

**UNIVERSITY COLLEGE OF ENGINEERING
TINDIVANAM**

(A Constituent College of Anna University, Chennai)

**B. TECH SIXTH SEMESTER
RECORD FOR**

UI AND UX DESIGN LABORATORY (CCS370)



DEPARTMENT OF INFORMATION TECHNOLOGY

LABORATORY RECORD NOTEBOOK

2024-2025

**UNIVERSITY COLLEGE OF ENGINEERING
TINDIVANAM**

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**DEPARTMENT OF INFORMATION TECHNOLOGY
LABORATORY RECORD NOTEBOOK**

2024-2025

This is to certify that is a bonafide record of the work done by
Mr./Ms. _____ Register Number _____
Of **IIIrd Year B.Tech, Department of Information Technology** in the
UI AND UX DESIGN LABORATORY (CCS370) in the VI Semester.

University Examination held on

Staff In-Charge

Head of the Department

Internal Examiner

External Examiner

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EX.01: Designing a responsive layout for a societal application

Aim:

To design a responsive layout for a societal application. HTML and

Algorithm:

- HTML and CSS Setup:
 - Create an HTML5 document with character encoding and viewport settings.
 - Use internal CSS to style the layout components.
- Reset Default Styles:
 - Reset margins, padding, and specify a font-family for better control.
- Style Header, Navigation, Content, and Footer:
 - Apply background colors, text colors, and alignment to the header, navigation, and footer.
 - Style navigation links as inline elements with spacing.
 - Center-align text in header, navigation, and footer.
- Implement Responsive Design:
 - Use a media query for screens up to 768px wide.
 - Adjust navigation for mobile display (block-level elements with margin).
- Add Content:
 - Place your application's content within the .container div.

Program:

```
<!DOCTYPE html>
<html lang="en">
<head>
<meta charset="UTF-8">
<meta      name="viewport" content="width=device-width, initial-
scale=1.0">
<title>Societal Application</title>
<style>
/* Reset some default styles */ body, html {
margin: 0;
padding: 0;
font-family: Arial, sans-serif;
}

/* Header styles */ header {
background-color: #ff0000; color: #fff;
padding: 10px; text-align: center;
}

/* Navigation styles */ nav {
background-color: #47fff0; color: #fff;
text-align: center;
}

nav ul {
list-style: none; padding: 0;
}

nav li {
display: inline; margin: 0 15px;
}

/* Main content styles */
.container {
```

```
max-width: 1200px; margin: 0 auto; padding: 20px;
}
```

```
/* Responsive design */ @Media (max-width: 768px) {
nav {
display: block; text-align: center;
}
```

```
nav li {
display: block; margin: 10px 0;
}
}
```

```
/* Footer styles */ footer {
background-color: #0e00d1; color: #fff;
text-align: center; padding: 10px;
}
```

```
</style>
```

```
</head>
```

```
<body>
```

```
<header>
```

```
<h1>Societal Application</h1>
```

```
</header>
```

```
<nav>
```

```
<ul>
```

```
<li><a href="#">Home</a></li>
```

```
<li><a href="#">Profile</a></li>
```

```
<li><a href="#">Posts</a></li>
```

```
<li><a href="#">Friends</a></li>
```

```
<li><a href="#">Settings</a></li>
```

```
</ul>
```

```
</nav>
```

