INTERNET PROGRAMMING AND MOBILE PROGRAMMING CEF 440 TASK 5

UI DESIGN AND IMPLEMENTATION

Submitted By:

NAMES	MATRICULE
NDIKINTUM CARL NFON	FE20A073
NYENTY EYONG ARREHQUETTE	FE20A094
OBASIARREY M'ONEKE MARY ARREY-NJOK	FE20A095
OROCKTAKANG AGBORBEJA NTANGTANG	FE20A097
SALLE-NJUME MERYL EPOTE	FE20A102

Course Instructor
Dr Nkemeni Valery

1.) Introduction:

The purpose of this project is to design and implement a user interface (UI) for a food donation application using Figma as the design tool and React Native as the development framework. .

A food donation platform is a digital platform designed to help people donate food items to those in need. The platform allows users to connect with other users (donors and recipients) and donate food items easily. The success of the platform depends on its usability and user interface. In this report, we will outline the process of designing the user interface of a food donation platform with Figma.

1.1 What is Figma?

Figma is a cloud-based design tool that streamlines the process of designing user interfaces for web and mobile applications. With Figma, designers can collaborate with their team members throughout the design process. Figma has a broad range of features that make designing and prototyping easy and efficient.

1.2 Designing a Food Donation Platform using figma

Figma is a design tool that can be used to create food donation platforms. Figma is a web-based application, so it can be accessed from anywhere. Figma also has a number of features that make it ideal for designing food donation platforms, such as:

- Collaboration: Figma allows multiple people to work on the same design at the same time.
- Prototyping: Figma can be used to create prototypes of food donation platforms. This allows users to test the platform and provide feedback before it is launched.

- Deployment: Figma can be used to deploy food donation platforms to the web.

2.) Methodology:

The process of designing the UI of a food donation platform with Figma involves several steps, which we will outline below:

2.1 Research:

The first step was we researched other food donation platforms to see how they are designed and what features they have. This research helped us to be informed about decisions considered when designing the UI.

From our research here are the requirements we got

Requirements gotten for designing the UI of a food donation platform

Here are some detailed requirements gotten how to implement the UI donation platform

- **Clarity:**

  The food donation platform UI should be clear and easy to understand. The text should be large enough to read easily, and the buttons and other controls should be clearly labelled.

- **Consistency:**

  The food donation platform UI should be consistent throughout the platform. This will make it easier for users to learn how to use the platform and to find what they are looking for.

- **Accuracy**:

  The food donation platform UI should be accurate. The information displayed should be correct and up-to-date.

- **Security:**

  The food donation platform UI should be secure. Users should feel confident that their personal information is safe.

- **Accessibility:**

  The food donation platform UI should be accessible to people with disabilities. This includes using high-contrast colours, large fonts, and clear language.

- **Efficiency:**

  The food donation platform UI should be efficient. Users should be able to complete their tasks quickly and easily.

  Sustainability

  : The food donation platform UI should be sustainable. The platform should be able to continue to operate even if there is a decrease in donations.

- **Engagement:**

  The food donation platform UI should be engaging. Users should be motivated to use the platform and to donate food.

- **Using clear and concise language.**

  The food donation platform UI should avoid using jargon or technical terms that users may not understand.

- **Use visuals to break up text**

Hence making the food donation platform UI more visually appealing.With Images, icons, and videos can help users understand the platform and its features.

- **Using a consistent design throughout the platform.**

    This will help users learn how to use the platform and to find what they are looking for.

- **Testing the UI with users.**

    Get feedback from users to make sure that the UI is easy to use and understand.

By following these tips, we were able to create a food donation platform with a user-friendly UI that is effective in helping those in need.

2.1 Define user personas:

After researching existing food donation platforms, the next step was to define user personas. To user persona is a fictional character that represents the typical user of the platform. By creating user personas, designers can identify the needs and wants of users, helping them design a UI that meets those needs and wants.

2.2 Create wireframes:

Wireframes are low-fidelity designs that outline the layout and functionality of the platform. Wireframes help identify any potential issues before moving on to high-fidelity designs.

2.3 Design high-fidelity mockups:

 High-fidelity mockups are detailed designs that provide a visual representation of how the platform should look. At this stage, the designer should incorporate the brand identity (colors, typography, etc.) and create a consistent design system.

2.4 Prototype:

 Prototyping involves creating a functional version of the platform that users can interact with. This stage helps identify any usability issues before launching the platform.

2.5 User testing:

User testing involves testing the usability of the platform with real users. The feedback obtained from this stage is used to improve the design and make it more user-friendly.

Conclusion

Designing a food donation platform that is both usable and user-friendly can be challenging. By utilising a design tool like Figma we were able to design and create a consistent design system, collaborate effectively with their team, and incorporate feedback of the system

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 Get feedback from users to make sure that the UI is easy to use and understand.

Link to Figma Prototype:

Figma Prototype