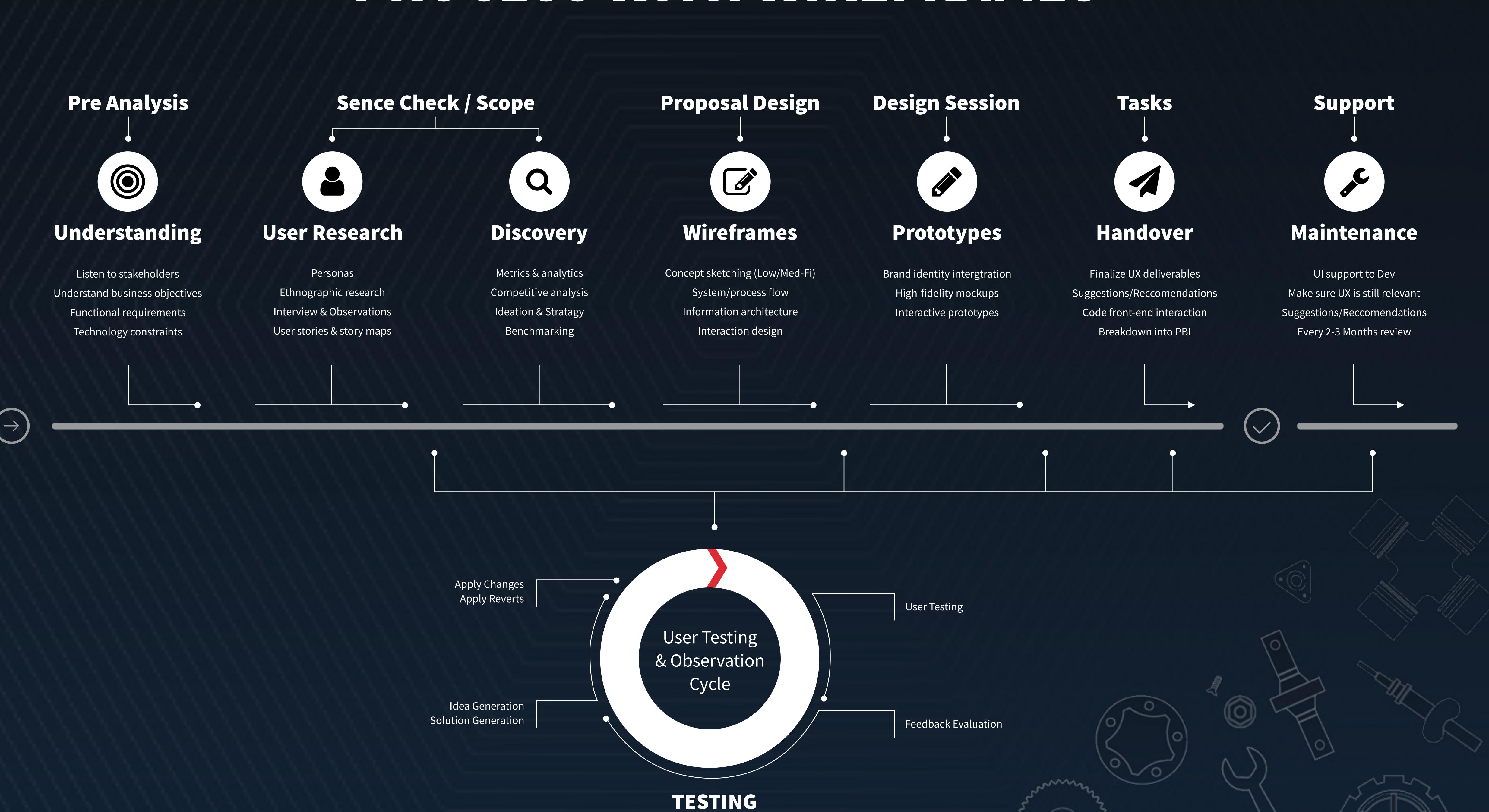
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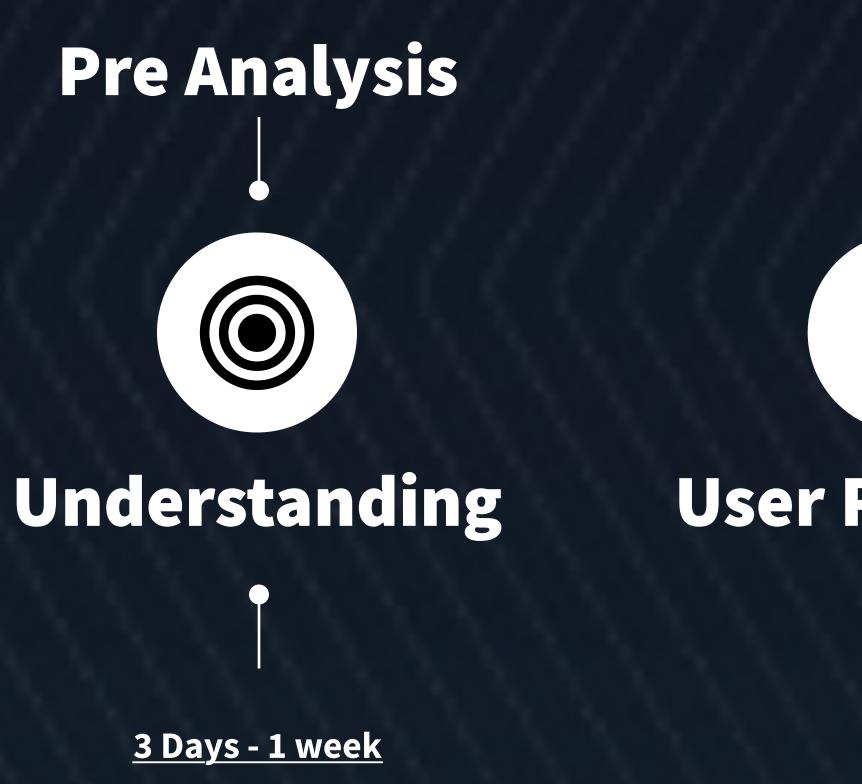
UX/UIDESIGN PROCESS