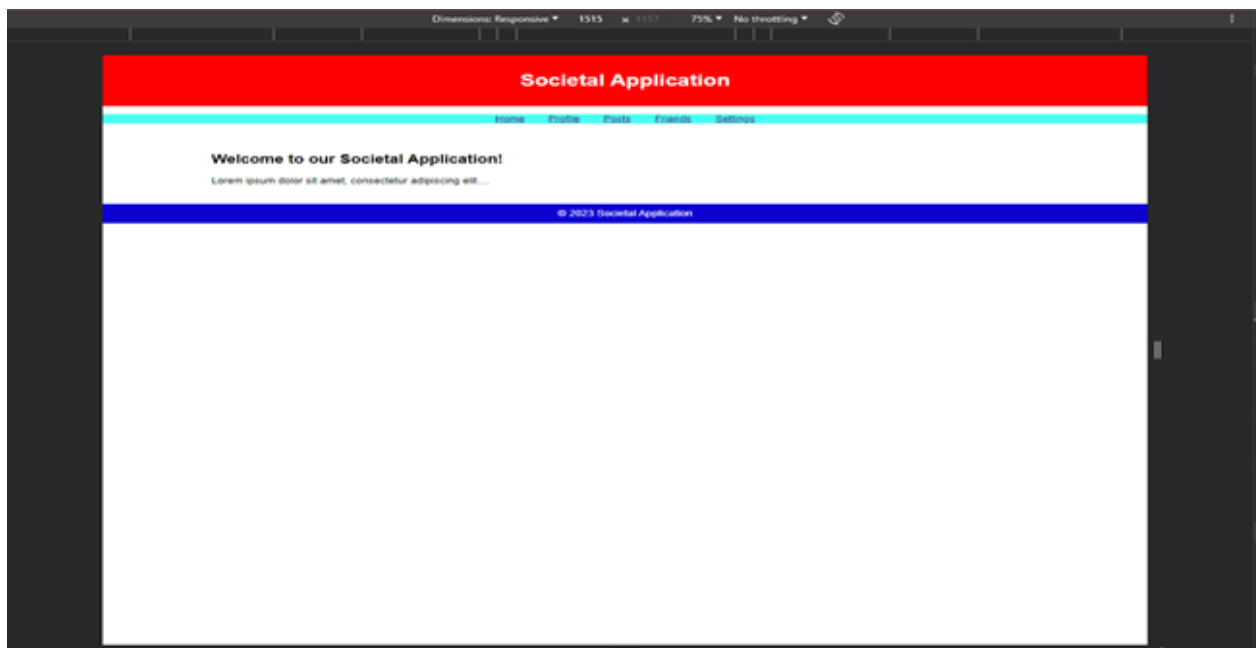
```
<div class="container">
```

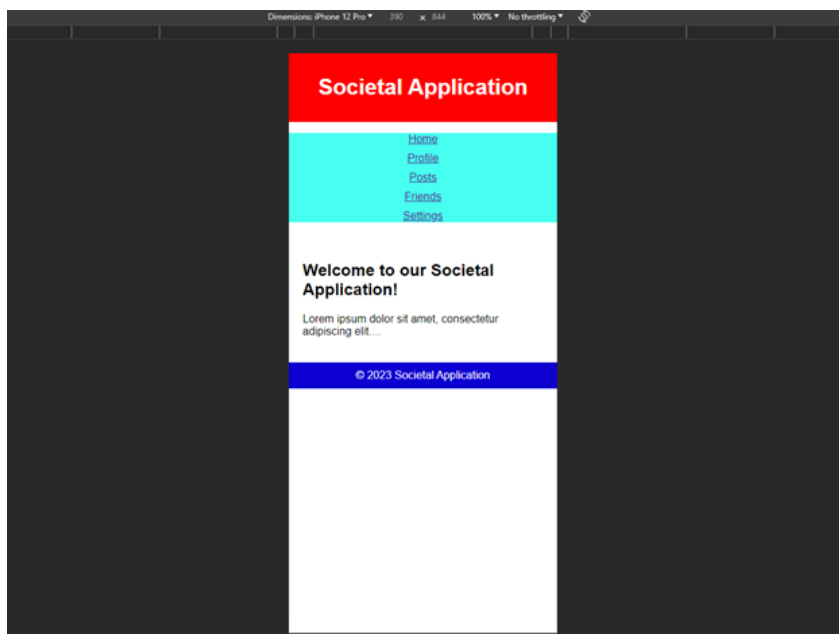
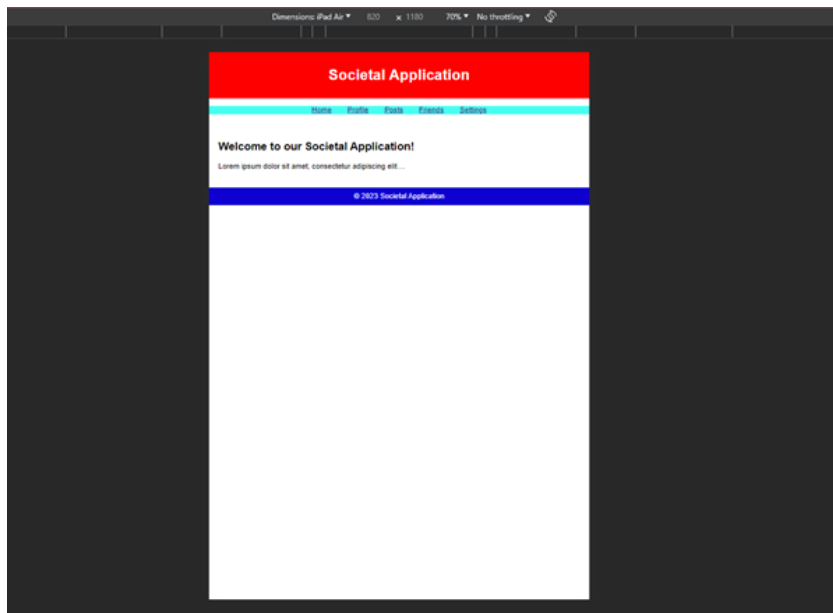
```
<!-- Your content goes here -->
```

```
<h2>Welcome to our Societal Application! </h2>
```

```
<p>Lorem ipsum dolor sit amet, consectetur adipiscing elit</p>
</div>
<footer>
&copy; 2023 Societal Application
</footer>
</body>
</html>
```

Output:





Result:

Thus, designing of responsive layout for a societal application has been performed successfully.

EX.02: Exploring various UI Interaction Patterns

Aim:

To explore various UI interaction patterns.

