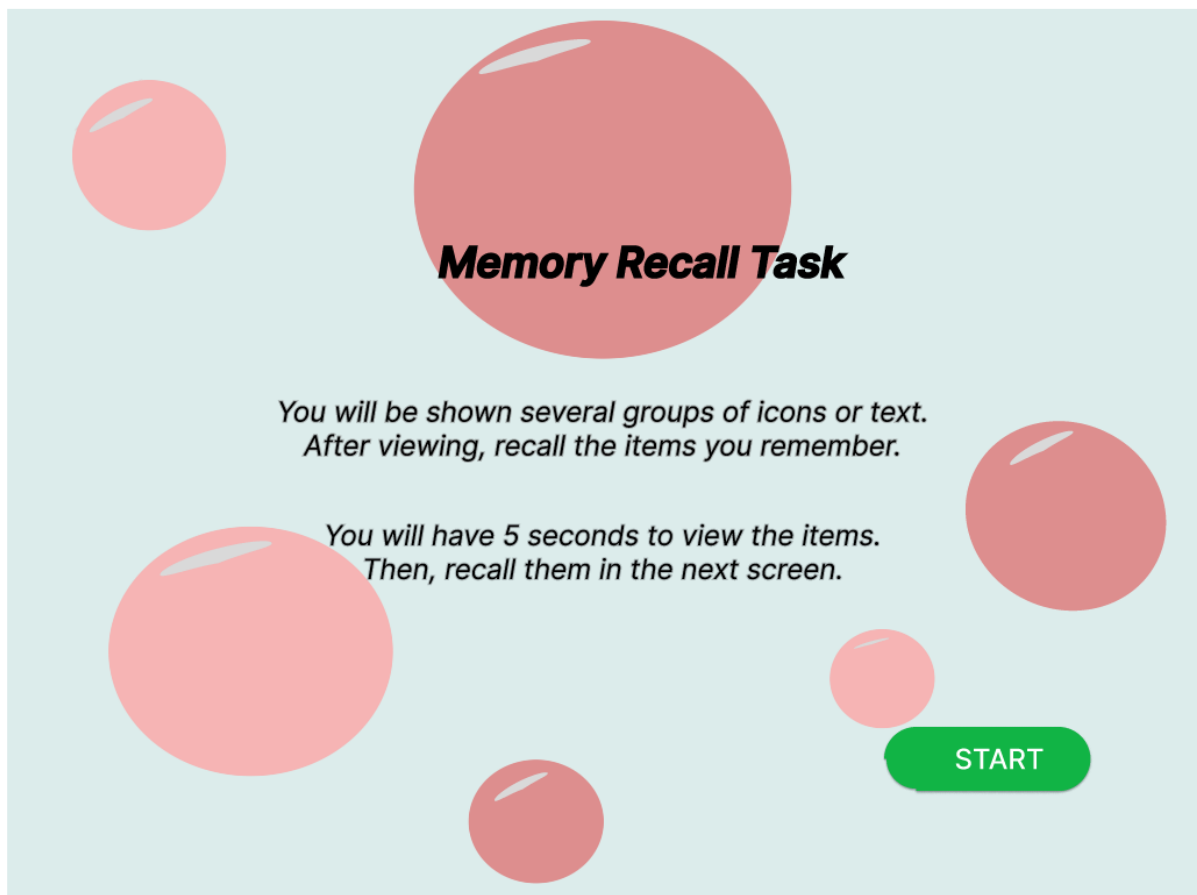# USER INTERFACE DESIGN LAB 2 REPORT:

I have designed a simple prototype of a **memory recall game.**

Here I have used a light themed back ground and added some bubble to make it look like a dreamy world. It helps users to calm their mind.

I have also added circles and transformed it into a oval shape to make the bubbles look like 3d.

I have followed the instructions and added interactions to navigate from 1 desktop to another.

For the chunks that users going to remember I have grouped the common elements into categories.

In this way users can remember it faster. Now users can just see the icons for few seconds and they can just remember the categories like social media, travel, food, password which are easy to remember.

