Example of Iterative Design Process in Website Development:

1. Planning & Research

   - Goal: Create a website for a local bakery.

   - Activities: Identify target audience, competitors, and user needs (e.g., easy online ordering, menu browsing).

2. Initial Prototype Creation

   - Output: Low-fidelity wireframe showing basic layout (homepage, menu, contact page).

   - Tools: Sketching, Figma, or Adobe XD.

3. User Testing (Round 1)

   - Method: Conduct usability tests with potential users.

   - Feedback Example: "The menu page is cluttered; hard to find specific items."

4. Refinement

   - Action: Redesign the menu layout to include categorized tabs (e.g., pastries, drinks).

   - Output: Updated wireframe with revised menu design.

5. Prototype Development (High-Fidelity)

   - Output: Create a clickable prototype with detailed visuals and interactive elements.

   - Incorporates: Branding, colors, and images.

6. User Testing (Round 2)

   - Feedback Example: "The checkout process has too many steps."

7. Further Refinement

   - Action: Simplify the checkout process to a single-page form.

8. Final Testing and Implementation

   - Final Touches: Ensure responsive design and optimize for mobile.

   - Launch the website, monitor for real-world feedback, and iterate further if needed.

This cycle repeats until the design meets both user needs and business goals.