

# Component name: **Background Task**

## Analysis

### Competitive Analysis

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See how others solve similar problems and try to not reinvent the wheel.

### Data analysis

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Do you have all the useful data you need? Try to have a look at funnels, clicks, page views, performances...

### User feedback

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Always speak with Customer Care team! Don't have one? Check your old surveys or videos, what your customer says? What do they actually do?

## Handover

### User Journeys

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Have you done personas yet? If not DO IT NOW. Ok, now use them to write down user stories and scenarios.

### User flows

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Create your user's flow based on the scenarios you created, you can use it later to review the journey and create wireframes on top of each step.

### Red routes

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Define red routes for your product and you'll be able to identify, prioritise and eliminate any usability obstacles on key user journeys.

## Design Exploration

### Ideation

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Chatting to Analysts, Developers and product owner

### Wireframe

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Invision freehand wireframes

### Review

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Review with Rabie to see if he agrees with our wireframes

## Design

### Hi Fidelity Design

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Reuse elements and patterns. Follow the style guidelines.

### Mobile First Design

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Can I see it on my mobile? Oh wait, what about my smart-watch which works as a remote for my 50" TV. Bonus: remember cross device experience.

### Prototype

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Up load to Invision

## UX Testing

### Test

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Maze and Lookback

### Reporting

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Report Back on the Maze and Lookback tests

### Finalise layout

☐

It's time to let your design shine, make it in the right way, don't stop with the first solution, always ask "is this the best you can do?"

## Handover

### Handover meeting with Dev's

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Go through the prototype and answer any questions

### Supply images and icons etc.

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Use of icons and images is strongly influenced by context, culture and layout that you use. Like icons, test your images, small changes can bring huge improvements.

### Documentations

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Use Invision boards for this one

## Dev Review

### Component Review

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Test the final developed component and check if it concurs with the design

### Feedback

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Report Back on the findings of the test

### Completion

☐

Motion shouldn't be only beautiful, it should build meaning about the spatial relationships, functionality, and intention of the system.

## Notes

**Completed up to Step 4**