



Bahria University

Discovering Knowledge

Department of Software Engineering

SEN-221-SOFTWARE DESIGN & ARCHITECTURE SPRING 2025

COURSE INSTRUCTOR
ENGR. RAMSHA MASHOOD

Assignment No.	03
Assignment Title	UI/UX Design (Initial Prototyping)
Course Learning Outcome	CLO-03 Design UI/UX of individual module of your semester project
Full Name	
Semester	BSE 4 A/B/C
Submission Deadline	23 rd May 2025



INSTRUCTIONS:

- ☐ Use only A4 size blank white paper for printing.
- ☐ Use only Times New Roman size 12 font.
- ☐ Do not use color printer to print this title page or assignment.
- ☐ Each heading (underlined, bold and in capital letters) and example must start from a new line.
- ☐ Submit hard copy of your assignment and upload softcopy on LMS as a DOCX file
- ☐ Do not enclose your assignment in file/folder, staple assignment pages only at the left-top corner.
- ☐ Do not edit (this) assignment file given as a pdf file.
- ☐ Last page of your assignment must contain sources/references (use IEEE referencing style).
- ☐ Assignments will only be accepted in the scheduled class/room.
- ☐ No makeup assignments will be given.
- ☐ Violation of any of the instructions mentioned here will result in marks deduction.



BAHRIA UNIVERSITY (KARACHI CAMPUS)
Software Design & Architecture (SEN-221)
ASSIGNMENT # 3 – Spring 2025
Based on: CLO-3

Class: **BSE-4A/B/C**

Submission Deadline: **23rd May 2025**

Course Instructor: **ENGR. RAMSHA MASHOOD**

Max Marks: **05**

Assignment 3: UI/UX Design (Initial Prototyping)

Objective:

Students will create a user interface (UI) and user experience (UX) design for the proposed system

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Deliverables:

- **Wireframes & Mockups**
 - Create at least **4-5 wireframes** of different pages/screens.
 - Use tools like Figma, Adobe XD, or Balsamiq.
- **UI/UX Principles Explanation**
 - Discuss usability, accessibility, and user flow.
 - Explain design choices regarding colors, typography, and navigation.
- **Prototype (if possible)**
 - Create a clickable prototype demonstrating the user journey.
- **Assessment Criteria:**
 - Aesthetic appeal and user-friendliness.
 - Proper implementation of UI/UX principles.
 - Completeness of wireframes/mockups.