Tentative Plan for Phase 6

Step 1: Build a Hybrid Prototype

- Use completed visuals from Phase 5 for polished areas.
- Add low-fidelity screens as placeholders for unfinished parts, which UX can create quickly.
- Developers should participate actively to ensure feasibility and alignment as the prototype develops. This avoids potential roadblocks later and keeps everyone on the same page.
- **Goal:** Create a working prototype that is testable without delaying development.

Estimate Timeline Together

- Collaborate with UX and developers to determine how long it will take to build the hybrid prototype—possibly one or two sprints.
- Involve the team early to balance workload and manage expectations.

Step 2: Test and Iterate

- Run user tests on the prototype to identify usability issues and refine the flow based on feedback. This aligns with the UX team's goal of testing what exists before moving on to new features.
- Developers can continue working on agreed-upon, ready tasks during this phase, maintaining momentum.
- **Goal:** Ensure the onboarding process is user-friendly and functional before adding new features.

Step 3: Finalize a High-Fidelity Prototype

- In the final sprint, integrate insights from testing into a polished, high-fidelity prototype.
- Focus on delivering the MVP: a functional sign-up and matchmaking flow. If timelines allow, include a payment flow, but if not, the client can handle payments manually in the interim if they were to decide to launch.
- **Outcome:** Deliver a strong MVP that prioritizes essential features and allows future enhancements.

Questions to Bring to the Meeting

- **For UX Team:**
  - Which completed visuals from Phase 5 can we use in the hybrid prototype?
  - What low-fidelity placeholders can be quickly created to fill in the gaps?

- **For Developers:**
  - Are there any feasibility concerns with this approach?
  - What tasks can be worked on immediately while we finalize the prototype?

- **For Both Teams:**
  - How long do you estimate it will take to complete the hybrid prototype? One or two sprints?
  - What specific feedback should we prioritize during user testing?
  - Does this approach align with everyone's expectations for Sprint 1?
  - Previous Strategy notes that they suggest starting with the Producer Dashboard