Schedule

Week 1 (Oct 4)
- Meeting with Tara and Daphna ✓
- Write out project plan and goals ✓

Week 2 (Oct 11)
- Lockdown schedule ✓
- Initial Visuals - Look and feel explorations ✓
- Card Sorting ✓
- Sketching ✓
- Brainstimstorming ✓
- Wireframes V1
- User Flow - V1

Week 3 (Oct 18)
- Sketching
- User Profiles ✓
- Wireframing V2
- Visual exploration selection and refine
- Presentation prep

Week 4 (Oct 25)
- User testing v1
- Paper prototype
- Visuals sketches on paper prototype

Week 5 (Nov 1)
- User testing v2
- Paper prototype v2

Week 6 (Nov 8)
- Digital prototype v1
- User testing

Week 7 (Nov 15)
- Digital prototype v2
- User testing
- Finalize all visuals/ icons/ typography for Talk Birdy
Week 8 (Nov 22)
- Final Prototype finished
- Final visuals finished
- Start preparation for presentation
- Collect all process documentations
- Write up on DAT website

Week 9 (Nov 29)
- Prepare for presentation
- Write up on DAT website

Week 10 (Dec 6) - Deadline
- Final presentation in class

Our Final Deliverables that we need by Dec 6
- Sketching and Brainstorming
- User profiles
- Wireframes
- User Flow
- Paper Prototype
- User Testing
- Interactive Prototype
- Visuals design for the interface (icons, colors, typography)
- Final Presentation
- Documentation of the whole process