I have set a time delay of 5000 milli seconds. It automatically navigates to next page.
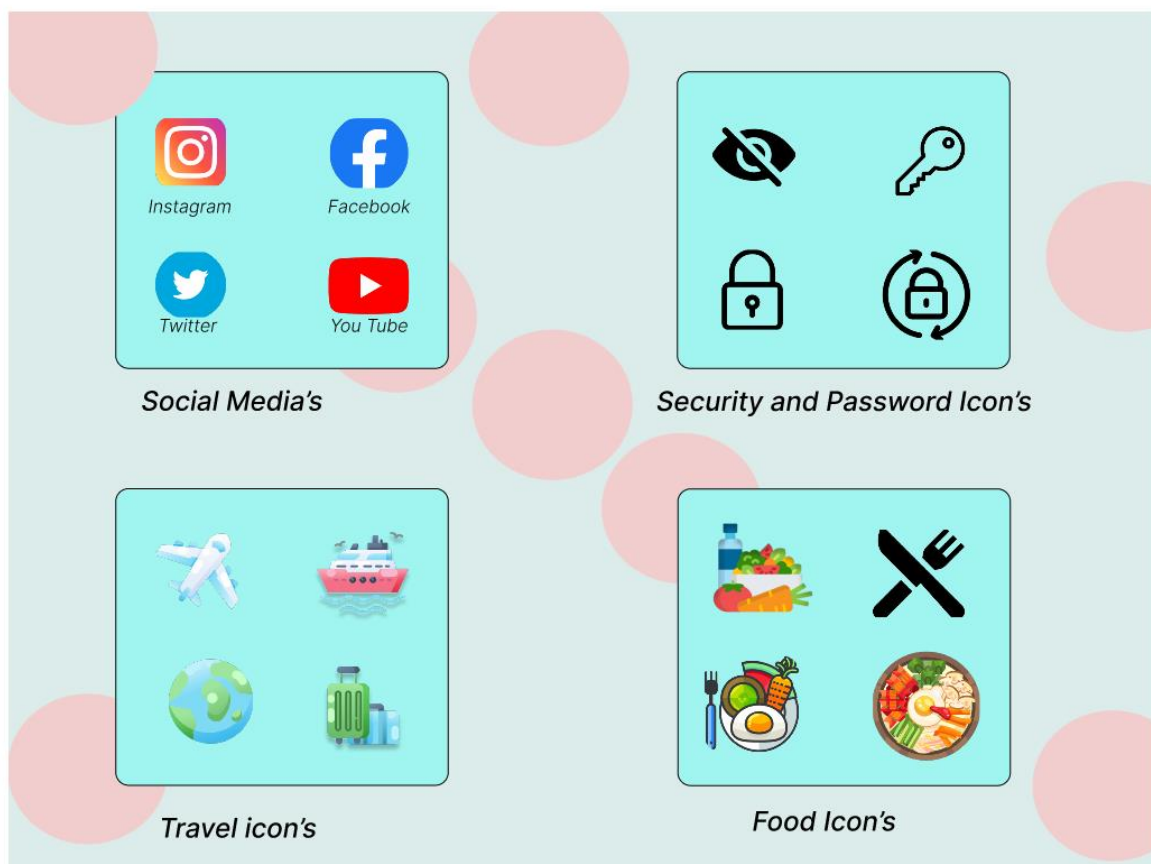
In the recall phase I used build in radio buttons. I have used set variable interaction and changed the colour of the buttons when we click it. And I gave a submit button.
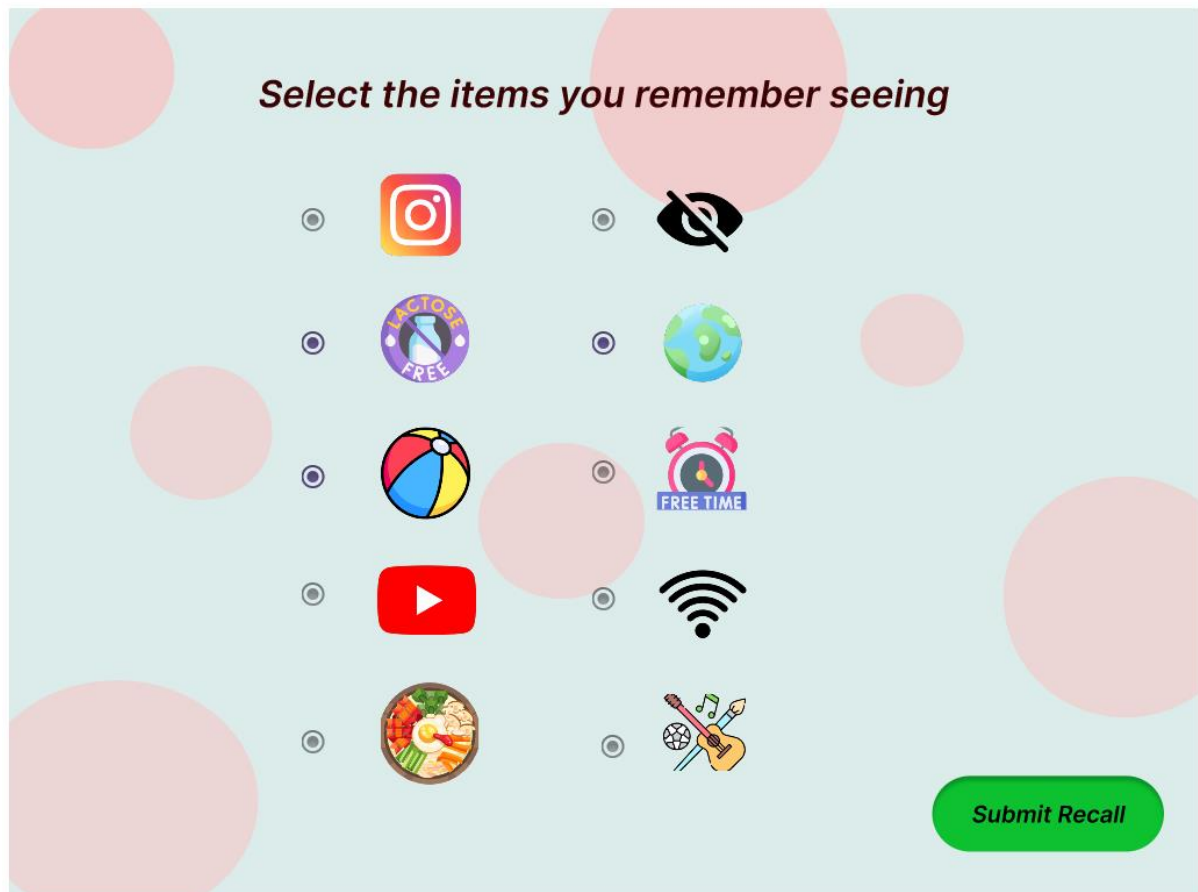
After the submit button, I gave a congratulations message so that users can get the feedback message and they know that the game is over.

