Aim – To design a Super hero app

Procedure:

* **Set Frame:** Choose a mobile frame in Figma.
* **Splash Screen:** Add app logo and superhero-themed tagline.
* **Home Screen:** Display main options like "Training Programs," "Leaderboard," and "Progress."
* **Training Program Screen:** List training modules (e.g., strength, agility, speed).
* **Workout Screen:** Show exercises with timers, reps, and instructions for each workout.
* **Progress Tracker:** Create a screen to track user progress (e.g., skills, achievements).
* **Leaderboard:** Display rankings for top users based on performance.
* **Prototype:** Link screens for smooth navigation.
* **Test:** Preview app flow and refine design.

Result:

The procedure to design a super hero training app is verified and studied successfully.

