Instructions: Fill out each section below based on your research and insights. Replace the guidance in italics with your own content.

1. Project overview

Name of project

Summary/Purpose (two to three lines)

Timeline (for example, four days/weeks/months)

Role (for example, Solo UI/UX Designer, and UX Lead)

Tools used (for example, Figma, FigJam, Miro, or others)

Platform (Mobile App and Responsive Web)

2. Problem statement

(Answer in three to four sentences)

What problem were you trying to solve?

Who were the users?

Why was the problem important?

3. Research and insights

(Answer in four to six sentences)

Methods used: Interviews, surveys, and competitive analysis

Notable user quotes or insights

Summary of research findings and insights

4. Define and ideate

(Answer in four to six sentences)

Personas and empathy maps created

Initial sketches or brainstorming methods used

Key feature ideas and decisions based on research

5. Information architecture and wireframes

(Answer in four to five sentences)

Sitemap or information architecture planning

Mid-fidelity wireframes

Brief notes about layout decisions

6. Prototype and interaction

(Answer in four to five sentences)

Tools used for prototyping

Description of interactions or flows prototyped

Use of microinteractions or variants

7. Usability testing and feedback

(Answer in four to five sentences)

Testing methods used: Moderated/unmoderated, remote/in person, etc.

What was tested and key issues found

Iterations made based on findings

8. Final high-fidelity designs

(Answer in three to four sentences)

Overview of final visual style and layout

Accessibility improvements or responsiveness notes

StyleGuide or UI component highlights

9. Impact and reflection

(Answer in four to five sentences)

Outcome or test improvement metrics

Stakeholder/user response (if known)

What you learned or would improve

10.   Optional additions

Developer handoff details

Sprint overview

Testimonials or peer feedback quotes