

Design Ideas that are linked to low fidelity prototypes from

● **Brainstorming:**

By conducting regular meeting on zoom, we as a team always share different ideas about the profile and project page. Always share opinions about the ideas that we have and have brainstorming sessions with team members.

● **Feedback:**

We as a team always think as a user and how comfortable they think about the software experience. Feedback cycle is one of the factor that we always taken it into consideration for our software design.

● **Signifiers:**

Customers and other users of the software are easily able to understand which tabs and buttons are for what purpose. Signifiers are very important for users overall experience of the software.

● **Constraints:**

Need to set priorities for the MVPs because we have more ideas about the webpage but can not implement all the things.