Seek and Sight – UX/UI Team Duties & Deadlines (May–June 2025)

🗓 Week 1 (May 7–11): Foundations & Research Alignment

All Team Members:

Review game briefs and sketches for Ellie & Tim worlds

Confirm child personas and disabilities (ADHD, Autism, Visual Processing)

Finalize onboarding, dashboard, and game navigation

Pratyusha:

Set up Figma board and file structure

Assign sprint roles and organize task workflow

Tehreem:

Map user journeys for both parent and child

Define accessibility needs based on WCAG

Elif:

Sketch key UI components (menus, buttons, feedback elements)

Begin atomic component setup in Figma

🛑 Deadline: Submit user flows and dashboard wireframes by May 11

🗓 Week 2 (May 12–18): Mid-Fidelity – Ellie Engineer’s World

Focus: Word Tower, Tool Match, Fix-It mini-games

Pratyusha:

Map flow from menu to game screen

Review learner feedback screens and in-game transitions

Tehreem:

Apply WCAG accessibility standards to Ellie game

Prepare usability testing outline

Elif:

Build mid-fidelity screens in Figma for Ellie Engineer’s World

🛑 Deadline: Submit all Ellie screens in Figma by May 18

🗓 Week 3 (May 19–25): High-Fidelity – Techie Tim’s World

Focus: Robot Builder, Command Debugger, Code & Collect

Pratyusha:

Manage visual asset revisions

Coordinate export and handoff formatting

Tehreem:

Draft inclusive language and UX instructions

Support game logic refinement for neurodivergent users

Elif:

Complete high-fidelity mockups and animations in Figma

🛑 Deadline: Final Techie Tim world screens completed by May 25

🗓 Week 4 (May 26–31): Final Polish & Demo Prep

All Team Members:

Review full user journey from dashboard to gameplay

Apply feedback, polish transitions, icons, and spacing

Finalize prototype interactions

Tehreem:

Conduct informal usability testing with sample users

Collect and summarize feedback

Elif:

Add animations and gameflow refinements

Ensure design consistency across screens

🛑 Deadline: Final clickable prototype complete by May 31

🗓 Week 5 (June 1–7): Post-Prototype Polish & Handoff

All Team Members:

Conduct final review of prototype

Run second feedback round (educators/parents if possible)

Pratyusha:

Lead sprint review

Organize Figma handoff and prepare internal demo

Tehreem:

Finalize UX documentation and accessibility checklist

Elif:

Export dev-ready assets and apply last polish

🛑 Deliverables by June 7:

Final prototype walkthrough in Figma

Dev-ready export folder and design system

UX rationale doc + accessibility checklist

Presentation-ready demo preview