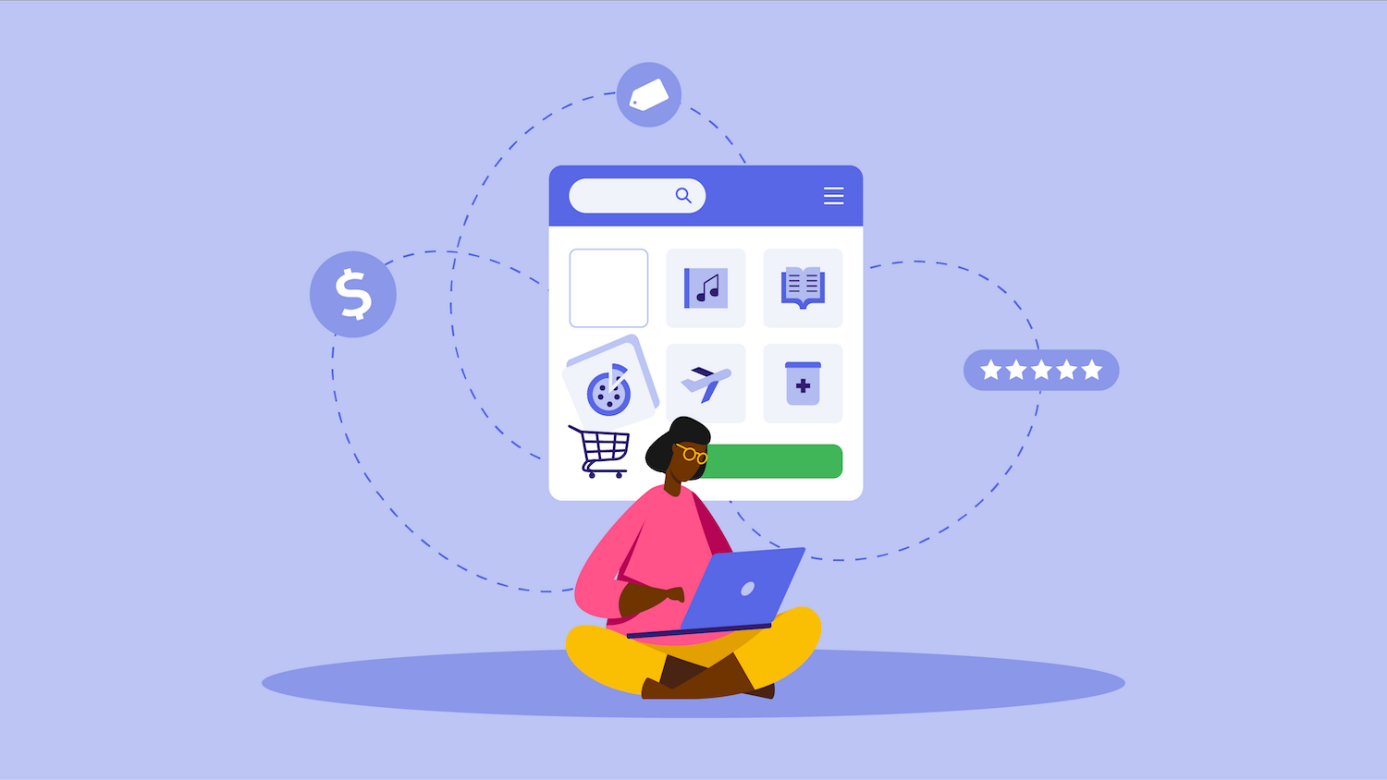
**DEVELOPEMENT D’UN SITE E-COMMERCE**



William Trelles – Classe CID 2A

ETML-Vennes

Professeur : Nicolas Cuendet

Table de matière

[1 Introduction 3](#_Toc157499402)

[2 Outils 3](#_Toc157499403)

[3 Etapes 3](#_Toc157499404)

[4 Conception 3](#_Toc157499405)

[4.1 Maquettes 3](#_Toc157499406)

[5 UX 3](#_Toc157499407)

[5.1 Choix de la palette graphique 3](#_Toc157499408)

[6 Test 3](#_Toc157499409)

[7 Conclusion 3](#_Toc157499410)

