**Group name: Group C**

**Group target grade: 8**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Group member name** | **Stud. nr** | **PCN** | **your contributions** | | **Target**  **Grade** | **How can we tell** |
| **Technical/report aspect** | **project management aspect** |
| Jiaqi Ni | 2217774 | 289315 | Architect &  programmer | leader | 8.5 | 1. Designer of the program. 2. Half implementation. 3. Partial documentation. |
|  |  |  |  |  |  |  |

**Cycle 1**

Goal

*Describe your goal of this increment: what do you want to achieve at the end? Also define separate goals for each separate part of UX design.*

General goal whole cycle:

Separate goals:

|  |  |  |
| --- | --- | --- |
| ***part*** | ***who*** | ***goal*** |
| *USER* |  |  |
| *DESIGN* |  |  |
| *TEST* |  |  |

Method

*Which UI techniques are you planning to use to reach your goal. Explain which ones you want to explore. Why do you think it will help you reach your goal above.*

|  |  |  |
| --- | --- | --- |
| ***part*** | **technique** | **why** |
| *USER* |  |  |
| *DESIGN* |  |  |
| *TEST* |  |  |

Product

*What will be the end product(s) of this cycle?*

Process

*How are you going to work? When do you know your separate and general goal is met? How do you know when you are finished?*

**Cycle 2**

Goal

*Describe your goal of this increment: what do you want to achieve at the end? Also define separate goals for each separate part of UX design.*

General goal whole cycle:

Separate goals:

|  |  |  |
| --- | --- | --- |
| ***part*** | ***who*** | ***goal*** |
| *USER* |  |  |
| *DESIGN* |  |  |
| *TEST* |  |  |

Method

*Which UI techniques are you planning to use to reach your goal. Explain which ones you want to explore. Why do you think it will help you reach your goal above.*

|  |  |  |
| --- | --- | --- |
| ***part*** | **technique** | **why** |
| *USER* |  |  |
| *DESIGN* |  |  |
| *TEST* |  |  |

Feedback

*Where is feedback from the previous cycle addressed in this cycle? How does it show?*

Product

*What will be the end product(s) of this cycle?*

Process

*How are you going to work? When do you know your separate and general goal is met? How do you know when you are finished?*

**Cycle 3**

Goal

*Describe your goal of this increment: what do you want to achieve at the end? Also define separate goals for each separate part of UX design.*

General goal whole cycle:

Separate goals:

|  |  |  |
| --- | --- | --- |
| ***part*** | ***who*** | ***goal*** |
| *USER* |  |  |
| *DESIGN* |  |  |
| *TEST* |  |  |

Method

*Which UI techniques are you planning to use to reach your goal. Explain which ones you want to explore. Why do you think it will help you reach your goal above.*

|  |  |  |
| --- | --- | --- |
| ***part*** | **technique** | **why** |
| *USER* |  |  |
| *DESIGN* |  |  |
| *TEST* |  |  |

Feedback

*Where is feedback from the previous cycle addressed in this cycle? How does it show?*

Product

*What will be the end product(s) of this cycle?*

Process

*How are you going to work? When do you know your separate and general goal is met? How do you know when you are finished?*