Algorithm/Procedure:

- Set objectives and understand user needs.
- Research and gather design inspiration.
- Create wireframes for layout and structure.
- Utilize Figma components and styles.
- Prototype interactions using Figma's features.
- Test the design with users for feedback.
- Iterate and refine based on feedback.
- Document the design decisions.

Result:

Thus, exploring various UI interaction patterns has been performed successfully.

Ex.03: Developing an Interface with Proper UI Style Guides

Aim:

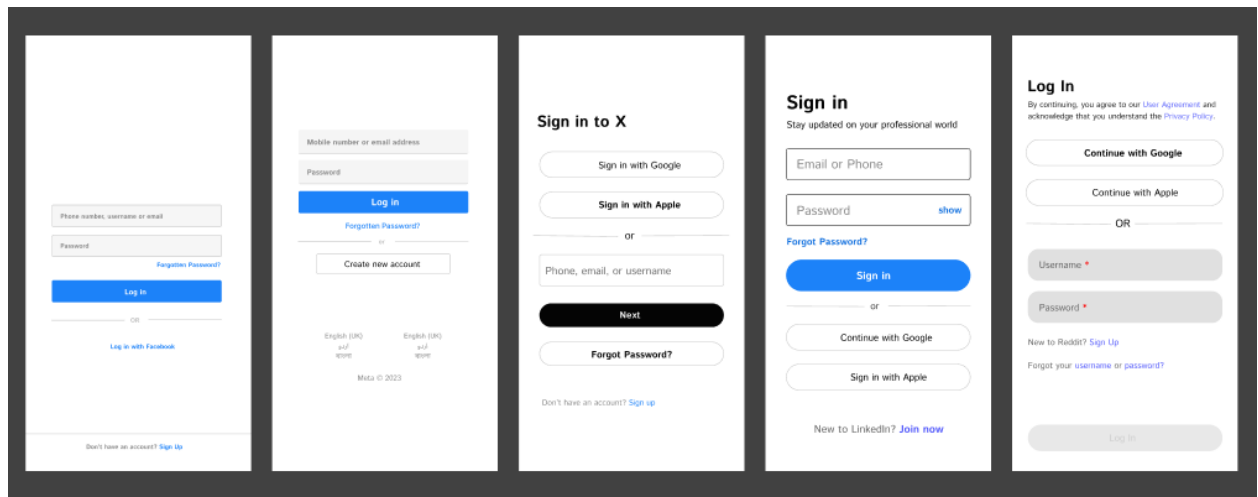
To develop an Interface with Proper UI Style Guides.

