeem: Problem statement & HMW
- Rofida Mohamed Salah: pain points & insights & IA
- Alyaa El-Shaffie Mansour: Wireframes
- Aml Shehta Mohamed: user flow , user interview, stakeholder interview, survey, grid system
- Aya Mohamed metwally: Swot analysis & components size

## Wasil Project Plan (September – October)

### 📌 September – Research & Initial Design

#### Week 1 (1/9 – 7/9)

- Define project objectives (MVP vs full version).
- Collect requirements (tracks, users, services).
- Abdelrhman Ahmad Atef → Empathy Map & Persona.
- Abdelrhman Gmal Abdelazeem → Problem Statement & HMW.

#### Week 2 (8/9 – 14/9)

- Create User Journey & draft Wireframes.
- Get initial feedback from users.
- Rofida Mohamed Salah → Pain Points, Insights & IA.
- Alyaa El-Shaffie Mansour → Wireframes.

#### Week 3 (15/9 – 21/9)

- Build UI Style Guide (colors, typography, icons).
- Convert wireframes into Low-Fi UI screens.
- Aml Shehta Mohamed → User Flow, User Interview, Stakeholder Interview, Survey, Grid System.

#### Week 4 (22/9 – 30/9)

- Develop High-Fidelity UI.
- Create first interactive prototype in Figma.
- Test with 3–5 users.

### 📌 October – Refinement & Final Delivery

#### Week 1 (1/10 – 7/10)

- Revise UI/UX based on feedback.
- Add extra screens (Settings, Search, Notifications).
- Aya Mohamed Metwally → SWOT Analysis & Component Sizes.

#### Week 2 (8/10 – 14/10)

- Conduct usability testing (wider group).
- Document the design system (components + guide).
- Prepare presentation slides & project PDF.

#### Week 3 (15/10 – 21/10)

- Finalize prototype.
- Prepare project pitch (2–3 minutes).
- Review & refine deliverables.

#### Week 4 (22/10 – 31/10)

- Polish design and ensure consistency.
- Submit final Figma Prototype + PDF + Presentation.
- Final team rehearsal for project showcase.

### ✨ End of October Deliverables:

- Interactive Figma Prototype
- PDF Project Documentation
- Presentation Slides + Pitch