UID 4

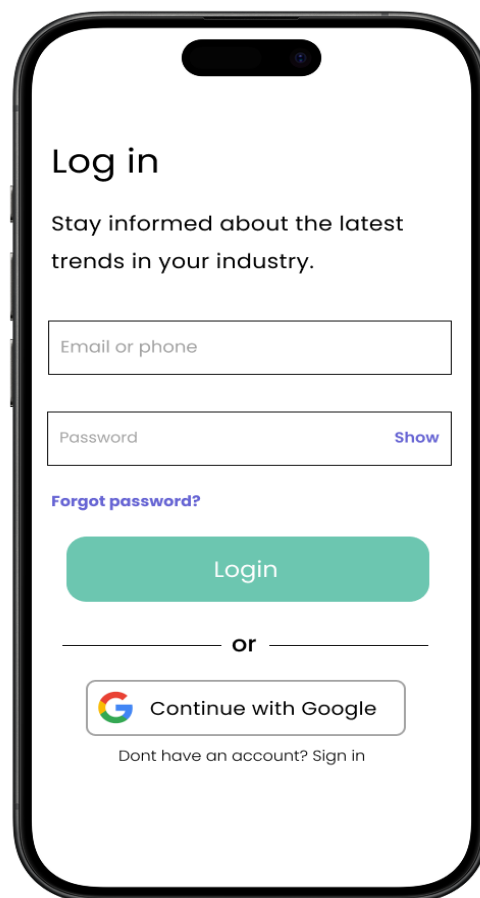## Familiar and unfamiliar design

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I have designed an app dedicated for buying fruits and veggies .so I have designed around 4 pages to show the difference between familiar and unfamiliar design

<u>Page 1 :</u>

The first page is the basic login page where the user can enter their email and password and can login here every feature is understandable and will be familiar to the user so this design is familiar design

Page 2 :
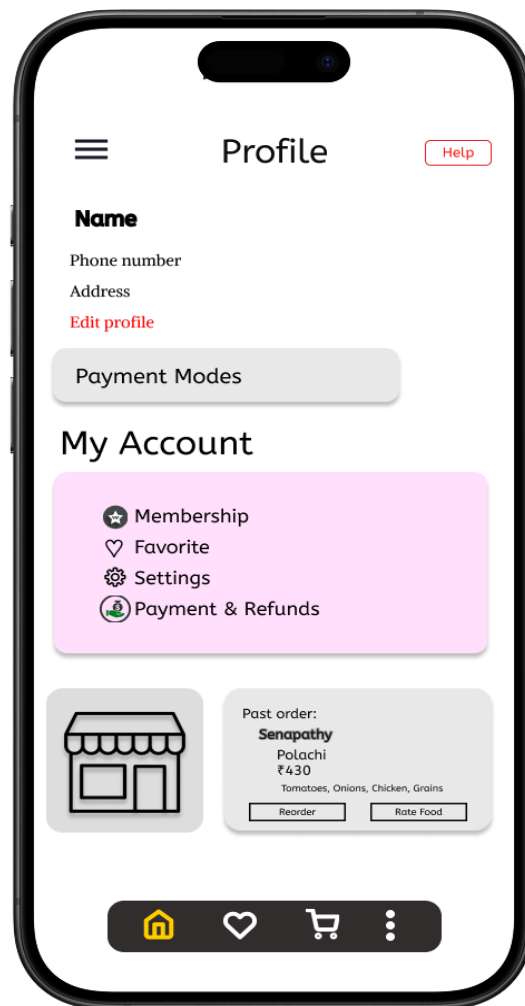
Here also I have used all the familiar features only where the user can understand all the features easily with the given options.

Page 3 :

In page 3 I have given the unfamiliar option for the fruits and veggies when the user hovers the mouse over the items they will pop up in front and this will encourage the user to touch the item The hamburger icon is also given under which many submenus are given. All the submenus are hidden and unfamiliar but if the user clicks it becomes familiar
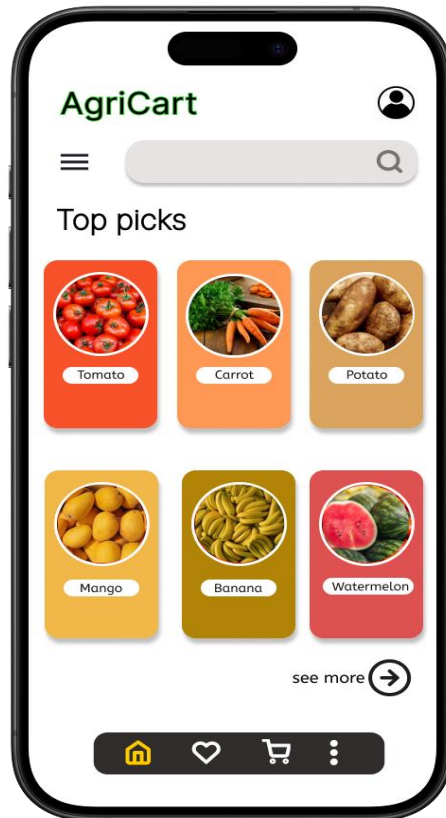
Page 4 :

In page 4 the clicked option by the user is displayed and the details,ratings and quantity is shown to the users