Devo

Project Report

The Devo. Group

Project Name: "The Great Greek Love"

Authors: Maksymilian Rechnio, Koen Hilbrands, Jasper van den Heuvel

Great Greek Love – Project Report

Fontys University of applied sciences

Student Team data:	
Family name, Initials:	Hillbrands, K / Heuvel van den, J / Rechnio, M
Student Number:	**519462 / 4936027 / 4794184**
Assignment Period:	07-02-2023 – 16-06-2023
Client data:	
Name Company:	Fenia Xatzimixail - Great Greek Love
Department:	
Address:	

FOREWORD

We are thrilled to present this report, a collective effort representing our team's expertise and dedication in delivering an insightful analysis and evaluation for the Great Greek Love - Project Ancient Toys. As a web development company, our primary objective is to create exceptional online experiences that align with our clients' visions. We are honored to have been entrusted with the task of building a website for the esteemed company, Great Greek Love, and their extraordinary project about ancient Greek toys.

The Great Greek Love - Project Ancient Toys holds a special place in our hearts, as it merges the charm of ancient Greek toys with the modern digital landscape. We have approached this project with a meticulous framework that encompasses the various aspects crucial to the success of an exceptional website.

This report delves into the strategic considerations involved in creating a captivating online platform. We have conducted thorough user analysis, user research, and explored innovative design elements to ensure the website showcases the essence of the Great Greek Love project. Our aim is to provide recommendations and actionable insights that will allow Great Greek Love to establish an online presence that embodies their vision and captivates their target audience.

It is essential to emphasize that this report has been crafted exclusively for Great Greek Love, tailored to meet their specific requirements and aspirations. The nature of our contract reflects a partnership based on collaboration, mutual understanding, and a shared commitment to excellence. By working closely with Fenia, we have strived to align our objectives, surpass expectations, and create a website that will serve as a digital gateway to their ancient toy revival.

We extend our sincerest gratitude to Fenia for her unwavering support, invaluable insights, and trust in our abilities. Her passion for ancient Greek history and culture has been an invaluable asset in shaping the recommendations and insights presented in this report.

We firmly believe that the website we build for the Great Greek Love - Project Ancient Toys will be a captivating online destination, celebrating the wonders of ancient Greek toys and immersing visitors in a journey of discovery. As we present this report, we do so with great excitement, knowing that together we are paving the way for a remarkable online experience.

Sincerely,

The Devo Group

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SUMMARY

The "Great Greek Love - Project Ancient Toys" website, created for Fenia Xatzimixail's collection, was meticulously planned and executed with a focus on heritage representation and e-commerce. User research informed the design process, revealing the potential audience as tourists interested in Greek culture who use PCs for browsing and demonstrate keen interest in ancient toys.

The methodology adopted was iterative, transitioning from conceptualization to sketching, digital wireframes, a clickable prototype, and early user testing, leading to an intuitive, engaging website that aligned with Fenia's vision. Tools like Microsoft Word, Google Docs, and Figma facilitated real-time collaboration and effective design creation, enabling smooth project execution.

The website successfully provided a central hub for Fenia's project, featuring detailed information about ancient Greek toys and their cultural significance. The immersive experience, with high-resolution images and video games, fuelled visitors' curiosity and encouraged further exploration of Greek heritage.

The platform significantly expanded the project's audience reach, enabling effective project promotion and providing a base for diverse social media and marketing campaigns to attract e-commerce traffic. It fostered a deeper appreciation for ancient Greek toys' cultural heritage, fulfilling its objectives. It's recommended to continue updating and enhancing the website to retain its appeal and relevance.

GLOSSARY

E-commerce	Commercial transactions conducted electronically on the internet
Wireframes	a diagram or a set of diagrams that consists of simple lines and shapes representing the skeleton of a website or an application's user interface and core functionality.
Flappy bird (game)	The game is a side-scroller where the player controls a bird, attempting to fly between columns of green pipes without hitting them.
Interactive / clickable Prototypes	Interactive / clickable prototypes are working models created by UX designers, they show how the finished product would look like and what functions the product will have
UI	UI stands for *User Interface*
User Interface	User Interface is the point of contact between human and computers, any technology you interact with as a user is part of the user interface. For example: screens, sounds and overall style are all elements of the user interface

CHAPTER 1: INTRODUCTION

Information
Company | Group Name: Devo.

Group members:

Maksymilian Rechnio - Content, Design & Representation

Koen Hilbrands - Java Script Expert

Jasper van den Heuvel - Research Expert

Contents
This report presents an in-depth analysis of the planning, design, and development process undertaken for Fenia Xatzimixail's "Great Greek Love - Project Ancient Toys" website. This project serves as a testament to the effective integration of cultural heritage and modern e-commerce systems, bringing the vibrant history of ancient Greek toys to a global audience.

