Aim – To design a Time travel app

Procedure:

* **Set Frame:** Choose a mobile frame in Figma.
* **Splash Screen:** Add the app logo and a tagline for the time travel concept.
* **Home Screen:** Display time travel options (e.g., "Select Era," "Enter Destination," "Travel Mode").
* **Era Selection Screen:** Allow users to choose the time period (e.g., past, future).
* **Destination Screen:** Include a map or list of locations to visit within the selected era.
* **Travel Confirmation:** Add a screen to confirm travel details and a "Start Journey" button.
* **Travel Experience:** Create a screen showing the time travel experience (e.g., visual animation or status update).
* **Prototype:** Link screens for smooth navigation.
* **Test:** Preview and refine the user flow.

Result:

The procedure to design a time travel app is verified and studied successfully.

