
Clutching Our Pearls: Blog Site

https://github.com/kwilson34/Phenomenal_Project/tree/gh_pages

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Phase 1 Obstacle and Solutions

- During Phase 1, creating the personas and relating them back to the overall attraction of our project.
 - We solved them by referring back to the UX Experience book and see how they represented personas
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Phase 2 Obstacles and Solutions

- Deciding which features would best accomplish our mission and satisfy our demographic
 - Thinking about what ways users would interact with the website and the selected features
 - Selecting features that were both efficient and feasible
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Phase 3 Obstacles & Solutions

- Implementing the conceptual model for 2 interactive things
 - How to draw the model on a MAC computer vs. using a PC computer
 - How to represent a chat room (which is one of our interactive design models)
 - Method used to solve these obstacles: Text book
 - Researching some examples online of conceptual model of a chat room
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Phase 4

- Constructing the conceptual model without having overlapping words or lines
 - Deciding on if the blog site should have certain restrictions for the users
 - Making the wireframe when not having access to Adobe Illustrator on the personal computer
 - We solved them by drawing out our wireframe to later on creating it in Adobe Illustrator the day before presentations
 - We also decided on separating the model from the word document so that the model doesn't look messed up or out of place once the two are combined
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Lastly, Phase 5

- There were no really obstacles faced as a group; however, it was making sure that the functionalities are working enough to demo the product to the class
- We communicated through text message and emails to ensure that it gets done by final submission time.

**Items that we've
changed and
items that we
weren't able to
complete**

We have not been able to find out the things that we can't change due to the site not being fully done.

We can provide this information later on after the product is fully completed.