The project was initiated to address a compelling need of the client to create a website that displays ancient Greek toys to a broad and diverse audience. The strategy embraced for the successful implementation of this project revolved around a robust planning phase, data-driven design, user-centric approach, iterative development, and continuous refinement.

This report will dissect each phase of the project, detailing the strategies adopted, the tools used, and the challenges encountered. It also elucidates how the website has not only served as an educational platform for tourists interested in Greek culture, but also an e-commerce hub for the "Great Greek Love" collection.

The conclusion highlights the project's successful outcome in achieving its objectives and making a lasting impact. It culminates with recommendations for the future, emphasizing the importance of continuous improvement and adaptation in maintaining the website's relevance and appeal.

In this project plan you will find several information regarding the timeline of our efforts. In chapter 2 you will be able to acquire knowledge about our client to further understand what was necessary for her to gain from our project. In chapter 3, you will find an in-depth assignment overview, where we outline the needs of the product we are developing and where we justify our reasoning behind the needs of the client. Chapter 4 displays the process of making from the initial planning, through user research and prototyping right to the final development of the webpage itself. Chapter 5 is where we conclude the results of the project and our work. In the evaluation we talk about the encountered problems and how we tackled them. Further on, you can find the list of references of all the online materials we have used, the appendix with the links to the functioning prototype and the online survey we performed, and the table of engagement, where the individual efforts of team members are outlined.

CHAPTER 2: ABOUT THE CLIENT/COMPANY

The group's client is Fenia Xatzimixail, a Greek visual artist who bases her work on ancient Greece and its heritage. Her work carries a mission to recreate and present the unique little objects from the times of the Ancient Greeks and the Minoan civilisation. The creations range from dolls to puzzles and more; these old toys are a testament to the ingenuity and creativity of the Minoan people.

Through more minor projects, the 'Great Greek Love' delves into various aspects of ancient Greece, each showcasing a distinct piece of its rich heritage. The projects explore the fascinating world of frescoes, symbols, and toys. Immerse yourself in the vibrant colours and intricate designs that adorn the hidden stories that these artworks tell.

Fenia requested we create a webpage for her newest Great Greek Love collection. Through online client meetings, various user research methods and online studies performed by the Devo group, we have created a set of necessary elements, layout and user-centred design that will suit our customer's needs and the most suitable client products and their ideal target audience.

CHAPTER 3: ASSIGNMENT OVERVIEW

This project involved developing a comprehensive, interactive, visually appealing website for renowned Greek visual artist Fenia Xatzimixail. The main objective was to highlight her latest collection, "Great Greek Love", a unique assemblage of renewed ancient Greek toys. The designed website needed to reflect Fenia's artistic vision and infuse Greek heritage elements. It also had to implement the functional design elements of an online store, including an active cart, a secure checkout form, a quantities tracker etc.

We approached this assignment with a multifaceted strategy that sought to fuse technology, art, and cultural heritage. Our primary goal was to design an aesthetically pleasing and user-friendly platform that resonated with Greek culture and Fenia's artistic style, which would have an incredible user experience at its heart.

The website contained several integral components, including a homepage, an 'about' page dedicated to Fenia's artistic journey, a gallery showcasing her works, a contact page, an email contact form, a secure and easy-to-use checkout page, and a page featuring an interactive, flappy bird-like game inspired by her collection. All these pages were meticulously crafted, ensuring a seamless and engaging user experience while encapsulating Fenia's artistic ethos.

A distinguishing feature of the website was the product pages. Each page dedicated to an individual toy from the "Great Greek Love" collection allowed users to add the toy to a shopping cart and purchase it. The uniqueness lies in the ability to customise the toy's colour. We offered three distinct colour choices in separate boxes beneath the product description - white, orange, and green. Upon clicking a specific colour box, the images of the toys would change accordingly, providing the user with a visual representation of the toy in the selected colour. It added a layer of user interactivity and customisation, fostering a more engaging shopping experience.

To further boost the website's appeal, we incorporated the traditional Greek blue from their flag into the design, enhancing the feel of Greek heritage. This colour palette, complemented by the colours of the toys, created a visually cohesive design, aligning perfectly with the client's vision and requirements.

In addition to the individual toys, we had to introduce a fifth product - a box set of all toys. This option would allow users to purchase the entire collection simultaneously, fostering an inclusive shopping experience.

The website's design had to be more than just an aesthetic decision. It was an endeavour to reflect the essence of Greek culture and heritage, thereby creating a deep sense of familiarity and connection for users, particularly those of Greek descent.

In conclusion, this assignment was an intricate blend of artistic interpretation and technological skills, requiring careful consideration of both Fenia's creative vision and the necessity for a user-friendly interface. The challenge lay in creating an engaging, intuitive platform that showcased the unique toys and imbued a sense of Greek heritage, thereby bringing "Great Greek Love" to life digitally.

