Harvester App

Introduction

The task we received as the agency was to fully improve the existing version of the application for so-called harvesting (which is gathering particular data and information from online retailers shops for our Client).
Our users are developers, working on behalf of the Client, and our Client is well-known and one of the biggest multinational FMCG corporations.

My role

UX design based on the design thinking concept + basic UI.

Problem to solve/my task

Speeding up and improving users work using minimum of the time amount for the project and using the existing solutions (because the main and the most important aim for the team was to create an effective harvesting script).

Process steps

01. Meeting with my co-workers responsible for the project (Account Managers, Project Manager, Product Owner, Head of Technology, Developers) to carry on the discovery phase: to discuss our Client's expectations, users experiences of using the existing version of the app, and to make some assumptions and work schedule.
02. Analysis of the existing app and basic flow creation.
03. Ideation and first wireframes representing my ideas.
04. Sharing the ideas with my team to verify if all assumptions were considered and if they are possible to implement.

Some of the results

Here's the link to the presentation: https://xd.adobe.com/view/485aa805-dd85-4daf-531d-2df6991142b4-3e6b/?fullscreen.
If you have never been using Adobe XD, it's possible to display the list of all wireframes at once and move between them out of the order (after leaving full screen preview and clicking on the breadcrumbs/grid icon in the left top corner).