Algorithm/Procedure:

- Define Goals and Audience: Understand the project's purpose and identify the target users.
- Research and Inspiration: Gather industry insights and design inspiration relevant to the project.
- Create a Figma Project: Start a new project in Figma for centralized design work.
Workspace Setup: Organize Figma files with clearly labeled sections for style guides and components.
- Brand Guidelines: Define and document color schemes, typography, and other brand-related standards.
- UI Components: Create a component library including buttons, forms, icons, and navigation elements.
- Typography: Specify font families, sizes, weights, and spacing for consistent text styling.
- Iconography: Design and organize icons as reusable components.
- Color System: Define and document primary, secondary, background, and text colors.
- Grids and Layouts: Establish responsive grid systems for various device types.
- Accessibility Guidelines: Ensure compliance with WCAG for contrast ratios and readable text sizes.
- UI Elements: Provide usage guidelines for UI components such as cards, modals, and tooltips.
- Wireframes: Create low-fidelity wireframes and user flows to define layout and interaction.
- Visual Design: Develop high-fidelity screens based on wireframes using defined components and styles.

- Interactive Prototyping: Build interactive prototypes for usability testing and feedback collection.

Figma Design:



Result:

Thus an Interface with Proper UI Style Guides has been developed successfully.

Ex.04: Developing wireflow diagram for application using open-source software

Aim:

To develop Wireflow diagram for application using open-source software

Algorithm/Procedure:

1. Define Purpose and Goals: Determine the diagram's purpose and goals, focusing on user flows, navigation, and interactions.
2. Identify User Personas: If applicable, specify user personas for a user-centric approach.
3. Gather Requirements: Collect project information, including existing designs and functionality requirements.
4. Select Software: Choose open-source design software, such as Figma, for wireflow creation.
5. Create a Project: Begin a new project in your chosen software and set up the canvas to match your project's needs.
6. Wireframe Screens: Develop wireframes for each application screen, focusing on visual structure.
7. Define Interactions: Add interaction notes or links to illustrate navigation and user interactions.
8. Create User Flows: Connect wireframes to illustrate user journeys, navigation paths, and interactions.
9. Add Annotations: Include descriptions to clarify elements and interactions in each wireframe.

10. Collaborate and Share: Utilize collaboration features to gather feedback from team members and stakeholders.
11. Iterate and Refine: Revise the wireflow diagram based on - feedback, ensuring alignment with project goals.
12. Finalize and Export: Clean up the wireflow diagram and export it to a suitable format for sharing and documentation.
13. Document the Wireflow: Create a reference guide to explain the wireflow's purpose and key notes for stakeholders and developers.
14. Maintain Consistency: Keep the wireflow diagram in sync with the application's actual design, updating it as needed.

Output:





Result:

Thus Wireflow diagram for application using open-source software has been developed successfully.

Ex.05: Exploring various open-source collaborative interface Platform

Aim:

To Explore Various Open-Source Collaborative Interface Platform.