# Introduction

# Outils

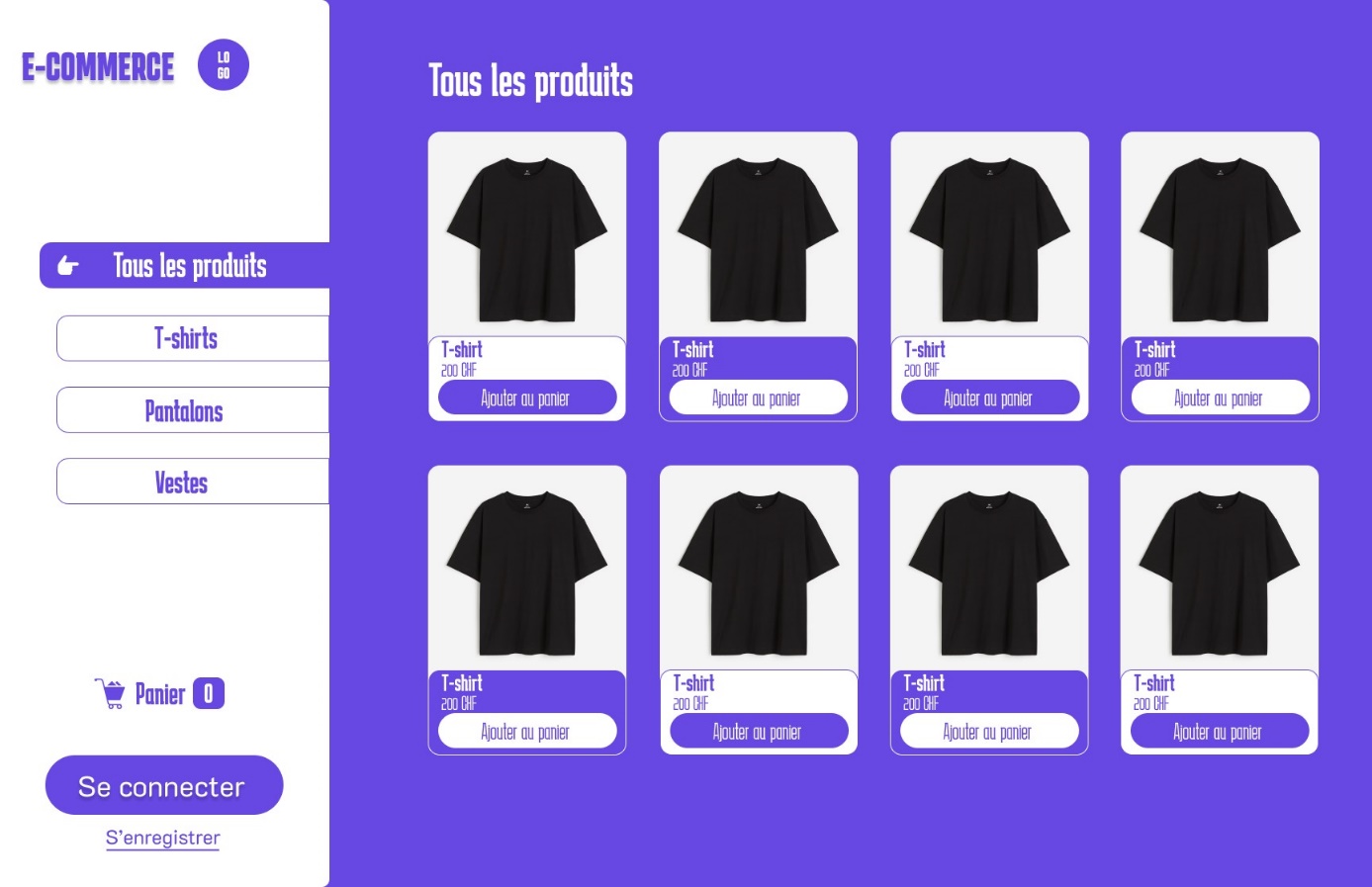
Figma pour la création des maquettes en high fidelity