PROCESS WITH WIREFRAMES

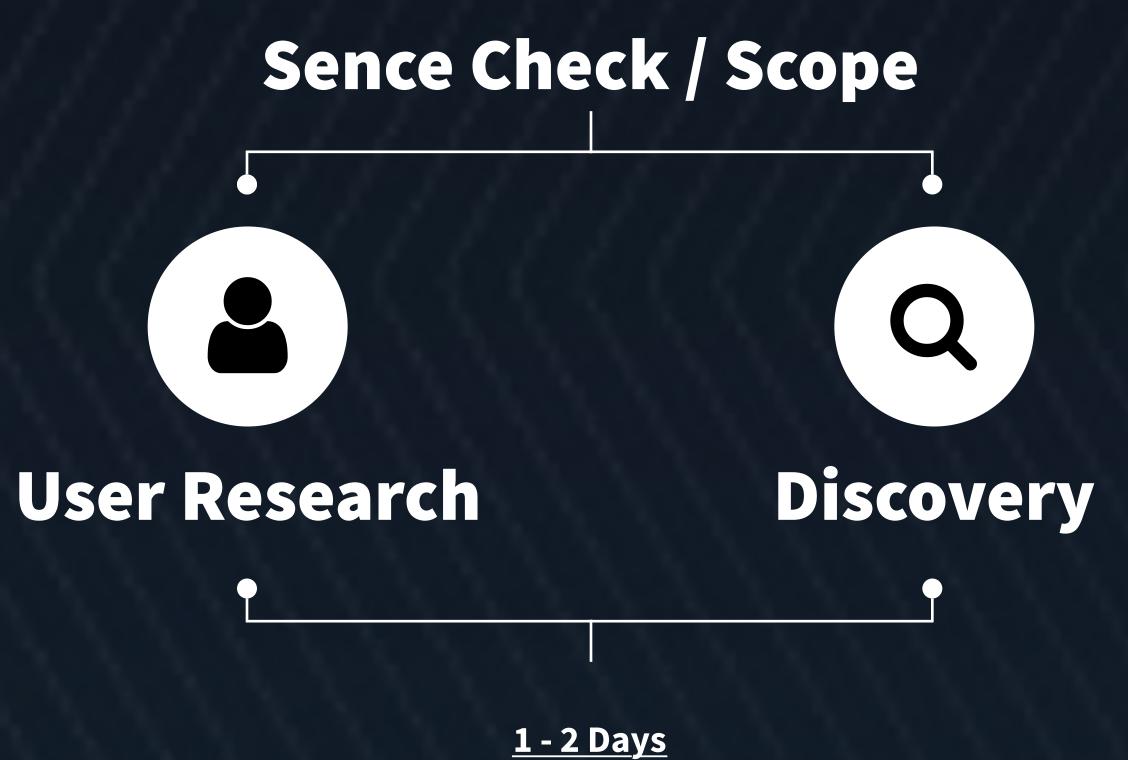


PROCESS BREAKDOWN

This process will be followed if there are major new features the need to be thought out and might have alot of changes. this is where we will save time by first putting it in to a wireframe testing session to make sure that the proposed functionality is well recieved by the clients before going into a full on design.