Algorithm/Procedure:

1. **Needs Assessment:** Define your team's requirements and goals.
2. **Research Platforms:** Identify open-source collaborative tools.
3. **Feature Comparison:** Assess features and compatibility.
4. **Community Support:** Check for active communities.
5. **Installation:** Set up the chosen platform.
6. **User Training:** Train and encourage team adoption.
7. **Security:** Ensure data security and privacy.
8. **Integration:** Check for compatibility with existing tools.
9. **Testing and Feedback:** Pilot testing and gather feedback.
10. **Scalability:** Ensure the platform can grow with your team.
11. **Documentation:** Create user resources and guides.
12. **Community Engagement:** Utilize community support.
13. **Maintenance:** Keep the platform updated and secure.

14. **Feedback Loop:** Encourage ongoing user feedback.

15. **Legal Compliance:** Ensure adherence to licensing and Legal requirements.

16. **Backup and Recovery:** Implement data safety measures.

17. **Periodic Evaluation:** Continuously assess platform suitability.

18. **Migration Plan:** Prepare for possible platform changes.

19. **Success Sharing:** Promote successful platform usage.

Result:

Thus various open-source collaborative interfaces Platform has been explored successfully.

Ex.06: Hands on Design Thinking Process for a new product

Aim:

To understand and apply the Design Thinking process for creating a new product that addresses user needs effectively.

Algorithm / Procedure:

1. Empathize:

- a. Conduct user interviews or surveys.
- b. Observe user behavior and note pain points or unmet needs.

2. Define:

- a. Analyze gathered data.
- b. Create user personas.
- c. Formulate a clear problem statement (Point-of-View statement).

3. Ideate:

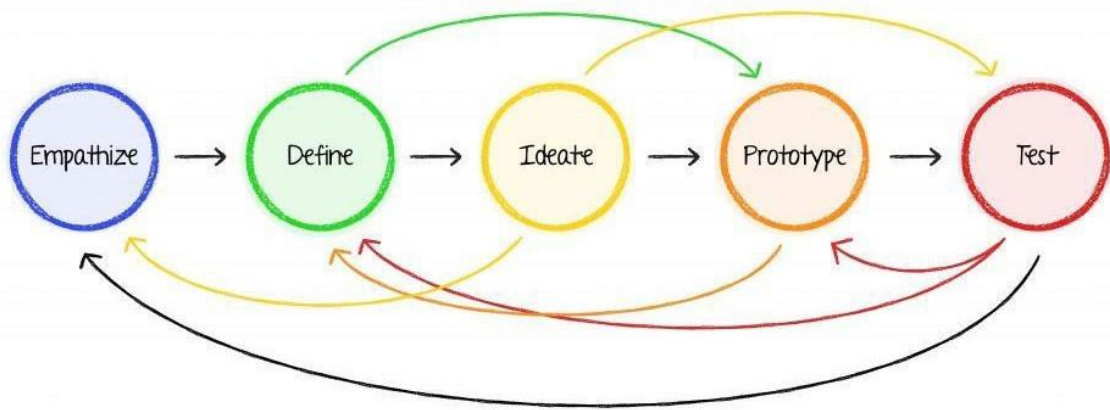
- a. Conduct brainstorming sessions.
- b. Explore as many creative ideas as possible.
- c. Shortlist feasible solutions based on constraints.

4. Prototype:

- a. Create low-fidelity mockups or models (paper prototypes, wireframes).
- b. Ensure they are simple and quick to build.

5. Test:

- a. Present the prototype to potential users.
- b. Collect feedback and observe interactions.
- c. Identify areas of improvement and iterate if needed.



Design Thinking

Result:

Successfully applied the Design Thinking process to conceptualize a user-centered product idea. The process enhanced understanding of user needs and helped develop a prototype solution addressing a real-world problems.

Ex.07: Brainstorming feature for proposed product

Aim:

To generate and prioritize innovative features for a proposed product using brainstorming techniques.

Algorithm / Procedure:

Understand the Product Concept:

Begin by thoroughly understanding the proposed product's concept, its target audience, and its unique selling points.

Gather a Diverse Team:

Assemble a cross-functional team with members from various departments (e.g., product development, marketing, design) to bring different perspectives to the brainstorming session.