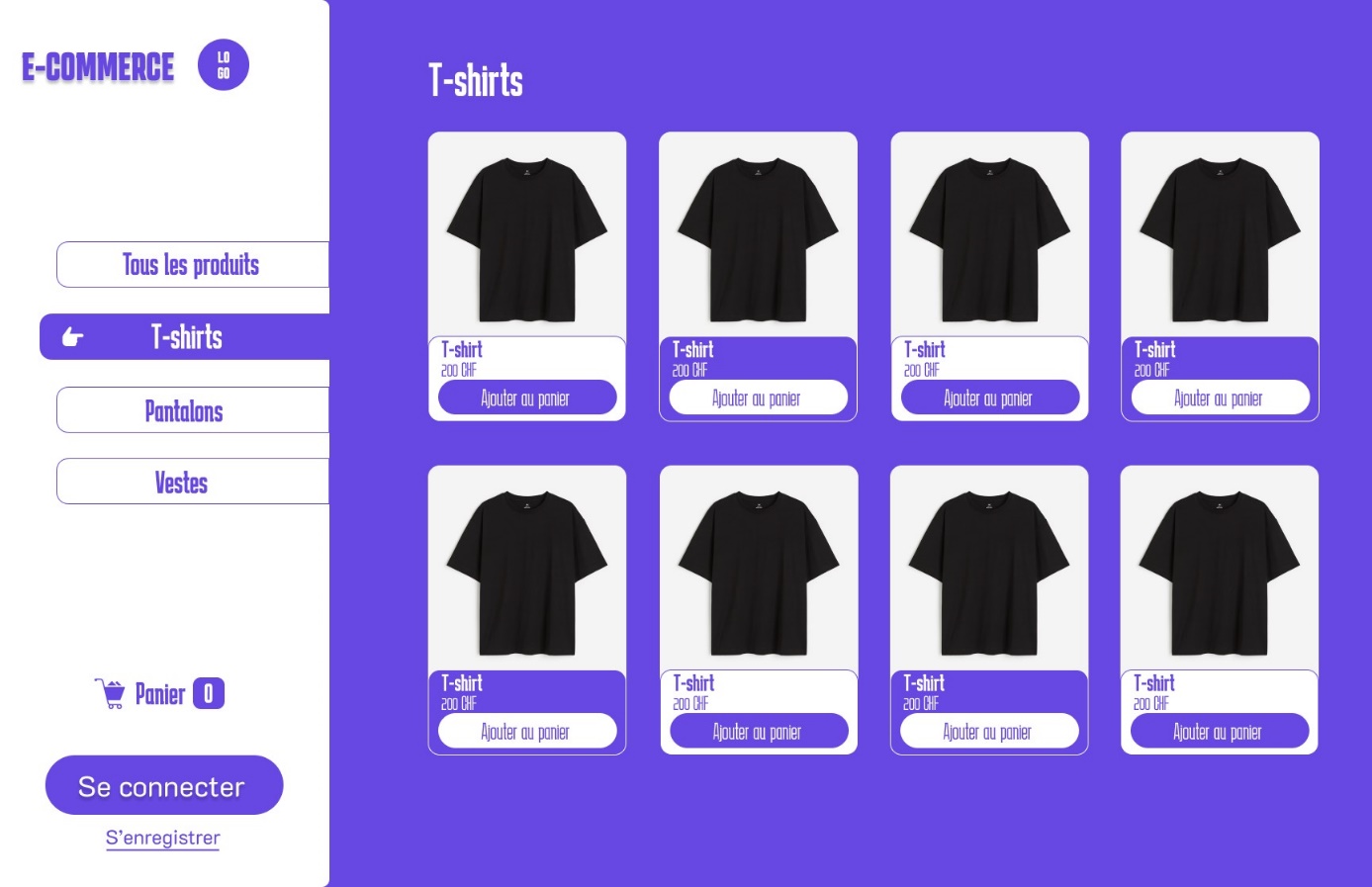
Github pour la sauvegarde en version du projet

