Project Title: Gym Advisor

Weekly meeting.

Date: March 17, 2025, 10:00

UI/UX Design and Prototyping

Key Points Discussed:

1. **Project Scope and Goals**

   - **Discussed overall project objectives.**
   - **Defined the target audience and user needs.**
   - **Set clear goals for the design (e.g., usability, aesthetics, user engagement).**

2. **Design Requirements**

   - **User personas and their pain points highlighted.**
   - **Visual style (brand colors, typography) confirmed.**
   - **Accessibility standards and responsive design considerations noted.**

3. **Prototyping Tools and Workflow**

   - **Tools chosen: Figma for design, InVision for prototyping.**
   - **Established a collaborative review process in Figma.**
   - **Discussion on version control and file management.**
   - **Defined steps for user flows, wireframes, and high-fidelity mockups.**

4. **Timelines and Milestones**

   - **Initial design drafts to be completed by 17.03.**
   - **Prototype testing with stakeholders to begin by 17.03.**
   - **Final design handover and implementation to be completed by 24.03.**

5. **Roles and Responsibilities**

   - **Vitalii is responsible for wireframes and initial sketches.**
   - **Vitalii to oversee UI consistency and branding.**
   - **Vitalii handling user research and persona validation.**

- Vitalii in charge of prototyping and usability testing.

6. **Feedback and Iterations**

   - Feedback will be collected at key milestones (after wireframes, mockups, and prototype).
   - Iterative design process with two feedback cycles.
   - Ensure constant communication with stakeholders.

https://www.figma.com/design/BHheFkou7NWjxk3PR44bG6/OOAP?node-id=0-1&p=f&t=PhMLddLrGITSbMmk-0