CHAPTER 4: PROCESS

Initial Planning

The initial planning process for creating Fenia Xatzimixail's "Great Greek Love" collection website involved multiple steps, each instrumental in shaping the design and functionality of the site.

The first stage involved understanding the brief and conducting research. We took the time to familiarise ourselves with Fenia's work and the uniqueness of her new collection. It was important to immerse ourselves in the essence of Greek heritage, as it was a significant part of the client's requirements and the overall vision for the website. Furthermore, we researched similar e-commerce sites, particularly those in the art and toy industries, to gain insight into successful design trends and practical user experiences.

Following our research, we held brainstorming sessions to generate ideas for the website. The team shared thoughts on how we could effectively blend elements of Greek heritage with modern web design principles. Critical decisions made during these sessions included incorporating the traditional Greek blue along with the three colours of the toys and including an interactive game on the site.

Next, we defined the website's structure and functionalities. We planned for a homepage, an 'about' page, a gallery, a contact page, an email contact form, a checkout page, and a game page. Each product page was designed to feature individual toys that could be added to a cart and purchased, with a colour selection feature to personalise the toys. We also planned for a fifth product – a box set with all the toys.

The next part of the planning process was creating wireframes. These basic sketches outlined the site structure, layout, and navigation. The wireframes served as blueprints for the website, showing where elements like text, images, buttons, and links would be placed.

In the planning phase, we also determined the technological requirements of the site. These included the e-commerce platform to handle transactions, the technology to implement the colour-change feature on the product pages, and the software to build and host the Flappybird-like game.

Finally, we set up a project timeline and assigned roles and responsibilities to each team member. It ensured everyone knew their tasks, deadlines, and how their work fits into the project.

The initial planning process set the foundation for the website's design and development, ensuring that the final product would meet the client's needs and provide an engaging user experience. This careful planning and organisation were critical to the successful execution of the project.

User research

INTRODUCTION:

After group discussion, we conducted a survey study for our user research. Survey study provides quick access to the research materials & can be accessed easily by anyone with as little equipment as a mobile device. It also takes considerably little time compared to other research methods, such as interviews.

We have performed a study that will allow us to narrow down the target audience & their expectations of an example art exhibition page. It allowed us to create an interview to understand the audience's expectations further. We decided to perform the survey study first as this research method is less time-consuming and can provide great insight into the more fundamental aspects of the project.

Question list:

Have you visited Greece before?

How often do you use a mobile device to browse the internet?

How often do you use a laptop or PC to browse the internet?

Do you prefer to use a mobile device or a laptop/PC when browsing a website?

Do you usually visit a website of public entertainment, like a restaurant or a museum, before actually seeing it when on holiday?

What kind of content do you find most engaging on a website of that kind? (Choose all that apply)

Would you be interested in seeing a collection of ancient Greek toys recreated for use in today's world when visiting Greece?

Would you be interested in learning about how ancient Greeks played with toys, or would you prefer new games invented?

What would you prefer to see on a website promoting a collection of ancient Greek toys? (Choose all that apply)

What age range do you fall into?

The Goal:

The goal of our survey study was to define our target audience. It was to determine the age, interest and priorities for the design. During our first client meeting, we agreed to look into the demand for the creation of mobile devices. Our client informed us that it was vital for her to get the mobile version for the tourists. Therefore, we wanted to back that up with user research. The questions are structured in a way to in what scenarios the users use a mobile device and in what do they use a PC or a larger device. This way, we have clarity of usage not only from the perspective of our project. Later, we asked questions directly linked to the project to get data accurate to our problem.

To create a better interview questionnaire, we have also tried to narrow down the key' eye catchers' that users find appealing when 1browsing an art exhibition website. That way, we can specify them and their usability in User Interviews and prototype testing.

The results:

Concluding the questions, our answers have reached an audience within which a vast majority is our target – Greece tourists.

The first part of the survey was question one, which asked if the users had ever visited Greece.

The second part of our study aimed to determine if the users use a mobile device to browse the internet or a PC or desktop. Most 81% of users use mobile devices daily; they primarily operate on a mobile device.

The next question referred to the usage of a PC or any desktop. The results are diversified as almost 50% of the participants use a desktop to browse the internet on various occasions without any rule, 32.3% always use a desktop, and only 19.4% use it only when working on something else. The age of the people mainly using a laptop varied from below 18 to 55-64 years old.

Although most participants use their phones daily, the next question proved that almost 60% of all participants prefer to use a desktop/laptop/pc to browse the internet.

The third part of the survey studied users' research before visiting a museum or a restaurant. We wanted to know if we can inspire them to see or buy our client's products before. To our surprise, 84% of all the participants have shown that they research a place before they go. Regarding the following question about what convinces them on a website of such nature, the most popular option was Good quality images with 83,9% choice, and the second winning was Infographics – the question was multi-answer.

