

Milestone 4

**Wireframing, Digital Information
Architecture, and Interactive Low-Fidelity
Figma Prototype**

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Introduction

Our Milestone 4 focuses on combining research from Milestone 2 and Milestone 3 into concrete design solutions.

From Milestone 2: User Research, we learned that scheduling problems primarily come from:

- Constant schedule changes
- Fragmented tools (Google Sheets, Discord, When2Meet, etc.)
- Heavy reliance on manual communication
- Need for simple, low-cost solutions

From Milestone 3: Market Research, we identified that:

- Existing tools are either too simple or too complex
- No platform integrates scheduling, communication, and coordination altogether
- There is a clear market gap for small teams needing both simplicity and functionality

These insights directly led to our design direction: A centralized, lightweight scheduling system that automates communication and reduces tool fragmentation.

Wireframe Overview & Key Features

[\[Paper-Based Wireframes\]](#) | [\[Figma Prototype\]](#) | [\[Digital Information Architecture\]](#)

Core Modules & Functions

1. Dashboard - Central hub for all activity

Features:

- Announcements
- Polls
- Schedule updates

Rationale: Users reported that important information gets lost in chats. The dashboard ensures visibility and acts as a single source of coordination.

2. Availability Poll - Collecting team availability efficiently

Features:

- Click or drag selection (flexibility)
- Ability to prioritize specific people

- Remove participants
- Highlight best times visually

Rationale: Fixes major usability issues from When2Meet (poor contrast, hard selection, no prioritization, etc.)

3. Announcements - Structured communication channel

Features:

- Group-specific messages
- Persistent, organized posts
- Can reach everyone in the team

Rationale: Replaces messy group chats where important updates get buried.

4. Shift Schedule - Real-time scheduling system

Features:

- Live calendar updates
- Notifications for changes
- Shift swap functionality
- Potential auto-fill replacements for call-outs

Rationale: Directly addresses schedule volatility, manual coordination, and lost updates

5. Create Team - Manage team structure

Features:

- Group organization
- Targeted communication

Rationale: Replaces scattered group chats across platforms.

Workflow Comparison

Feature	Current Workflow	Our Solution
Dashboard	Use multiple tools (Google Sheets, When2Meet, Team, Discord)	Announcements, schedules, and To-Do list all accessible in one place
Availability Poll	When2Meet used: dragging feature limited, difficult to prioritize people, remove responses	Feature repeatability for dragging options, able to prioritize specific people
Announcements	Easily missed or lost in message threads	Centralized and organized, most recent updates clearly visible
Shift Scheduling	Manually notify individuals and find replacements	App automatically identifies gap and notifies others to fill in
Creating Teams	Teams created through different messaging platforms	Team creation and management in same app

Users currently rely on multiple tools simultaneously, while our design consolidates everything into one system.

Conclusion

In this milestone, we took our research and focused our design on simplicity and ease of use, real-time updates and visibility, and automated communication. The issue is not that users lack tools but that current tools are disconnected and inefficient. Our design addresses this by creating a single, integrated platform that streamlines scheduling and communication for small teams.