		Short Title	Title	Points	Lead	Contributors	Deco	Deco2	Artifacts	Develpment
	Index									
Examining	A1	Problem	Define problem statement for application / feature	5	Product Owner	Management, Project Team	\$	****	Project Scope Document	
	A2	References	Competitive analysis or literature review including exploring open source options	8	Research	Development, Project Team	Q		Competitive analysis report OR Evaluation of possible open-source solution	
	А3	Requirements	Define business requirements, technical requirements, dependencies and project scope	24	Product Owner	Project Team	\ <u></u>	<u>*=</u>	Business Requirements, Technical Requirements, How it will fit into the ecosystem of the OADW	
	A4	Project Plan	Develop project plan	20	Research		J.S.		Product Roadmap, Research plan, Time to Market, Epic in Zube with related tasks	
	A5	User Research	Conduct initial user research	20	Research		2		user interviews, journey mapping sessions, online surveys	
	A6	User Modeling	Analysis and report on user research	40	Research				personas, journey maps, experience map, user interview report, thematic mind map, qualitative data from help desk, quantitative data from current platforms	
	A7	User Needs	Define user requirements	5	Product Owner	Research	_ \$⊗ _		User requirements (included in Project Scope document)	
Drafting	B1	User Stories	Develop user stories	8	Research	Design, Project Team	<i>₹</i>	Å.	user stories, red routes, use cases, user scenarios	
	B2	Task Flows	Create user task flows	20	Design	Content, Research, Development	999		task flows, user flows	
	В3	IA	Information architecture / content design	13	Content	Design, Development, Research	<u>命</u>		site map	can start ba
	B4	IA Validation	User research on content design and IA	13	Research	Content			Treejack testing, card sort testing	
	B5	IA Recomendations	Analysis on IA research	8	Research	Content			research report with summary of findings and recommendations	
Blueprintin	ng C1	Low-Fi	Content / application layout	8	Design	Content, Development			low-fidelity wireframes (paper, whiteboard or Illustrator), basic draft copy, identifying placement of text	can start fro
	C2	Wireflows	Create wireflows (optional)	8	Design	Content	V	(A)	Match task flows with low fidelity wireframes	
	C3	UI v1	User interface design (v1)	8	Design	Content, Development	888		low-mid fidelity wireframe (XD, Illustrator)	
	C4	UI v2	User interface design with changes based on first iteration. (v2)	13	Design	Content, Development			mid-high fidelity wireframe	
	C5	UI Validation	User research on interface design	8	Research	Design			first click test, task-analysis test, A/B test	
	C6	UI Recomendations	Analysis on interface design research	8	Research	Design			A/B, first-click or task-analysis report	

	C7	UI v3	User interface design with changes based on user research and clickable interactions. (v3)	13	Design	Research			high fidelity wireframe with clickable interactions
Building	D1	Copies	Write and translate copy for first coded prototype	13	Content	Design, Development			Word document with translated copy, provided to front-end developers
	D2	Dummy	Add dummy content to developed prototype	8	Development	Content, Design	T		dummy content to populate alpha version of app
	D3	MVP	Provide MVP deliverable (coded prototype)	?	Development		₽		MVP (coded prototype)
Validating	E1 QA	QA	Quality assurance	8	QA Specialist	Development, Content			QA report
	E2	Testing	Usability and accessibility testing	(points vary 40+)	Research	Design, Development			accessibility review, task-analysis test, first- click test, usability test
	E3	40+)	research report(s) with summary of findings and recommendations						
	E4	The Future	Next Steps: Identify new features and improvements for future iterations	?	Product Owner	Project team			new problem statement
BACK CARD									