The fourth part of the survey regarded ancient Greek toys, so it directly correlated to the client's product. We have asked if the participants would be interested in; the Greek toys collection, the ways of playing and engaging with the toys and what would attract their eye to the Great Greek Love webpage. Most participants (67.7%) expressed interest in the collection, and 6,5% said 'Maybe". 58.1% of Participants said they would like to see how people played with those toys in ancient Greece, 22.6% said they wanted to see only Newly invented games for the toys, and 19.4% said they wanted to see both. The last question from that part was a multi-answer question. From the features that would make the website attractive; the three had a particularly significant outreach; More good quality pictures (51.6%), Interactive games(48.4%), and Videos of use (54.8%).

The last part of the study was regarding the user's age. Even though an overwhelming majority (71%) of the participants fit into the 18-24 years of age gap, we did have some diversity; 25-34 gap (9.7%), 35-44 (3.2%), 45-54 (3.2%), 55-64 (9,7%).

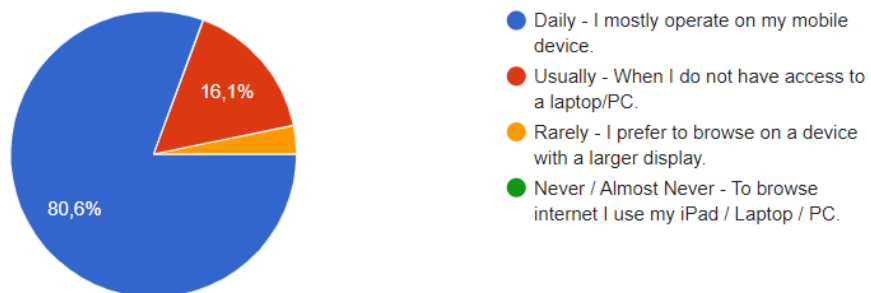**Graph 1 – Question 1: "Have you visited Greece Before?"**

Have you visited Greece before?   Kopiuj

31 odpowiedzi

● Yes
● No

25,8%

74,2%
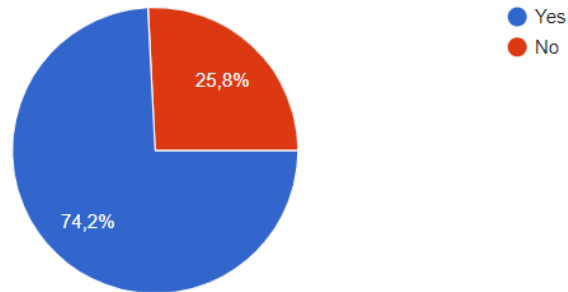
Graph 2 – Question 2: "How often do you use a mobile device to browse the internet?"

How often do you use a mobile device to browse the internet?   Kopiuj

31 odpowiedzi

● Daily - I mostly operate on my mobile device.
● Usually - When I do not have access to a laptop/PC.
● Rarely - I prefer to browse on a device with a larger display.
● Never / Almost Never - To browse internet I use my iPad / Laptop / PC.

16,1%

80,6%

Graph 3 – Question 3: "How often do you use a laptop or PC to browse the internet?"

How often do you use a laptop or PC to browse the internet?   Kopiuj

31 odpowiedzi

● Always - Everytime I need to browse something
● Sometimes - There is no specific rule or continuity.
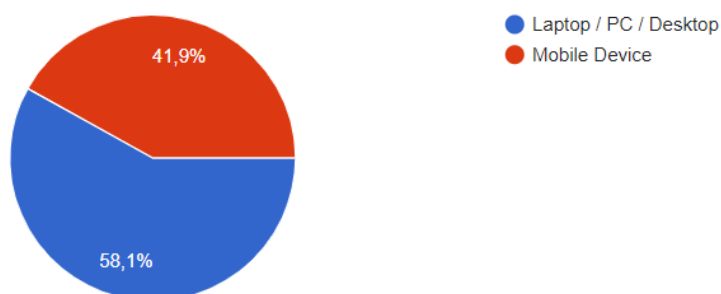● Only when I am already working on my laptop on something else.

48,4%   19,4%

32,3%

Graph 4 – Question 4: "Do you prefer to use a mobile device or a laptop/PC when browsing a website?

Do you prefer to use a mobile device or a laptop/PC when browsing a website?   Kopiuj

31 odpowiedzi

● Laptop / PC / Desktop
● Mobile Device

41,9%

58,1%

Graph 5 – Question 5: "Do you usually visit a website of public entertainment, like a restaurant or a museum, before actually seeing it when on holiday?"

Do you usually visit a website of public entertainment, like a restaurant or a museum,   Kopiuj
before actually seeing it when on holiday?