Set Clear Objectives:

Define clear objectives for the brainstorming session. What problems should the new features solve? What goals should they achieve?

Warm-Up and Icebreaker:

Start the session with a warm-up or icebreaker activity to encourage creative thinking and open communication within the team.

Idea Generation:

Allow team members to freely brainstorm feature ideas. Encourage a "no idea is a bad idea" mindset. Use techniques like mind mapping,

brainstorming software, or post-it notes on a whiteboard to record ideas.

Categorize and Prioritize:

Group similar ideas together, and prioritize them based on factors like feasibility, potential impact, and alignment with the product concept.

SWOT Analysis:

Conduct a SWOT (Strengths, Weaknesses, Opportunities, Threats) analysis for each feature idea to evaluate its potential in the market.

Feasibility Assessment:

Assess the technical, financial, and resource feasibility of implementing the proposed features.

Market Research:

Conduct market research to identify user preferences and gather insights that can inform feature development.

Prototype and User Testing:

Create prototypes or mockups of the proposed features and conduct user testing to gather feedback and refine the ideas.

Cost-Benefit Analysis:

Evaluate the expected cost of development against the projected benefits, such as increased user engagement, retention, or revenue.

Risk Assessment:

Identify potential risks associated with each feature and develop mitigation strategies.

Finalize Feature Set:

Based on the assessment, finalize the set of features to be included in the product. Ensure they align with the product's vision and goals.

Documentation:

Document the chosen features, their objectives, and the rationale behind their selection. This document will guide the development team.

Iterate as Needed:

Keep an open line of communication for ongoing feature refinements and iterations, especially as more data and insights become available.

Example:

Suppose a software company is developing a new mobile messaging app. During the brainstorming session, the team generates a wide range of feature ideas, including:

End-to-End Encryption: To ensure user privacy and data security.

Message Scheduling: Allowing users to schedule messages to be sent at a specific time.

Reaction Emojis: A feature that lets users react to messages with emojis for more expressive communication.

Dark Mode: A night-friendly theme for the app.

Polls and Surveys: Integration of polls and surveys within the chat for easy decision-making.

Auto-Translate: Real-time language translation for international communication.

Result:

Thus, brainstorming feature for proposed product has been applied and executed successfully.

Ex.08: Defining the Look and Feel of the new Project

Aim:

To establish the visual and emotional design aspects of the new project by defining its look and feel based on user expectations and product goals.

Algorithm / Procedure:

1. Understand the target audience, their preferences, and emotional expectations.
2. Analyze competitor products to gather inspiration and identify gaps.
3. Decide on the overall theme (e.g., professional, playful, minimalist, futuristic).
4. Choose a suitable color scheme that reflects the brand and desired emotion.
5. Select appropriate typography including font family, size, and hierarchy.
6. Define icon styles, button shapes, and spacing rules for UI components.
7. Create a mood board or style tile combining colors, fonts, icons, and textures.
8. Review the visual style with stakeholders or potential users and iterate if needed.

Result:

The visual identity of the project was successfully defined. The look and feel guide ensures consistency and aligns the user interface with the project's goals and user expectations.

Ex.09: Create a Sample Pattern Library for the product (Mood board, Fonts, Colors based on UI principles)

Aim:

To create a pattern library that defines the visual style and components of the product, ensuring consistency in design through reusable elements like colors, fonts, and UI components, all based on UI principles.

Algorithm / Procedure:

1. Research User Needs and Product Requirements:

- a. Understand the target audience and design goals (e.g., modern, accessible, professional).
- b. Identify the core principles of UI design to follow (e.g., simplicity, clarity, consistency).

2. Create a Mood Board:

- a. Gather inspirational images, colors, textures, and UI components that reflect the desired visual style.
- b. Compile them into a cohesive mood board to visualize the product's tone and style.

3. Define Color Palette:

- a. Choose primary, secondary, and accent colors that align with the product's theme and brand.
- b. Ensure sufficient contrast for readability and accessibility.

