

Q 1. how design and development team communicate in SDLC ?

Effective communication between design and development teams is crucial in the Software Development Life Cycle (SDLC) to ensure that a product meets user expectations, adheres to technical feasibility, and is delivered on time. Here's how these teams typically communicate during the SDLC:

1. Planning Phase

- **Kickoff Meetings:** Joint meetings are held to align on project objectives, scope, and timelines.
 - **Requirement Gathering:**
 - Designers gather input on user needs and present initial ideas.
 - Developers assess technical feasibility and constraints.
 - **Collaboration Tools:** Platforms like Jira, Trello, or Asana are used to document and assign tasks.
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2. Analysis Phase

- **User Research Sharing:**
 - Designers share insights from user research, personas, and user journeys.
 - Developers provide input on the feasibility of implementing proposed features.
 - **Technical Requirements:**
 - Development team shares system architecture and any API or backend limitations.
 - **Workshops:** Joint brainstorming sessions for complex features.
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3. Design Phase

- **Design Handoff:**
 - Tools like Figma, Adobe XD, or Sketch are used to share wireframes, mockups, and prototypes.
 - Developers provide feedback on the design's technical practicality.
- **Regular Reviews:**
 - Weekly or bi-weekly design reviews with developers to ensure alignment.
- **Annotation and Documentation:**

- Designers annotate designs with specifications like dimensions, font sizes, and color codes for developers.
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4. Development Phase

- **Design Support:**
 - Designers are available to clarify design queries or provide additional assets (e.g., icons, images).
 - **Version Control:**
 - Collaboration on Git or similar versioning tools for seamless integration of design-related assets.
 - **Standups/Scrum Meetings:**
 - Daily or weekly meetings to track progress and address blockers.
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5. Testing Phase

- **UI/UX Testing:**
 - Designers test the implementation against the design specifications to ensure consistency.
 - **Bug Tracking:**
 - Issues are logged in tools like Jira or Bugzilla, and designers verify fixes once implemented.
 - **Feedback Loop:**
 - Iterative process to refine designs based on testing outcomes.
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6. Deployment Phase

- **Final Review:**
 - Joint walkthrough to ensure the product meets both design and technical standards.
 - **Documentation Handoff:**
 - Designers share user guides or design system updates.
 - Developers share technical documentation.
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7. Maintenance Phase

- **Post-Release Communication:**
 - Regular check-ins for feature updates or bug fixes.

- **Analytics Sharing:**

- Designers and developers analyze user feedback and performance metrics to guide future improvements.

Key Communication Tools

- **Task Management:** Jira, Trello, Asana.
- **Design Collaboration:** Figma, InVision, Adobe XD.
- **Real-Time Communication:** Slack, Microsoft Teams, Zoom.
- **Version Control:** Git, GitHub, GitLab.