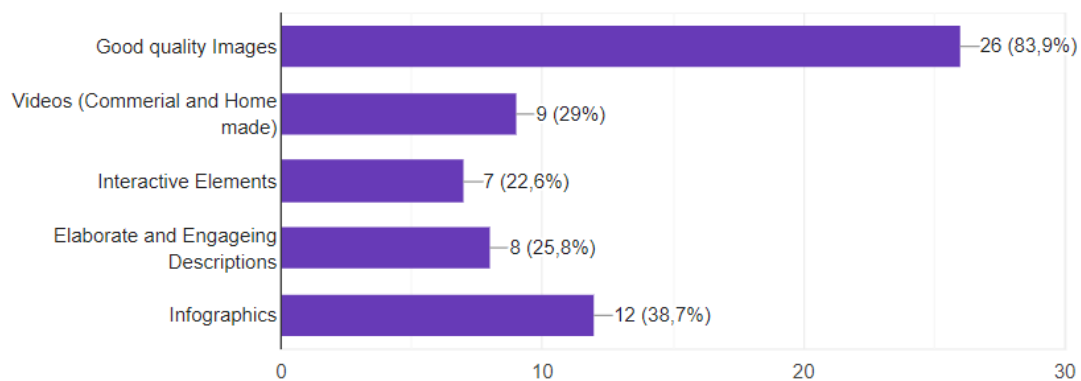31 odpowiedzi

● Yes
● No

16,1%

83,9%
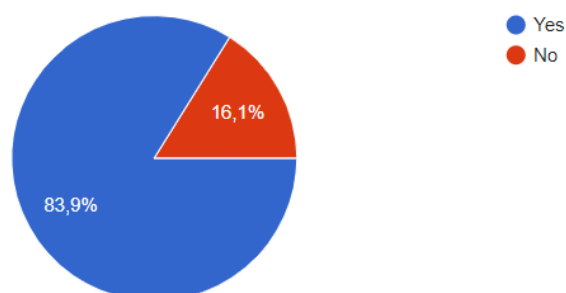
Graph 6 – Question 6: "What kind of content do you find most engaging on a website of that kind? (Choose all that apply)"

What kind of content do you find most engaging on a website of that kind? (Choose all that apply)

Kopiuj

31 odpowiedzi

| Content	Responses
Good quality Images	26 (83,9%)
Videos (Commerial and Home made)	9 (29%)
Interactive Elements	7 (22,6%)
Elaborate and Engageing Descriptions	8 (25,8%)
Infographics	12 (38,7%)

Graph 7 – Question 7: "Would you be interested in seeing a collection of ancient Greek toys recreated for use in today's world when visiting Greece?"

Would you be interested in seeing a collection of ancient Greek toys recreated for use in today's world, when visiting Greece?
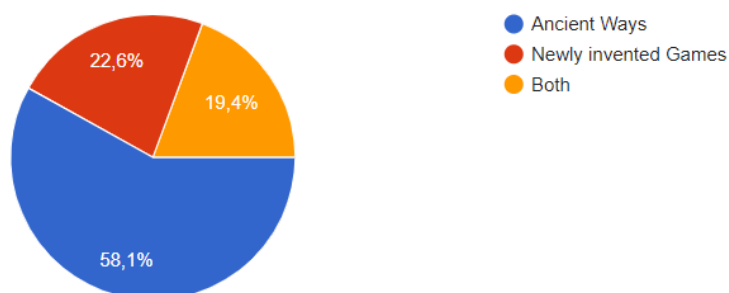
Kopiuj

31 odpowiedzi

- Yes
- No
- Maybe

67,7%
25,8%
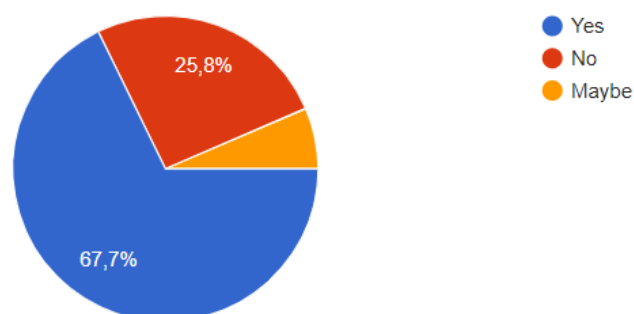
Graph 8 – Question 8: "Would you be interested in learning about how ancient Greeks played with toys, or would you prefer new games invented?"

Would you be interested in learning about how ancient Greeks played with toys, or   ⬜ Kopiuj
would you prefer new games invented?

