PARADIGM
DESIGN

REQUIREMENTS

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07.09.2022

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- Create high fidelity designs in Figma for 'Cohort Manager', a cohort management system, as a teaching tool for the training of software / front-end developers at Boolean UK.

- Create design system for developers to work from (assets, components and styles library in Figma).

- Design to look professional, clear, accessible, attractive, well designed.

KEY FUNCTIONALITY

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- Students and teachers can sign up (create a profile) and login.

- Teachers: can create cohorts, add students to cohorts, see all cohorts, log notes on students, log notes on delivery.

- Students: have a profile, see their cohort members, can chat to each other via posts (with comments) or chat messages.

DELIVERABLES

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1. Create logo and basic brand identity assets (logo, colour palette, typography).

2. Create Design System in Figma: assets, components and styles library.

3. Design specific key pages (screens) in Figma:
   - Login / sign-up page
   - Home page (dashboard)
   - Message page (chat function)
   - Profile page (view and edit profile)
   - Search results page (search for user)
   - Manage cohorts: view all cohorts, create cohort, add students to cohort.
   - Log notes: on an individual student, on a cohort? on delivery.

- Brand Assets: logo, colour palette, typography styles, icon set (to be sourced).

- UI Components: UI icons/symbols, buttons, text fields and forms, search bar, dialog boxes, alerts, other components as needed. Potentially: chips, toggle buttons, lists, checkboxes, radio buttons, avatars, tooltips, tabs, tags, pickers, tables, cards, progress indicators etc, as needed.

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STAGES

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1. UX: wireframe an overview of all pages (screens) to establish overall structure and rough layout of the app, using a wireframe prototype to assess and develop usability. Gather feedback (stakeholder and user), amend and update as needed.

2. UI: design first draft test page (Home page?) in high fidelity to establish brand/product look & feel and layout. Gather feedback, update page design to incorporate feedback. Repeat as needed.

3. Create design system: library of assets, components and styles in Figma. Share for feedback, amend and update as needed.

4. Design remaining pages (screens) and components, sharing and incorporating feedback as needed on each page in turn.

5. Build design prototype using high fidelity designs to assess and develop usability, gather feedback (stakeholder and user), amend and update as needed.

6. Handover approved interface designs and design system library (assets, components and styles) for developers to use.

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