Software Design Services

subtitle

Phase Breakdown and Deliverables

1. Discovery & Ideation (~10–25 hours)

- Stakeholder workshops, e.g., Event Storming
- User research, persona creation
- Journey mapping, feature prioritization
- Output: flow diagrams, prioritized MVP scope

2. UX Wireframes —Low Fideltiy Design (~15–30 hours)

- Sketches, grayscale mockups
- Focus on layout, interaction, user flow
- Feedback sessions built in

3. UI Design —High Fidelty Design (~30–60 hours)

- Brand-aligned UI styling
- Component-based design (buttons, cards, modals)
- Prototypes

4. Developer Handoff (~5–10 hours)

- Clickable prototype + design tokens
- CSS class names defined in Figma
- Design system tokens or mini-style guide

Design tools