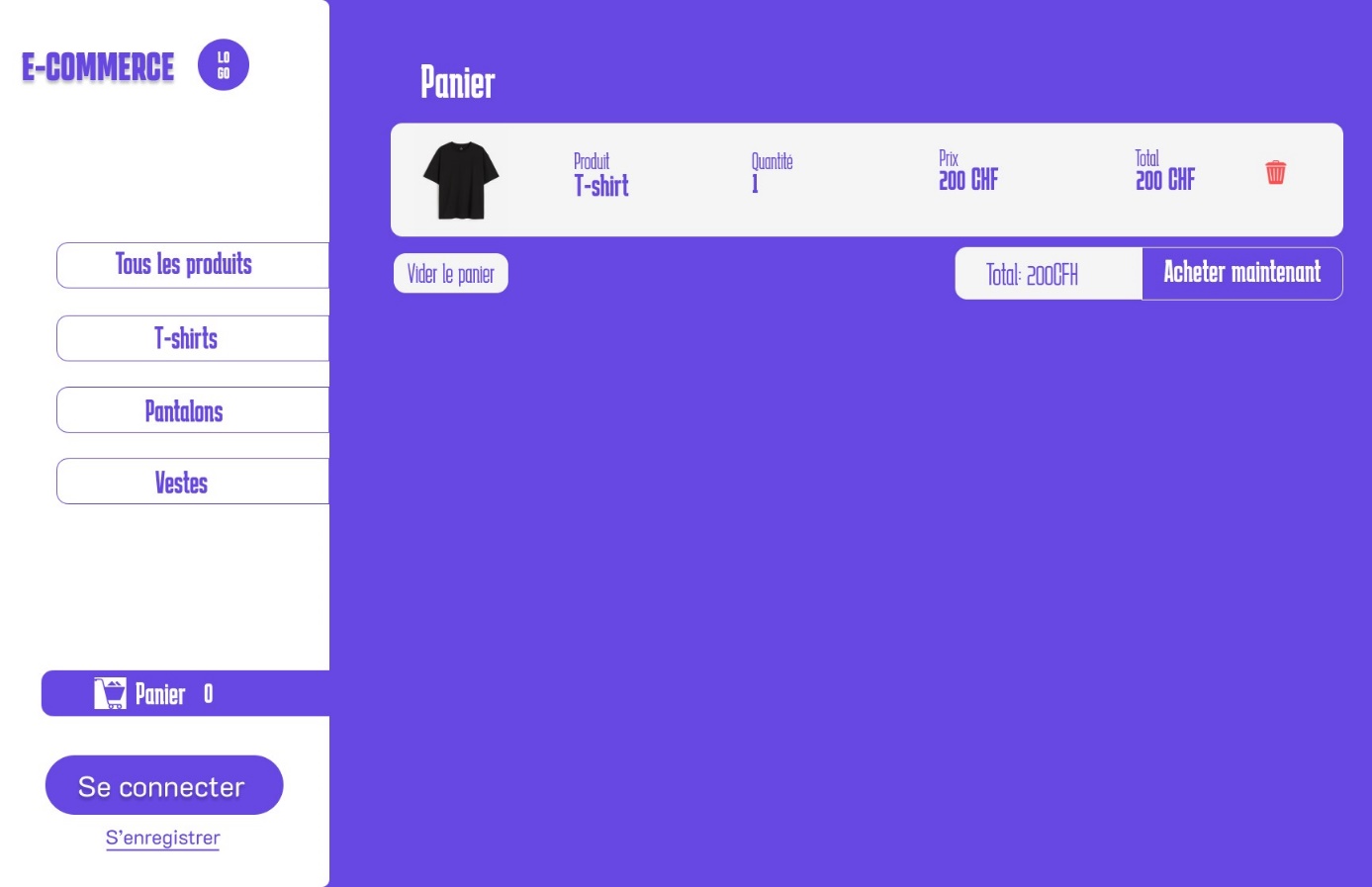
# Etapes

# Conception

## Maquettes

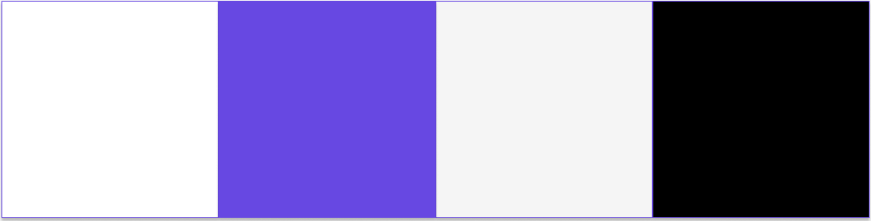






# UX

## Choix de la palette graphique



# Test

# Conclusion