

Project Timeline

Activity	Goal	Timing
Information Gathering	Gather all necessary materials to begin the project. Including documents, initial ideas, site audience, scheduling & budge.	May 10
Persona Profile	Create a persona based on the information we gathered about the Tanitian Island and the Survey Result.	May 15
Wireframe	Create a low fidelity wireframe and display the flow for the Tanitian Island website.	May 22
Guerilla testing	Conduct guerilla usability testing, evaluate & incorporate the feedback.	May 29
Prototype	Create a prototype based on the wireframe design, incorporate guerilla testing feedback into the prototype.	June 10