- c. Create variations for different UI states (e.g., hover, active, disabled).



4. Select Typography:

- a. Choose fonts based on readability, hierarchy, and the project's style.
- b. Define font families for headings, subheadings, and body text.
- c. Specify font sizes, weights, and line spacing for different UI components.

5. Create UI Components:

- a. Design reusable UI elements like buttons, input fields, checkboxes, and toggles.
- b. Ensure consistency in size, shape, and color across components.
- c. Define spacing, margins, and alignment for uniformity.

6. Document the Pattern Library:

- a. Organize the components into categories (e.g., colors, typography, buttons).
- b. Provide detailed descriptions and usage guidelines for each element.
- c. Include visual examples for context.

7. Test for Consistency:

- a. Ensure all components work well together.
- b. Test for visual consistency across screens and platforms.

Result:

A complete sample pattern library was created, which outlines the visual and functional components for consistent UI design. This library will serve as a reference for maintaining uniformity across the product's interface.

Ex.10: Identify a customer problem to solve

Aim:

To identify a specific problem faced by customers and define it in a way that a product or service can address effectively.

Algorithm / Procedure:

1. Research Customer Needs:

- a. Conduct interviews, surveys, or focus groups with potential customers.
- b. Observe customer behavior through analytics, feedback, or product usage data.

2. Define the Problem Area:

- a. Based on research, identify common pain points, frustrations, or unmet needs.
- b. Narrow down the problem to a specific and solvable issue (e.g., slow delivery, confusing interface).

3. Create User Personas:

- a. Develop profiles representing the typical customers experiencing the problem.
- b. Include details such as demographics, goals, and frustrations.

4. Analyze the Problem:

- a. Break down the problem into smaller components (e.g., technical issues, customer service challenges).
- b. Determine the root cause(s) of the problem, not just the symptoms.

5. Validate the Problem:

- a. Test your findings with a wider audience or through prototype testing.
- b. Ensure the problem is significant enough to warrant a solution and that it aligns with customer priorities.

6. Frame the Problem Statement:

- a. Write a clear, concise problem statement that defines the issue from the user's perspective.
- b. Ensure the statement is actionable and open to creative solutions.

Result:

A well-defined customer problem was identified, which can now be used to design solutions tailored to meet customer needs effectively. The problem statement will guide further ideation and product development.

Ex.11: Conduct end-to-end user research - User research, creating personas, Ideation process (User stories, Scenarios), Flow diagrams, Flow Mapping

Aim:

To conduct comprehensive end-to-end user research to understand user needs, create personas, ideate solutions, and visualize user flows for a product.

Algorithm / Procedure:

1. User Research:

- a. Conduct interviews, surveys, and observations to gather qualitative and quantitative data about the users.
- b. Use techniques like contextual inquiry and diary studies to gain deep insights into user behavior, pain points, and needs.
- c. Analyze customer reviews, feedback, and product analytics to supplement findings.

2. Create Personas:

- a. Based on the research data, identify distinct user types who represent different segments of the target audience.
- b. Develop personas that include demographic information, goals, behaviors, and frustrations.
- c. Ensure personas reflect real users and are based on actual data gathered through research.

CAREERFOUNDRY

photo

Name: Location:

Age: Family status:

Job:

My Story:

“
Quote:

Needs:

-
-
-

Frustrations:

-
-
-

Goals:

-
-
-

Environment:

