

PROJECT PLAN

Date	Phase	Milestones	Deliverables
WEEK 1 9/12 - 9/20	RESEARCH	Interviews Conducted to understand experiences with musicians and other artists Competitive Research to find the best practices applicable to treble.fm	1) Personas 2) Competitive Review
WEEK 2 9/21 - 9/27	DESIGN	Paper Sketching of initial screens based on personas & user flows Mood Boarding to determine the look & feel Prototyping with Sketch/InVision	1) Clickable Prototype 2) Moodboard
WEEK 3 9/28 - 10/3	TEST & ANALYZE	Usability Testing with musicians and other artists Data Collection & Analysis Revise Prototypes based on findings	1) Design Process Slides 2) Revised Prototype