Component name: **WorkOrder - Feedback**

Step 1: Analysis

Competitive Analysis ☑

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

Data analysis ☑

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

User feedback ☑

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?

Step 2: Handover

User Journies ☑

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

User flows ☑

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 ☑

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

Step 3: Ideation

Ideation ☑

Chatting to Analists, Developers and product owner

Wireframe ☐

Invision freehand wireframes

Review ☐

Review with Rabie to see if he agrees with our wireframes

Step 4: Design

Hi Fidelity Design ☐

Reuse elements and patterns. Follow the style guidelines.

Mobile First Design ☐

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 ☐

Up load toInvision

Step 5: Testing

Test ☐

Maze and Lookback

Reporting ☐

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?"

Step 6: Handover

Handover meeting with Dev's ☐

Go through the prototype and answer any quetions

Supply images and icons etc. ☐

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 ☐

Use invision boards for this one

Step 7: Review

Component Review ☐

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

Feedback ☐

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.

**Jeandre - 24 Apr 2020: I am still on the Wireframe screen will continue to make sense of the ideation session
with Ilse**