

Local Community Events App — Full Project Package

Complete project details, step-by-step process, assets checklist and presentation.

1. Project Overview

Project Name: Local Community Events App

One-line Summary: A mobile app that consolidates local events and simplifies discovery, registration, and community interaction.

2. Problem Statement & Objectives

Problem Statement

In many localities, community events such as workshops, meetups, cultural gatherings, and charity drives are poorly promoted or fragmented across multiple social platforms. Residents often miss opportunities to connect due to the lack of a centralized, easy-to-navigate application.

Objectives

- Create a community-centric app that consolidates local events in one intuitive interface.
- Design user-friendly navigation with quick access to event categories, maps, and ticket details.
- Implement a clean and minimal layout that promotes engagement and visibility of events.
- Enhance community interaction with chatrooms or interest-based groups.

3. Tools & Resources

Figma	UI/UX design and interactive prototype
Miro	UX planning, personas, journey maps, wireframes
Useberry	Usability testing for Figma prototypes
Adobe Express / Canva	Logo design and simple animation (alternatives to Illustrator)
GitHub	Project repository and hosting assets

4. Target Users & Personas

Primary Users:

- Local Residents (seekers of events)
- Event Organizers
- Students & Community Leaders

Sample Personas:

Priya (Resident) — 25, graphic designer. Wants to find art and cultural events nearby. Pain: events scattered across social media.

Rahul (Organizer) — 30, runs local workshops. Wants simple promotion and registrations.

Sneha (Student) — 21, new in city. Wants social meetups and easy RSVP.

5. User Journey & App Flow (15 screens)

High-level user journey: Open app → Onboarding → Login → Set interests → Browse events → View details → Join → Chat → Review → Profile

Screen list (15):

- 1. Splash Screen (logo animation)
- 2. Onboarding 1 (illustration + benefit)
- 3. Onboarding 2 (illustration + benefit)
- 4. Login / Signup (email, Google/Apple sign-in)
- 5. Profile Setup (photo, interests)
- 6. Home (Event Feed with search & filters)
- 7. Category Filter Screen
- 8. Event Details (image, date/time, location, join)
- 9. Join Confirmation Popup
- 10. Map View (pins for nearby events)
- 11. My Events (saved & joined)
- 12. Community Groups (interest-based)
- 13. Chatroom (group chat UI)
- 14. Notifications (event updates, reminders)
- 15. Profile & Settings (edit, logout, badges)

6. Design System (Style Guide)

Colors: Primary Blue #2563EB, Accent Orange #F59E0B, Success Green #10B981, Background #F9FAFB

Typography: Poppins (Headings), Inter (Body)

Iconography: Feather / Material outline icons

Components: Event Card, Primary Button, Secondary Button, Bottom Nav, Chat Bubble, Modal/Overlay

7. Figma — Step-by-step Design & Prototype

Create File & Frames: New Figma file; create 15 frames for mobile (iPhone 14 Pro 390x844).

Layout & Grid: Set 4-column grid, margins 24px, use Auto Layout for lists and components.

Components: Build reusable components: Event card, buttons, nav bar, icons.

Design Screens: Design each of the 15 screens using the design system.

Prototype Connections: Enter Prototype mode and connect screens with interactions.

Starting Frame: Set Splash as starting frame (important for Useberry).

Animations: Use Smart Animate for smooth transitions, use Overlays for popups.

Export Link: Share prototypes with 'Anyone with link can view' for testing.

8. Miro — Step-by-step Planning

Board Setup: Create board titled 'Local Community Events App – UX Design Flow'.

Project Overview: Add problem, objectives, tools, expected outcome at the top.

Personas: Add 2-3 personas with goals & pain points.

Empathy Map: Understand what users think/feel/say/do.

Journey Map: Map stages: open → join → chat → review.

App Flow Diagram: Draw boxes & arrows connecting 15 screens.

Wireframes: Add low-fidelity sketches for key screens.

Design System: Place color palette, fonts, and components.

Prototype Link: Paste Figma prototype link when ready.

9. Useberry — Testing Process

- Create account and a new 'Prototype Testing' project.
- Paste Figma prototype link (ensure 'starting frame' is set).
- Add tasks for testers (e.g., 'Find and join a music event').
- Share test link; collect at least 3–5 testers.
- Review heatmaps, success rate, average time and user paths; iterate in Figma.

10. Logo, Icons & Animation (No Illustrator Needed)

Options:

- Figma: Create logo directly using shapes; export as SVG/PNG.
- Canva or Adobe Express: Use templates and animate logo to MP4/GIF for splash screen.

Animation tips: Keep 2-4 seconds; use Fade, Zoom or Rise; export MP4 for presentations.

11. GitHub — Publish Project

Steps:

1. Create repository (e.g., Local_Community_Events_App).
2. Add README.md with project description, Figma/Miro/Useberry links and assets list.
3. Upload files: final screens, assets folder, presentation PDF, test screenshots.
4. Share repository link for submission and portfolio.

12. Presentation & Export Checklist

Preview Prototype: Use Figma Present to verify all flows and animations.

Export Screens: Select frames → Export as PNG or PDF.

Capture Miro: Export Miro board as PNG/PDF for documentation.

Collect Testing Results: Export Useberry heatmaps and metrics.

Create Slides: Canva or Google Slides: 8–10 slides as structured earlier.

Export Final PDF: Combine slides and assets into one presentation PDF.

13. README Template (for GitHub)

Local Community Events App A mobile app UI/UX project that connects people with local workshops, meetups, and cultural events through a single, user-friendly platform. ## Project Overview Many community events are hard to discover. This app solves that by providing a simple interface for browsing, joining, and interacting with local events. ## Tools Used - Figma (Design & prototype) - Miro (Planning & journey) - Useberry (Testing) - Adobe Express / Canva (Branding & animation) - GitHub (Repository) ## Links - Figma Prototype: - Miro Board: - Useberry Report: ## Files - Logo_and_Brand_Assets/ - Final_App_Screens/ - Presentation.pdf

14. Final Project Checklist

- Project README.md completed and pasted into repository
- Figma prototype link added in README and Miro
- Miro board exported and uploaded

- Useberry testing results included
- Logo and branding assets added
- Presentation PDF exported and uploaded
- Repository is public and link ready to share

Good luck! If you want, I can:

- Generate the README.md file content ready to paste.
- Create the GitHub repo (guide).
- Add your final presentation cover with logo.

© 2025 Local Community Events App — Prepared by Balaji Krishnan