2-Week Work Schedule for UI/UX Design Project

Change the status when complete

Anything inconvenience please announce before 5 hours in discord

Day	Task	Owner	Meeting Schedule	Status
Day 1	Kickoff Meeting & Role Assignment	All Team Members	Kickoff Meeting (30 min) - Task Assignment	**Completed**
Day 2	Research & Define Target Users (Personas)	All Team Members	Persona Definition Meeting (20 min)	**Completed**
Day 3	Wireframing & Low-Fidelity Prototyping	Squib	Wireframe Review Meeting (30 min)	**Completed**
Day 4	User Flow & Navigation Mapping	Squib	Navigation & User Flow Review (20 min)	**Completed**
Day 5	Finalizing Wireframe Adjustments	Squib	Mid-Sprint Progress Meeting (30 min)	**Completed**
Day 6	Mid-Sprint Review & Progress Check	All Team Members	No Meeting - Individual Work	**Completed**
Day 7	High-Fidelity Prototyping & UI Design	Dexin and Avery	High-Fidelity Design Review (30 min)	**Completed**
Day 8	Develop Interactive Prototype (Figma)	Dexin and Avery	Prototype Functionality Review (30 min)	**Completed**
Day 9	Usability Testing & User Feedback	Dexin and Avery	User Testing Check-in (20 min)	**Completed**

Day	Task	Owner	Meeting Schedule	Status
Day 10	Refine UI/UX Based on Feedback	Dexin and Avery	Refine UI/UX Meeting (30 min)	**Completed**
Day 11	Final UI Adjustments & Interaction Fixes	Dexin and Avery	Final UI Review & Debugging (30 min)	**Completed**
Day 12	Presentation & Documentation of Design	All Team Members	Presentation Planning Meeting (30 min)	**Completed**
Day 13	Final Review	All Team Members	Final review (30 min)	**Completed**
Day 14	Project Submission	Squib	Final Submission	**Completed**