31 odpowiedzi
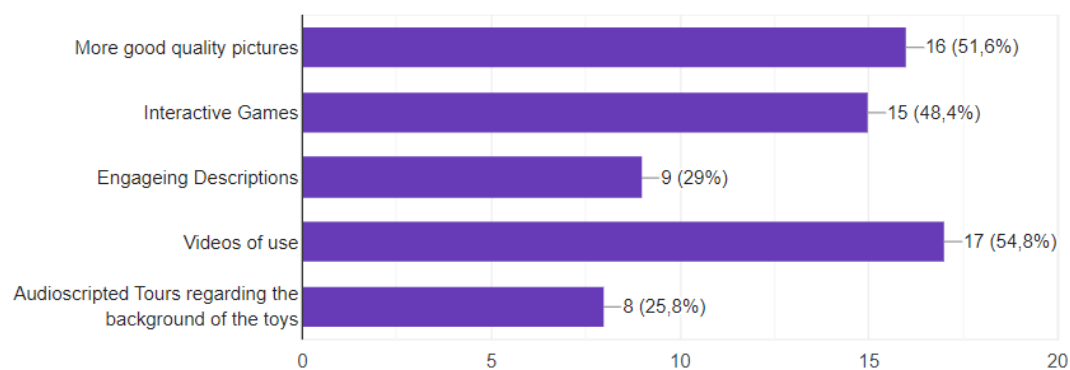
🔵 Ancient Ways
🔴 Newly invented Games
🟠 Both

22,6%
19,4%
58,1%

Graph 9 – Question 9: "What would you prefer to see on a website promoting a collection of ancient Greek toys? (Choose all that apply)"

What would you prefer to see on a website promoting a collection of ancient Greek   ⬜ Kopiuj
toys? (Choose all that apply)

31 odpowiedzi

More good quality pictures	16 (51,6%)
Interactive Games	15 (48,4%)
Engageing Descriptions	9 (29%)
Videos of use	17 (54,8%)
Audioscripted Tours regarding the background of the toys	8 (25,8%)

0   5   10   15   20
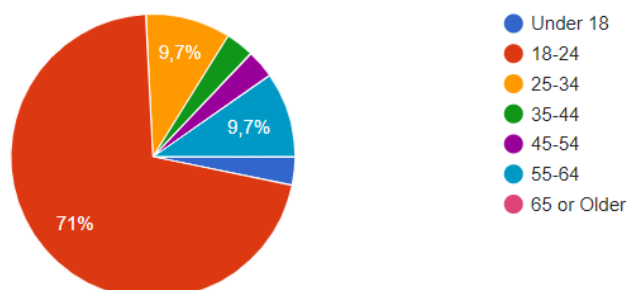
Graph 10 – Question 10: "What age range do you fall into?"

What age range do you fall into?

31 odpowiedzi

Prototype

Prototype Creation
Creating a prototype was a fundamental part of our design process for this project. The process began with the conceptualisation phase, where we brainstormed and developed the initial idea of the website based on the client's needs. We considered Fenia Xatzimixail's new collection, the Greek heritage theme, and the requirement for a user-friendly e-commerce interface.

We began by sketching wireframes, which are basic layouts that outline the size and placement of page elements, site features, and navigation details. It gave us a broad idea of the user interface (UI) and allowed us to understand the user flow, creating a foundation for a logical and intuitive navigation system.

After the initial sketches, we moved to digital wireframes, including Adobe XD & Figma design software. The digital wireframes allowed us to refine and adjust our drawings into more precise representations of the website layout. In this stage, we solidified the placement of key elements, such as the toy product pages, the Flappybird-like game, and the colour selection interface.

The next step was to develop a clickable prototype. This prototype allowed us to simulate the actual user experience of the website. It served as a visual guide for the development team and the client, enabling us to navigate the website and experience its interactivity first-hand.

We used the clickable prototype for early user testing. It allowed us to receive valuable feedback regarding the website's layout, navigation, and overall user experience and make necessary adjustments before proceeding with the development. The prototype ensured the final website would be user-friendly, intuitive, and aligned with the client's vision.

Methodology
In terms of methodology, we followed an iterative design approach, which involved a constant cycle of designing, testing, and refining the product. This approach ensured that the website was continuously improved and adjusted according to feedback and testing results, thus leading to a well-optimised and user-friendly final product.

Our process started with a deep understanding of our client's needs, the targeted audience, and the unique selling proposition of the "Great Greek Love" collection. From there, we sketched initial ideas and wireframes, which were transformed into more detailed digital layouts. It served as a blueprint for creating a working prototype of the website.

The prototype was tested internally and with select users for feedback. After each round of testing, we gathered and analysed feedback and then revised the design accordingly. This iterative process allowed us to ensure that the website's final design was intuitive, engaging and met the objectives set out at the start of the project.

Furthermore, this iterative approach was also used in the actual development of the website. The developers worked closely with the design team to ensure the final product adhered closely to the prototype while incorporating the necessary functionalities for a fully functional e-commerce website.

In summary, our methodology was centred around an iterative process, ensuring continuous refinement and improvement.

Tools Used:

Introduction
During the project process, we used a different set of tools to support our work; these tools helped us speed up the project process and have a more professional approach. We used various tools for different parts of the project; in this part, we will inform you about what tools we used, why we used them and what these tools did to help us complete the project.