UX and Analist must be in the same meeting with the client to get the full list of what they need not just from a analist point of view but also from a UX and UI perspective



This will be the alignment with the analyst to be 100% sure of the tasks ahead. This is also where the design team will colaborate and brainstorm some ideas to all be on the same page. This will also be the stage where the design team will create paper prototypes to get our heads around the subject.



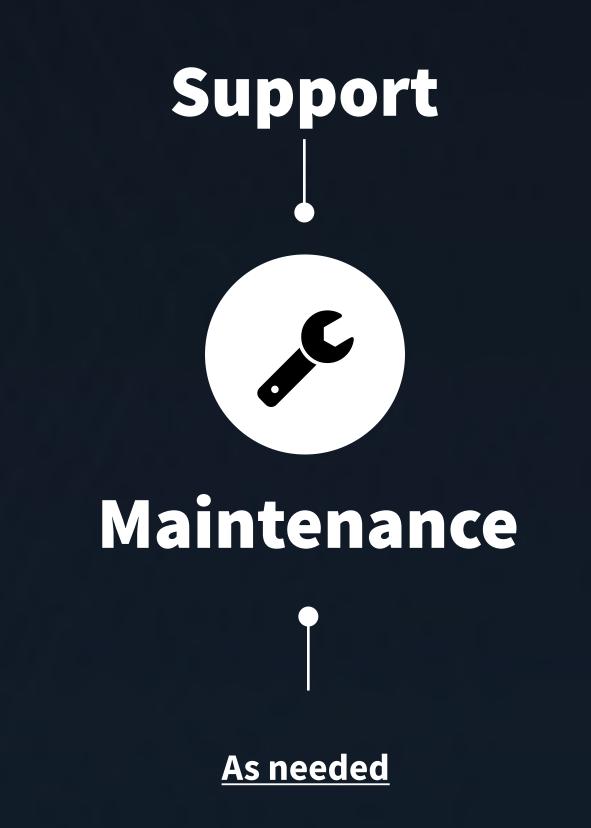
Following the research and discovery
we will take all the discussions in to
consideration and apply it to a high fidelity
wireframes that we can also take to client
for testing purposes.



This section should become more fluid once the basics of the brand is set. The design team will apply the branding from the style guide to the element layed out in the wireframes.



The handover of the final approved design to the dev team will include the files in Invision and a quick 30min presentation of the spesiffic design.



Once the design is handedover the design team will be on stand by for any support. The final product must under go user testing periodically from here on to ensure the users are still engaged and happy.

