

Resource

Design-to-Release Readiness Framework

Phase	Action Items	Deliverable
Pre-Design & Research	Define goals, user needs, business requirements; conduct research/interviews	Research summary, personas, journey maps
Design & Prototyping	Create annotated wireframes/high-fidelity prototypes in Figma	Figma files with specs, interactions, components
	Build reusable design system/components, ensure consistency/accessibility	Design system doc, WCAG audit
	Define acceptance criteria for flows, usability, performance	Documented criteria tied to user stories/journeys
Handoff to Dev	Deliver comprehensive package: prototypes, specs, annotations, redlines	Figma handoff/dev specs PDF
	Document interactions, edge cases, micro-interactions	Annotated prototypes, motion specs
Pre-UAT Preparation	Verify no critical defects from prior testing; align on environment/data	Readiness report, bug log review
During UAT/Testing	Support sessions: clarify designs, gather feedback, iterate quickly	UAT notes, rapid updates in Figma
	Track issues vs. criteria/journeys; prioritize fixes	Issue tracker with severity/impact
Release Readiness	All acceptance criteria met; no blockers; stakeholder sign-off	Final sign-off checklist/matrix
	Validate measurable impact (usability, adoption metrics)	Before/after metrics comparison
Post-Release	Set up feedback loops, analytics tracking, iteration plan	Continuous discovery roadmap