## Define

Valence is rethinking the blockchain app development, in its simplest form Valence provides developers with templates for application configurations without using the risky complex Turing complete. And from numbers of Jungle Gym sessions earlier, we have defined our primary target users as DApp developers, 10Xs and CTOs.

------------------------------------------------------------------------

## Ideate

We can kick off this project by having some high level, visual-based discussions. Sticky note sessions are great, because it can help align our minds, and keep the things scrappy and informal. Craig as the project leader need to brain dump every single details about Valence that he want us to know, words, descriptions, features & doodles. Anything hard to understand need to be translated, so everyone after the meeting(s) will have a basic idea about what we will be building, and how to contribute.

#### Trelloable Tasks

1. Discuss about the big picture and prioritise the features for Valence
2. Brainstorming session (pen, paper & sketch)
3. Look at some competitors

------------------------------------------------------------------------

## Usability test

As a new tech, we don’t have all the answers for everything, and we often discover new things as we go. We might not get much from the early stage interviews by just talking about a completely new idea with nothing presentable. So testing plays crucial part for Valence validation and usability improvements as a product. We show different stages of prototype in front of the user and ask them to use it. Testing helps to eliminate some of the invalid ideas and enable us further understand the user goals and what we build will suit their needs through the iterative user-centric process. I believe we can maximise the possibility for success through ongoing validations. The following (draft/braindump) questions are expected to be answered after the tests.

-Do they feel Valence is easy to use?

-Dothey achieve what they set out to do with Valence successfully?

-Is it efficient to do what they want to do?

-Are they still struggling to understand what blockchain can do? What frustrate them, and why?

-Is it something that they will use again? If this is product is built, how likely to tell their friends about it, who might it be?

-What are the projects they think they can do with Valence? And what might the process be compared to the traditional approach?

#### Trelloable Tasks

1. Find target users through corporate partnership /or friend companies like Tatau or Techcemy
2. Contact and schedule for usability testings.
3. Design tests
4. Do different stage of user test, 3 rounds (paper, wireframe, prototype), 3-5 users for each around.
5. Collate findings for each stage
6. Rewards for users (hopefully free)

------------------------------------------------------------------------

## Paper prototype + Test

Paper prototype is the simplest way for testing which align with the idea of test often test early. If we can get some target users coming to the office, that will be great because we can’t do paper prototype testing online. The goals is to show users a few screens and what they do, so they get the overall ideas of what the platform does and ask them some questions. Simply use paper cut-offs to represent each UI element and and swap out as the test proceeds.

#### Trelloable Task

1. Make paper prototype
2. Test

------------------------------------------------------------------------

## Wireframe + Test

Refine our UX from what we learn from the initial testing with the paper prototypes. We spend more time to increase the fidelity using software, this way we can get a much more realistic and accurate representation of what we are trying to do, the interaction will be part of the experience testing and we might include onboarding screens, success error messages etc.

#### Trelloable Tasks

1. Make and iterating wireframes
2. Test

------------------------------------------------------------------------

## Color prototype + Test

The visuals should be pretty simple as most of the hard work had been done to create the wireframes. There might be some new elements here and there, but to keep things simple and moving quickly, we can pick the styles from one of the UI libraries and mimic the form & color. Once the front-end styles were applied, we can test out the feature on some staff to pick up any usability issues.

#### Trelloable Tasks

1. Build color prototype
2. Test

------------------------------------------------------------------------

## UX demo

The UX demo are to be built mostly with HTML/CSS which people can interact and get feedback from the system. For extending features that we are excited about but not having the time to build, we can use pure design prototype to demonstrate the functionalities. Since we are showing the works for investors, we will need to present some usability proofs along side the demo

#### Trelloable Tasks

1. Hand-off/ Communicate with developers
2. Build extend feature demo
3. A UX report presenting to stakeholders.

------------------------------------------------------------------------

## Website

Keep the Valence website up to date as is part of the overall user experience for this project, and for most people, the website is also their first touchpoint to get to know about Valence. We can share the journey as we are building the project, update the roadmaps, announcements and documentations.

#### Trelloable Task

1. General website update
2. Write some articles about progress