**HOBBIES APP**

**Aim:**

The aim of the project is to design a user-friendly and visually appealing Hobbies App that allows users to log in, explore various hobbies, and manage their interests efficiently. The app should provide a seamless experience from the start page through to the main page, focusing on simplicity and ease of use.

**Procedure:**

1. **Research and Ideation:**
   * Understand the target audience and their needs.
   * Research existing hobbies apps for inspiration and identify areas for improvement.
   * Define the core features of the app, such as user authentication, hobby browsing, and hobby management.
2. **Wireframing:**
   * Create low-fidelity wireframes for the Start Page, Login Page, and Main Hobbies Page.
   * Focus on the layout and structure of each screen.
3. **Design in Figma:**
   * Design high-fidelity prototypes of the Start Page, Login Page, and Main Hobbies Page in Figma.
   * Choose a color scheme, typography, and design elements that reflect the app's purpose and appeal to the target audience.
   * Ensure consistency in the design across all screens.
4. **Prototype Interaction:**
   * Set up interactive elements in Figma to simulate user interactions, such as clicking buttons and navigating between pages.
   * Test the flow of the app to ensure smooth transitions and intuitive navigation.
5. **Review and Feedback:**
   * Share the design with stakeholders or peers for feedback.
   * Iterate on the design based on feedback to refine the user experience.

**Prototype:**

1. **Start Page:**
   * **Design Elements:** The Start Page should welcome users with a clean and inviting interface. Include the app logo, a brief tagline, and two primary buttons: "Sign Up" and "Log In."
   * **Interactions:** Users can click on either button to proceed to the Sign-Up or Login Page.
2. **Login Page:**
   * **Design Elements:** The Login Page should include input fields for the user’s email and password, a "Forgot Password?" link, and a "Log In" button. Ensure clear labeling and easy-to-read fonts.
   * **Interactions:** Users input their credentials and click "Log In" to access the app.
3. **Main Hobbies Page:**
   * **Design Elements:** The Main Hobbies Page should feature a dashboard displaying various hobbies, a search bar, and filtering options. Each hobby should have a card or list layout with an image, title, and a brief description.
   * **Interactions:** Users can browse hobbies, click on a hobby to view more details, and add hobbies to their favorites or personal list.
4. **Result:**
   * The user should be able to log in, browse through different hobbies, and easily manage their interests. The design ensures an intuitive experience with clear navigation and engaging visuals.