Documentation:
As said, we used different tools for parts of the project! Let's start with what tools we used for the documentation of the project; documentation is a significant and essential part of the project, so it was necessary to use a tool that we all understood so that it wouldn't take extra time to learn about the tool we were going to use, that is why we chose together for the documentation tool "Microsoft Word" a documentation tool used by millions of people all over the world, Microsoft Word is an easy to use and already good known documentation tool, that is why we chose to use this documentation tool as our primary documentation tool for the project. A future missing in Microsoft Word is that you cannot work together in the same file at the same time; that is why we also used "Google Docs" for moments where we had to be together in the same file at the same time and that we could see what the other member was documenting at that moment.

The use of these tools for the documentation was successful! The devices were easy to use, understood and known by all group members; this made working on the documentation an overall great experience!

Designing:
Another significant and vital part of the project was designing, so for this part of the project, we again needed a tool that was known by all group members, easy to use and had all the features we needed for our designing process. That is why together we chose the designing tool "Figma". Figma is one of the most well-known designing tools, primarily because of all the device's great functions while being free to use, with even some extra features for students! With Figma, you can create all sorts of designs and make prototypes out of these designs; Figma is also well known because of the easy way for team collaboration inside of the tool; a group can work all at the same time in the same file as a result of where members can see adjustments done by other members live!

Conclusion
The choice of which tool we were going to use was made fast; we all agreed that Figma was an excellent tool for all of us to use for the design because we all had experience in using this tool, understanding how the device worked and course the superb team collaboration function where you can see live updates of what is happening inside of the design file.

Figure 1 – Final Prototype Home Page
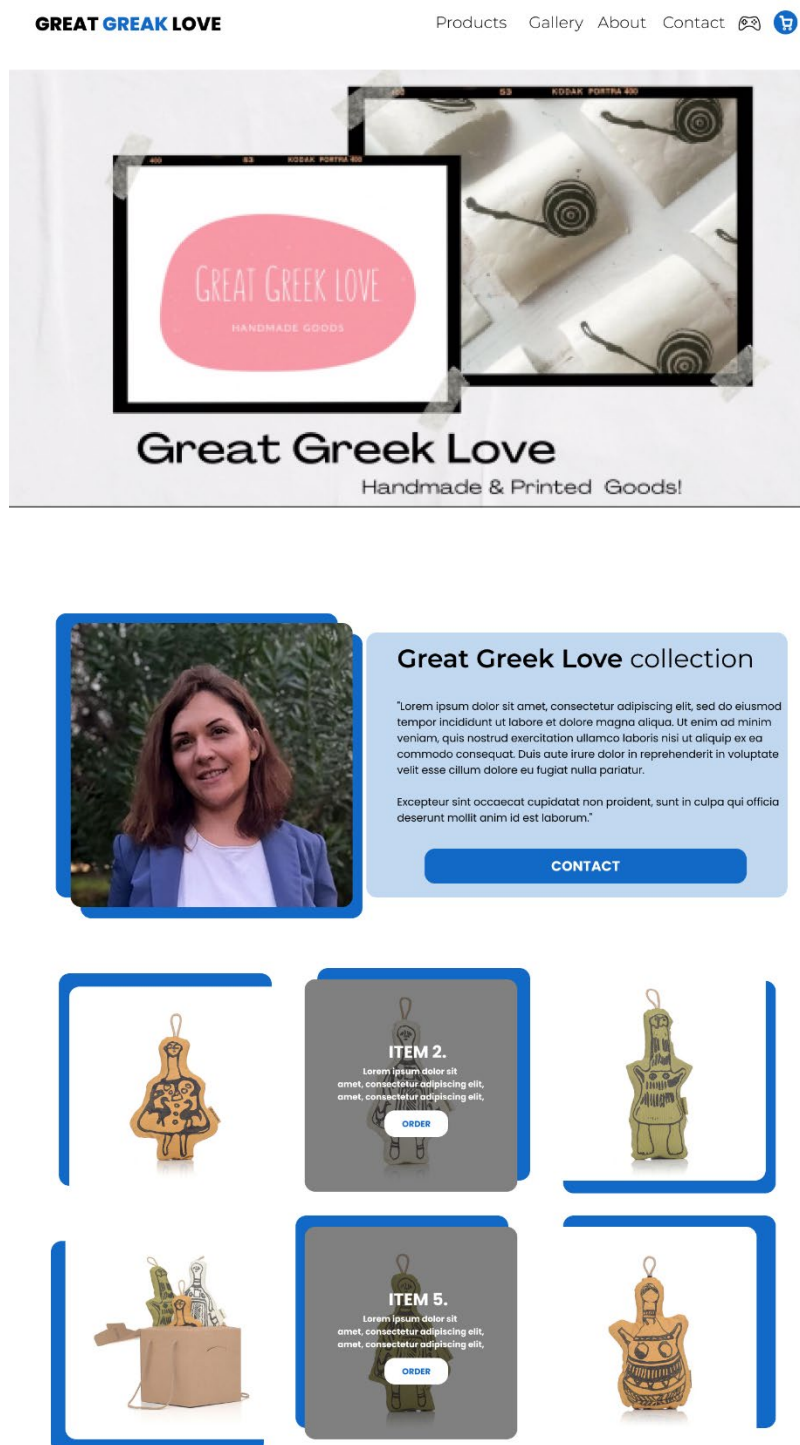
CHAPTER 5: RESULTS & CONCLUSION

