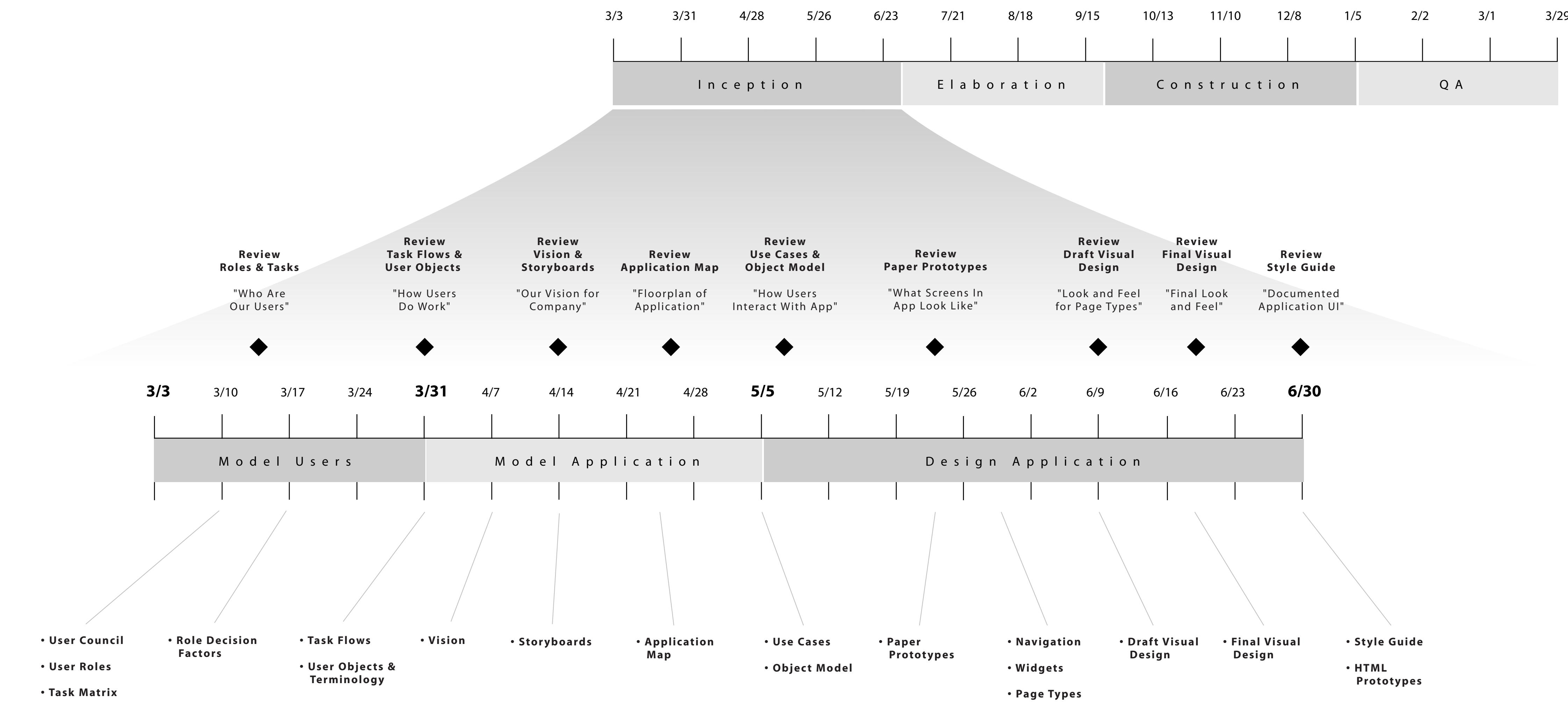


Company UI Plan

Version 1.1, --, Jim Beno

Inception

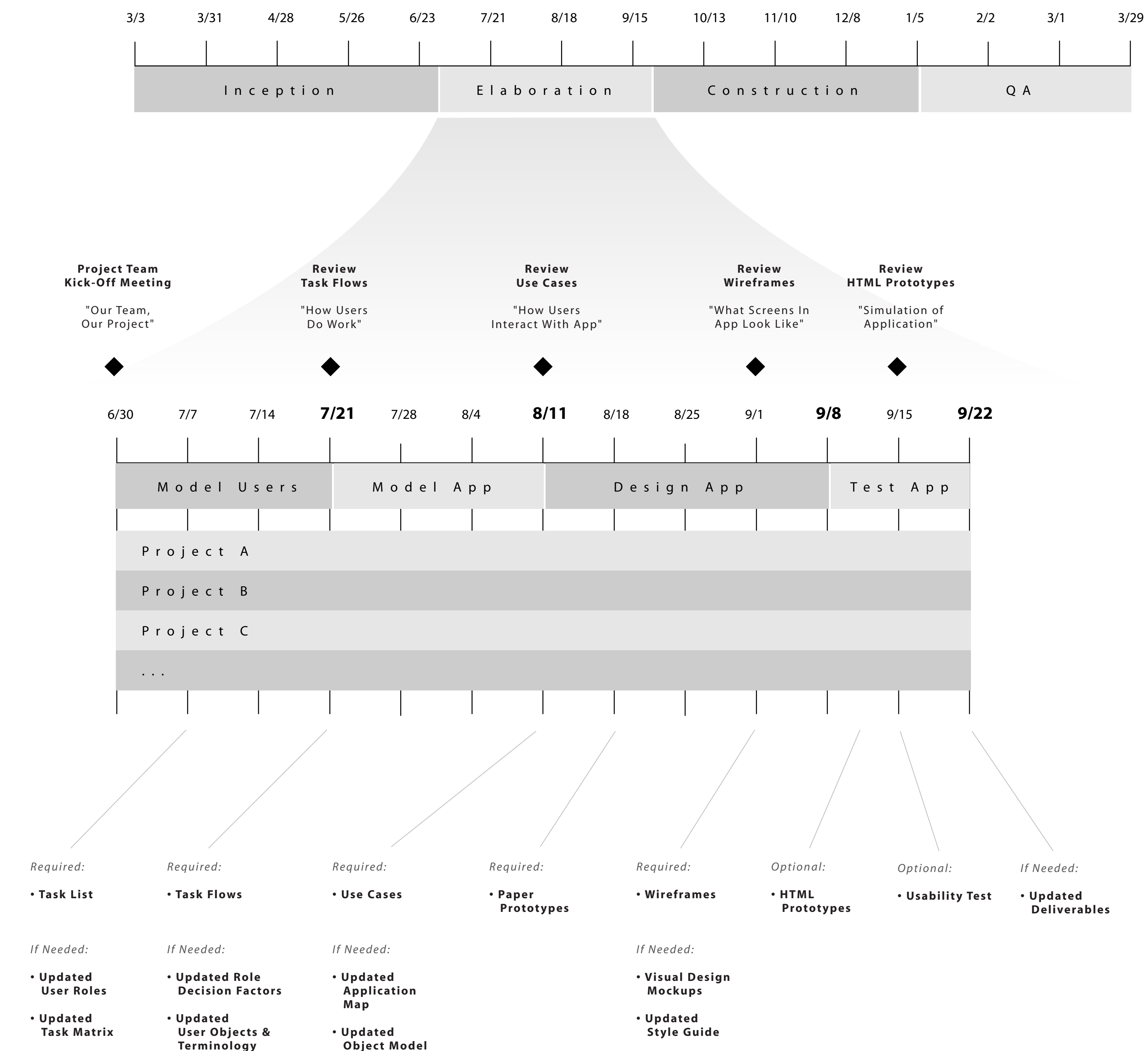


At Company, our goal is to create a solution that meets the needs of our customers. To do this, we need to first understand how they work. Techniques for doing this include interviewing users about their roles and tasks, and observing and learning from users on-site. Knowledge captured from these activities then serves as the foundation for user-centered design. The result is that the model of reality and approach to tasks presented by the application matches the model in the user's mind.

- ### Inception Deliverables
- User Roles
 - Task Matrix
 - Role Decision Factors
 - Task Flows
 - User Objects & Terminology
 - Vision
 - Storyboards
 - * Application Map
 - Use Cases
 - * Object Model
 - Paper Prototypes
 - Visual Design Mockups
 - * Style Guide
 - HTML Prototypes

* Key Deliverable for Elaboration & Construction

Elaboration



Project Team Consulting

Initial Consultation
Deliverables for Key Projects
Periodic Deliverable Reviews

Project Team Training

Usability
Design Process
Style Guide Usage

Elaboration Deliverables

Required Per Project:
Task List
Task Flows
* Use Cases
Paper Prototypes
* Wireframes

Optional Per Project:
* HTML Prototypes
Usability Test

Updates If Needed:
User Roles
Task Matrix
Role Decision Factors
User Objects & Terminology
Application Map
Object Model
Visual Design Mockups
Style Guide

* Key Deliverable for Construction