- Group project: Egyptoria

- Description: Discovering Egypt like never before with our next-gen tourism app

- GitHub link: https://github.com/Egyptoria/Egyptoria.git

- Team members:
  - Areej Anwar
  - Demyana Yasser
  - Gannatalla Medhat (Team Leader)
  - Mayar Hesham
  - Shahd Rafat
  - Shrouk Atef

- Expected timeline:

Phase 1: Discovery and Ideation (Aug 22 – Aug 29)
- ☐ Design goals, app objectives and expected impact
- ☐ Define app structure and main features

Phase 2: Research (Aug 30 – Sept 17)
- ☐ UX research (surveys, interviews, competitor and SWOT analysis)
- ☐ Target users and their pain points (Analyze needs of the target users)
- ☐ Create user personas and user journey maps

Phase 3: Wireframing and Prototyping (Sept 18 – Oct 5)
- ☐ Sketch initial wireframes
- ☐ Ensure user flow is clear
- ☐ Build more accurate wireframes

Phase 4: Visual Design and Branding (Oct 6 – Oct 20)
- ☐ Color palette, typography, and style guide
- ☐ Apply UI design system to screen
- ☐ Ensure clarity and alignment with project identity.

Phase 5: Usability Testing (Oct 21 – Nov 8)
- ☐ Usability tests with target users
- ☐ Collect feedback (problems and issues in navigation, clarity, or functionality)
- ☐ Refine prototype based on feedback
- ☐ Improve accessibility and interactions if needed

Phase 6: Finalization (Nov 9 – Nov 30)
- ☐ Prepare final interactive prototype
- ☐ Ensure documentation has the entire process
- ☐ Prepare a clear case study (Report and slides for presentation)