**explorerLaVie – UX Project**

* Project Name:
  + explorerlavie.com.my
* Project Description:
  + explorerLaVie decided to guide traveler how to discover the beautiful of life during vacation. The tour guides of explorerLaVie have been backpacking to various countries. During the journey, they discover the meaningful of life, what is the precious moment in the journey, interacting with local people and find out different view towards the world. These tour guides decided to invite people, whether they are losing direction in their life, need to seek a peaceful moment in busy working life, or enthusiastic in discovering different culture of the world, form a travelling group and healing their souls.
  + Launch out travel package each month with people limited.
  + Each package list out the price, things to prepare during vacation, details of the journey, and limited people.
* Who is this for?
  + **Adult with good health condition** – Everyone who is 18 years old or above. Traveling style is backpacking, most of the time will using public transport or walking. Having strong physics and mental condition.
* Feature List (Product requirements).
  + Home | Tour | Gallery | About us | Contact Us | Cart | Account
  + Picture of destination
  + Details of journey
  + People sharing their experience on
  + Why choose explorerlavie
  + Tours selection
  + Recommendation of tours
* Competitors & Product Inspiration
  + LevArt
* Deliverables
  + Wireframe for client approval
  + High fidelity prototype of the tutor focused product
  + User Testing
    - For this test we’ll be using Hallway testing, Unmoderated remote testing.
    - Usability Report
    - UI Assets for developers.
    - Not included: We will not be prototyping or testing the end user side of this product. This side of the product is where traveler sign up for tour.
* Cost
  + $4000 total with $93 p/hour for any additional work outside our brief.
  + 50% payment required to begin work.
* Timeline/Deadline
  + 6 March – UX research to be completed by Low.
  + 7 March – First wireframes delivered to client.
  + 8 March – Feedback from wireframes due to Low.
  + 9 March – High Fidelity Prototype to client for review.
  + 10 March – Feedback of prototype due to Low and begin final amends to UI.
  + 11 March – User testing begins.
    - Testing will be completed on spot.
  + 12 March – User testing completed & usability report accepted and start develop.