The implementation of the website for the "Great Greek Love - Project Ancient Toys" successfully achieved the company's objective of providing informative resources for tourists visiting Greece. Previously, Fenia encountered difficulties in effectively sharing information about her project, which aimed to showcase ancient Greek toys and their historical significance. However, the creation of the website proved to be a pivotal solution, offering a centralized platform to educate and engage both local and international visitors of Greece.

The website served as an indispensable hub, delivering comprehensive details about the "Great Greek Love" project, including its purpose, goals, and the profound significance of ancient toys in Greek culture. Through interactive features such as high-resolution images and engaging video games, the website provided an immersive experience for users to explore and deepen their knowledge of ancient Greek toys. This captivating content not only educated visitors but also ignited their curiosity, motivating them to further explore the abundant cultural heritage of Greece.

By building the website, Fenia is able to successfully overcome the challenge of disseminating information to a wide audience. It will empower her to reach potential tourists both within and beyond Greece, ensuring that visitors were well-informed and inspired to delve into the captivating history of ancient Greece. Additionally, the website plays a crucial role in promoting the "Great Greek Love - Project Ancient Toys," raising awareness about the significance of these toys and their historical context. It also allows the client to perform various social media & marketing campaigns for her collection, in order to attract ecommerce traffic and successfully sell her products.

Overall, the implementation of the website proved to be a resounding success, accomplishing its objectives and significantly contributing to the company's mission of informing and engaging tourists in Greece. By providing an accessible and engaging platform, the website not only met the project's goals but also created a lasting impact by fostering a deeper appreciation for the cultural heritage of ancient Greek toys. Moving forward, it is recommended to continuously update and enhance the website's content to ensure its relevance and appeal to a diverse range of visitors.

EVALUATION

We look back at the project with a positive view! We could and should have done many things better, and we realize this ourselves, but we are proud of what we have been able to deliver to the client. During the project, we ran into some problems. In this evaluation, we will guide you through how we handled while running into a problem, how we knew this was or would become a problem and how we were able to solve these problems.

Time management:

While working on the project, we ran into the problem of time management, we had planned a specific time range in which we wanted to finish a particular task, but we concluded that finishing the job sometimes took a longer time than expected because of this we started lacking behind on where we should be at that point following our planning. We quickly realized that if we kept going like this, we were heading for a disaster because we could not finish the project on time.

After realizing that, we all sat together and started brainstorming about how we would be able to get our time management on track; we had to start working as a team and should start dividing tasks more clearly. For splitting the job, we started using Trello, and for teamwork, we began having stand-ups more often to get a more precise overview of what every team member was doing and if they needed help completing their task. It helped a lot to get our time management on track again. It could have been better, but we made significant improvements!

Small team:

Another problem we ran into while working on the project was the size of our team. At the start of the project, we started with a group of 4, small but doable. But sadly, in the first few weeks, we did not hear anything from one of the team members, and after about 1.5 to 2 months, we heard from the specific teacher that the team member had stopped the studies, which meant we were left with a team of 3, telling that the three of us each got more work to do for the project, this made staying on track of the time management (problem above) even harder. But by dividing the tasks and putting them in a Trello dashboard, it all became clearer; there was no other way to solve the problem than just working hard and trying our best.

Communication:

The problem we had the most prominent part ourself the communication inside the team. Even when our group was this small, the communication inside the team was not as smooth as we wished it was; the biggest reason for this was the different schedules of the team members, which caused most communication to be only and not as straightforward as it was supposed to be. We only realized later during the project that we had to improve our communication inside the team because we needed to know each other who was working on what, how the work was going and if they were on track with the planning. What helped improve the communication inside the team was, using Trello to divide the task, Having weekly stand-ups to keep updated on where we were standing, what we could do next and what we should improve. During the last few weeks of the project, we could see the results of these solutions; the communication became more efficient, and everyone knew what was expected of them!

TABLE OF ENGAGEMENT

Part of the Project	Maksymilian	Koen	Jasper
Project Plan	X	X	X
User Research - Survey	X		
Interview	X	X	X
Client Interview Questions	X		X
Client Interview	X	X	X
Initial Prototype		X	
Final Prototype	X		
Making prototype interactive			X
Prototype Testing	X	X	X
Document Design	X		
Research Analysis	X	X	X
User Analysis	X	X	
Final Webpage Coding	X	X	X
Project Report	X	X	X
Presentation	X		
Presenting in front of the audience	X	X	X

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