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Stepping stones:

Since I need to develop a site that will contain information about your client as a person and also about her work, I highlighted these 6 parts the website should consist of.

- Appealing Design (colors, photos, animations, font)
- Useful, Nice-structured Information
- User-friendly Interface
- Stable Work (bugs free, optimized)
- Interaction with user (contact forms for ex)
- Presenting product in "You should get it" way

For each of them I plan to write all the steppingstones I can imagine. Of course, I don't plan to complete all of them, because some of these steps can be not that useful while comparing to the time they take.

Appealing Design:

Design is a very subjective thing. Therefore, in order to achieve excellence in it, I need to do a lot of research and analysis.

- 1. Checking other websites
- 2. Brainstorming
- 3. Creating multiple color pallets
- 4. Creating logos
- 5. Survey
- 6. Prototyping
- 7. Showing to users and getting feedback
- 8. Changing prototype using users' feedback.

Useful, Nice-structured Information:

Information is the main thing on the website. Users use internet to get something new or just for entertaining. As far is our website for selling toys, we need to show useful and nice structured info to user which also will make him spend money.

- 1. Asking a client for the detailed information she wants to include on the website
- 2. Checking other websites and creating a formula of nice text

- 3. Brainstorming
- 4. Write a text
- 5. Showing to client
- 6. Changing if it's needed
- 7. Asking people about the text you've wrote.
- 8. Position a text on the website
- 9. Testing on people
- 10. Final changes

User-friendly Interface:

User friendly interface is also really important, because people are too lazy to think how they should do something. They want to get as much useful info as possible by doing as little steps as possible.

- 1. Taking all the Info we need to include on the website
- 2. Checking other websites
- 3. Brainstorming
- 4. Creating first version of prototype (Paper one)
- 5. Showing it to the client
- 6. Changing it if needed
- 7. Testing on people
- 8. Making changes using users' feedback
- 9. Creating a digital prototype
- 10. Showing it to the client
- 11. Testing on people
- 12. Changing it if needed
- 13. Implementing it to the website

Stable Work (bugs free, optimized):

Very important, because if your website doesn't work properly – nobody can visit it.

- 1. Testing
- 2. Fixing
- 3. Testing
- 4. Fixing
- 5. Testing
- 6. Fixing
- 7. Testing
- 8. Fixing
- 9. Testing
- 10. Fixing
- 11. Testing
- 12. Fixing
- 13. Testing
- 14. Fixing
- 15. ...

- 16. Optimizing code
- 17. Testing
- 18. Fixing
- 19. ...

Interaction with user (contact forms for ex):

People like to communicate (even with inanimate things).

- 1. Checking other websites to get inspiration/idea
- 2. Brainstorming
- 3. Asking client how she would like to communicate with users and presenting to her our ideas
- 4. Thinking about improvements can be done to discussed ideas
- 5. Improving ideas
- 6. Discussion with client
- 7. Implementing to the website.
- 8. Presenting product in "You should get it" way:
- 9. Understanding the product
- 10. Creating nice description
- 11. Making nice photos
- 12. Adding to the website

Interview:

I'd say that we were ready to this interview. We wrote down all the questions and also the expected answers. Some of them went as we expected, but we also faced some problems with the other ones.

This meeting was mostly for getting info from the client and it didn't go well, because she said that she will send us everything, but she didn't. We plan to message her today to make sure that she didn't forget about us.

We faced one more problem. Our client not clearly understands what we ask her about. Because of that we get info which we didn't expect to get. And some info we needed was missing.

To improve this, I think we could send her questions we wanted to ask before the meeting and give her possibility to look at them and think about the answer.

I also think that we should use social media instead of email to contact with small clients. It will be much easier to communicate and also less time consuming. In my opinion it will also make a good impact on mood of communication. The communication will be more liberated (more friendly). It will help us to understand better each other. And that is exactly what we need to make client happy with his product.