To make it look more presentable I have designed a trophy using various shapes and colours .
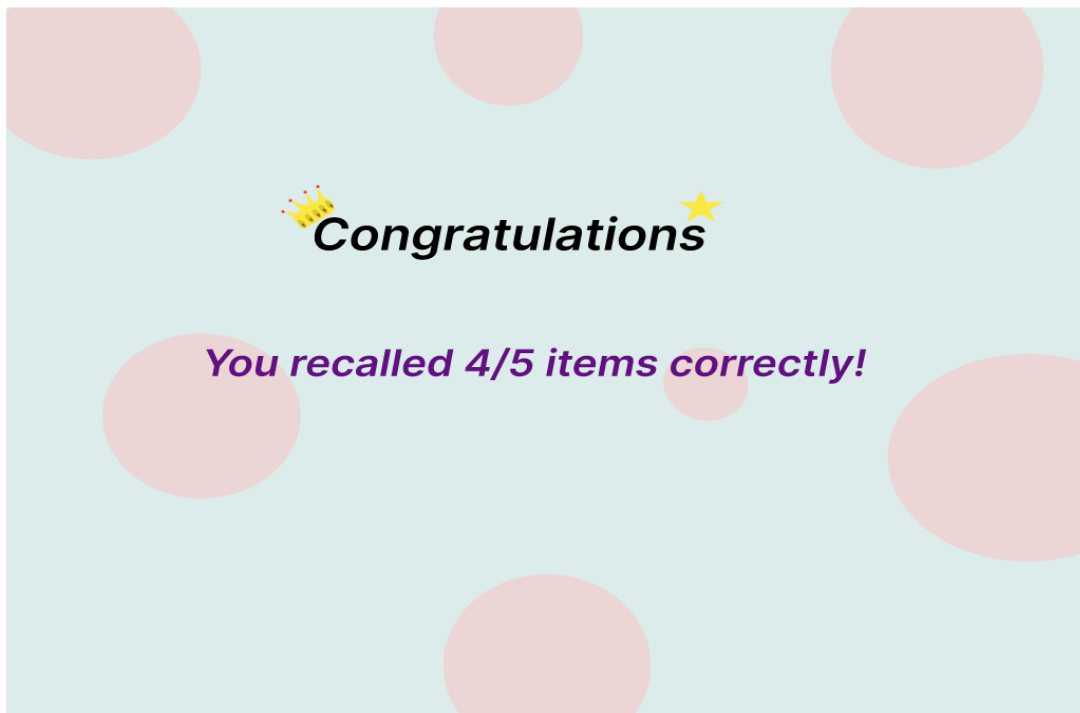
This is the interaction flow and the prototype of the design.