



FLUX DESIGN PROCESS

1 FIGMA

Start working on the basic design of the web interface and make it look as beautiful and enchanting as possible at the same time keeping it minimalist and simple. Start working on the design/layout of the database system.



2 IMPLEMENT

Starting developing the designs created in the previous phase and end up with a basic structural web interface with animations and enticing textures.

3 DATABASE

Create the database systems of the application designed in the first stage. This includes user accounts , data storage management and caching for fast loading.



4 PROTOTYPE

Implement features and integrate them into the shell application the instant they are done developing. Implement unit tests to ensure proper integrity of the prototypes.



5 TEST

Release the application for testing to professors, peers and friends to test and collect results and feedbacks. Rigorously work on the feedbacks to achieve a final prototype with minimal to no flaws.