

1

Defining Scope

Activities

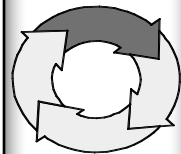
- Review pain points
- Review use cases & scenarios from user research

Deliverables

- Problem Statement
- High Level Design Goals

Checkpoints

- Fluid project team "show & tell" of deliverables



2

Understanding the User

Activities

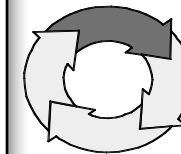
- Review Fluid persona group
- Identify primary & secondary personas

Deliverables

- Primary & secondary personas

Checkpoints

- Stakeholder persona ID working meeting
- Fluid project team "show & tell" of personas



3

Understanding User Needs

Activities

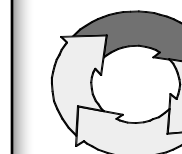
- Identify likely 'contexts-of-use' (COU) for components
- Create user scenarios based on user research & identify primary & secondary
- Identify use cases abstracted from COU & scenarios

Deliverables

- Screen shots & description of contexts of use
- List of Functional requirements
- List of primary & secondary scenarios

Checkpoints

- Design team review
- Fluid project team "show & tell" of contexts & requirements



4

How we meet the user needs (design)

Activities

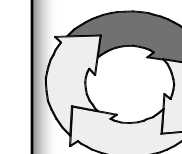
- Benchmarking
- Create storyboards for contexts-of-use AND user scenarios
- Identify existing & new design patterns
- Create wireframes and/or mockups

Deliverables

- New design pattern(s) & enhancements to related & existing design patterns
- Storyboards
- Wireframes and/or Mockups

Checkpoints

- Iterative design reviews as needed
- Component project team review
- Fluid project team "show & tell"



5

Evaluation of solution

Activities

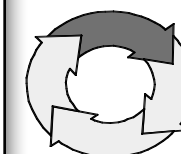
- Mouse interaction user testing
- Screen reader user testing
- Keyboard interaction user testing

Deliverables

- Testing protocols
- Testing results "lightweight" report
- Design Iteration

Checkpoints

- Design team review of iteration
- Fluid project team "show & tell"



6

Implementation

Activities

- Break designs into user stories (scenarios?) & prioritize
- Create gaps in wireframes/mockups to support stories
- Answer development questions

Deliverables

- Component "lightweight" functional specifications
- Story Cards

Checkpoints

- Component project team review
- Fluid project team "show & tell"