PWA ManyMaps

We used the Double Diamond method. This is our third project in this duo, so we already had an idea of how to start and afterward, split the work equally.

During our 1st Iteration, we created:

- Brainstorm session
- Persona
- Empathy map
- Sketches
- Early wireframes

After we got a green light on our app idea, we went more in-depth and it was our full first double diamond pipeline.

During the 2nd iteration, we created:

- A/B Testing
- High fidelity prototype
- Color scheme
- Added map with device orientation
- Added different maps

We had mainly positive feedback from this iteration, although we had to tweak some things like the settings page and to get the states working. And then we went to our 3rd iteration

During our 3rd iteration we focused heavily on coding, design and fixing bugs. Here we created the Event page and added animations.

During the 3rd iteration, we created:

- Event page
- Lottiflies animations
- Fixed Bugs

Reflection:

I am happy with our project. It was fun developing on PWA, as you are not as constrained compared to other platforms.