PROCESS WITH WIREFRAMES



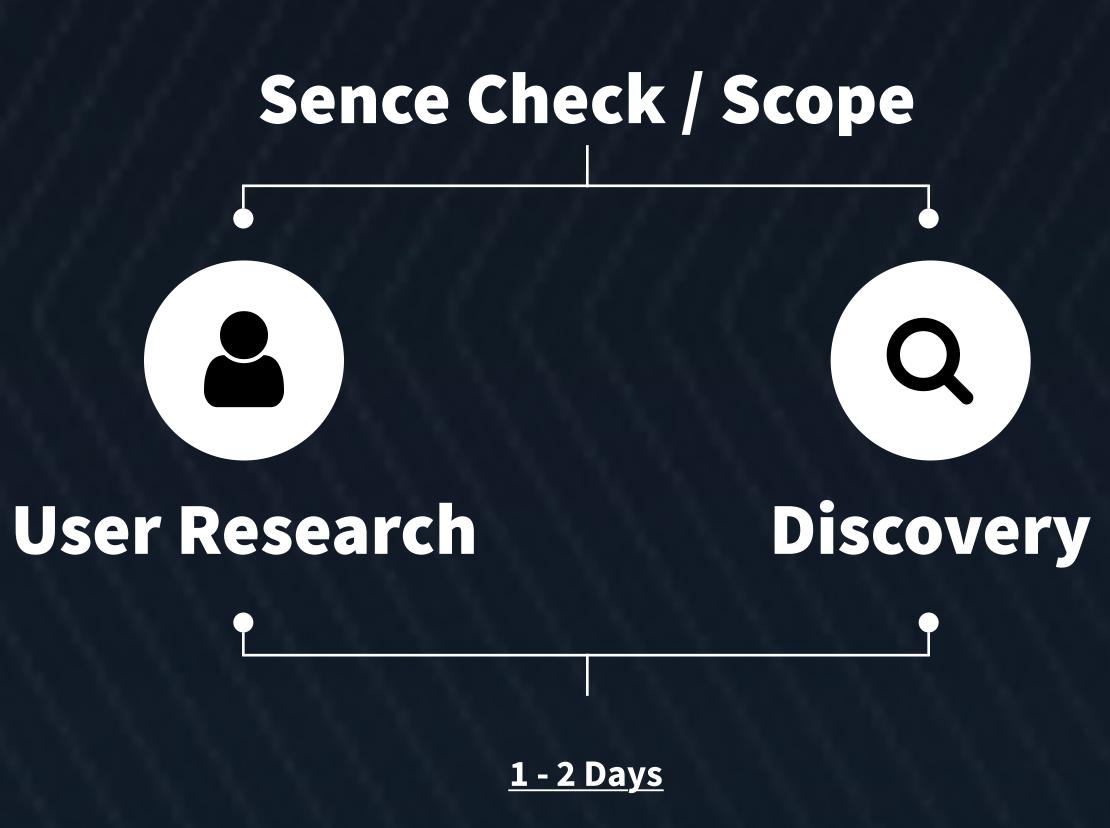


PROCESS BREAKDOWN

This process will be followed if there are major new features the need to be thought out and might have alot of changes. this is where we will save time by first putting it in to a wireframe testing session to make sure that the proposed functionality is well recieved by the clients before going into a full on design.

Pre Analysis Output Understanding 3 Days - 1 week

UX and Analist must be in the same meeting with the client to get the full list of what they need not just from a analist point of view but also from a UX and UI perspective



This will be the alignment with the analyst to be 100% sure of the tasks ahead. This is also where the design team will colaborate and brainstorm some ideas to all be on the same page.

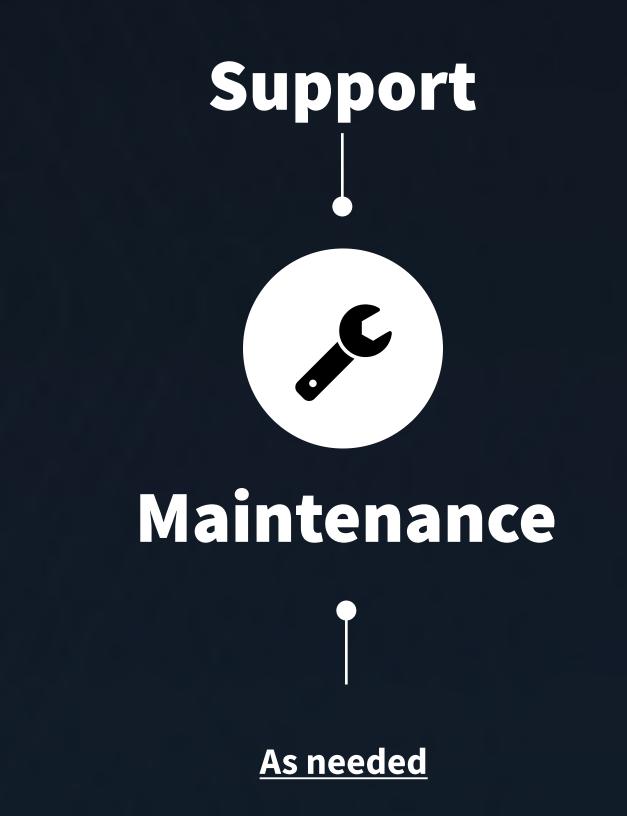
This will also be the stage where the design team will create paper prototypes to get our heads around the subject.

Design Session Prototypes 3 Days - 5 Days

This section should become more fluid once the basics of the brand is set. The design team will apply the branding from the style guide to the element layed out in the wireframes.



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