

## Project Name

Waheb Project – Waheb Website

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## Project Idea

Waheb is a digital platform that connects people who need services with those who can provide them — across various fields such as education, design, maintenance, and daily tasks.

Users can request or offer services for a fee, with an additional option to provide certain services voluntarily or at a discounted rate.

The platform offers an integrated, user-friendly experience that includes:

- Posting service requests or offers clearly with details, price, and location.
- Direct and secure communication between both parties.
- A professional profile and rating system to build credibility.
- An optional feature to support the community by donating part of one's earnings or offering voluntary services.

Waheb aims to create an environment that combines economic opportunity and community collaboration, benefiting everyone through flexibility, transparency, and mutual respect.

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## Team Members (pentaRae)

1. Mohamed Wael (Team Leader)
2. Heidi Emad
3. Reem Alaa
4. Ziad Hesham
5. Ziad Belal
6. Esraa Hany

## Work Plan

Month	Phase	Details
<b>September (Week 1–2)</b>	<b>Phase 1: Research &amp; Discovery</b>	<ul style="list-style-type: none"> <li>• Gather requirements (platform owners, users, volunteers, donors)</li> <li>• Conduct user interviews and create personas</li> <li>• Build empathy maps to understand motivations and behavior</li> <li>• Perform competitive analysis (study similar platforms)</li> </ul>
<b>September (Week 3)</b>	<b>Phase 2: Information Architecture</b>	<ul style="list-style-type: none"> <li>• Define user flows for each type of user (volunteer, service seeker, donor)</li> <li>• Design site map for main and sub-sections</li> <li>• Prepare content strategy for key text elements</li> </ul>
<b>September (Week 4)</b>	<b>Phase 3: Wireframing (Low Fidelity)</b>	<ul style="list-style-type: none"> <li>• Draw initial wireframes for screens (landing page, registration, dashboard, etc.)</li> <li>• Review wireframes with team to ensure usability</li> </ul>
<b>October (Week 1)</b>	<b>Phase 4: Prototyping (Mid/High Fidelity)</b>	<ul style="list-style-type: none"> <li>• Create interactive prototypes</li> <li>• Conduct initial internal usability testing with team and users</li> </ul>
<b>October (Week 2–3)</b>	<b>Phase 5: Visual Design (UI)</b>	<ul style="list-style-type: none"> <li>• Build design system (colors, typography, components)</li> <li>• Design final high-fidelity screens</li> <li>• Add animations and microinteractions</li> </ul>
<b>October (Week 4)</b>	<b>Phase 6: Testing &amp; Iteration</b>	<ul style="list-style-type: none"> <li>• Conduct usability testing with real users</li> <li>• Gather feedback and make improvements</li> <li>• Optimize the experience before handing it over to the development team</li> </ul>

## Roles & Responsibilities

Name	UX Role	UX Tasks	UI Role	UI Tasks
<b>Mohamed Wael</b>	User Flows + Review	- Draw user flows - Review overall UX with team	Animations + Design System + Review	- Build design system (colors, fonts, components) - Add simple animations - Final design review
<b>Heidi Emad</b>	Research	- Conduct surveys and interviews - Analyze user needs	UI Design + Text & Visual Alignment	- Design selected screens - Align text and visual elements - Maintain consistency
<b>Reem Alaa</b>	UX Writing	- Write interface copy (messages, buttons, alerts) - Improve clarity of instructions	Content in UI	- Insert content into the design - Ensure text fits layout appropriately
<b>Ziad Hesham</b>	Personas + Empathy Map	- Create diverse personas - Build empathy maps for users	High-Fidelity Layouts	- Convert wireframes into final designs - Fully design 2-3 detailed screens
<b>Ziad Belal</b>	Wireframes	- Prepare initial wireframes for testing - Develop structure for each screen	UI Design + Components	- Design selected screens - Build core components (buttons, cards)
<b>Esraa Hany</b>	Usability Testing	- Prepare test scenarios - Test prototype with real users - Collect feedback	Design + Prototyping	- Contribute to detailed design elements - Link screens in Figma prototype - Build interactive flow

## 2. Visual Identity



### 3. Main Designs



- **KPIs (Key Performance Indicators)** – Metrics for project success (e.g., response time, system uptime, user adoption rate).

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**Instructor**

**\*Eng Rokaya farghli**

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**Project Files**

<https://github.com/heidiemaad/waheb.git>

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