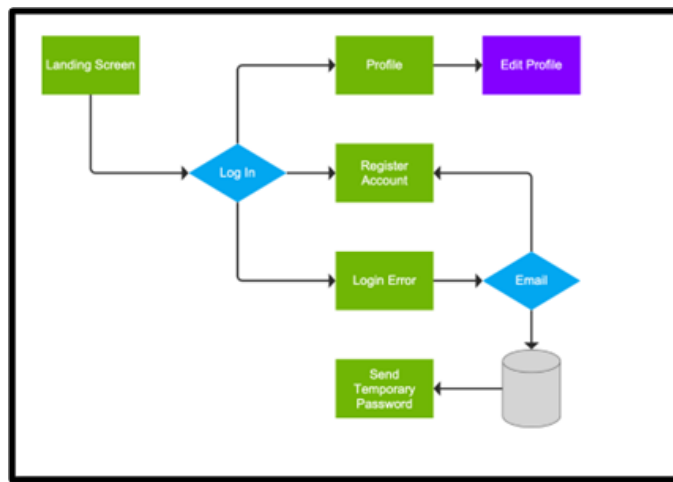
-
-
-

3. Ideation Process (User Stories and Scenarios):

- Write user stories to describe features from the user's perspective, e.g., "As a [user], I want to [action], so that I can [benefit]."
- Create scenarios for each user story, illustrating how users would interact with the product in real-life contexts.
- Focus on solving user problems while keeping their needs and goals in mind.

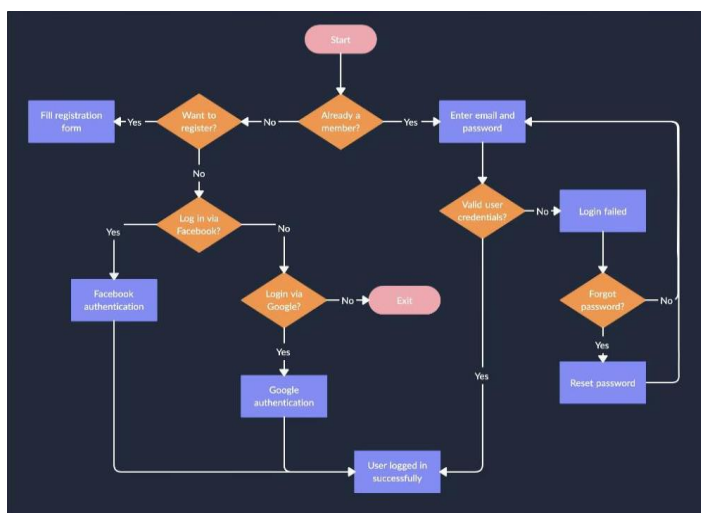
4. Flow Diagrams:

- Create flow diagrams to visualize the sequence of steps users take to accomplish tasks in the product.
- Highlight decision points, actions, and user choices within the system.
- Ensure that the flow is intuitive and follows the most logical order for the user.



5. Flow Mapping:

- Develop a flow map to represent the user journey through the product or service.
- Show all the stages of user interaction, including entry points, actions, touchpoints, and outcomes.
- Identify opportunities for improvement in the user experience and smoothen transitions across stages.



Result:

A thorough understanding of user needs, behaviors, and pain points was established through user research. Clear user personas were created, followed by ideation processes in the form of user stories and scenarios. Flow diagrams and mapping visualized how users would interact with the product, identifying key areas for design improvements.

Ex.12: Sketch, design with popular tool and build a prototype and perform usability testing and identify improvements

Aim:

To create a prototype using popular design tools based on sketches and conduct usability testing to evaluate and improve the user experience.

Algorithm / Procedure:

1. Sketch the Interface:

Start with hand-drawn sketches of the product screens and layout based on user requirements and flow diagrams.

Focus on the structure, key features, and navigation flow without worrying about colors or final visuals.

2. Design Using a Popular Tool:

Use a design tool like Figma, Adobe XD, or Sketch to convert your sketches into high-fidelity mockups.

Maintain visual consistency using the pattern library developed in earlier experiments (colors, fonts, components).

Align the design with usability principles like clarity, visibility, feedback, and simplicity.

3. Build an Interactive Prototype:

Connect screens using links and transitions in the design tool to simulate how a real user would interact with the app or website.

Ensure the prototype mimics real functionality as closely as possible (e.g., buttons work, forms can be clicked).

4. **Conduct Usability Testing:**

Select users from the target audience to test the prototype. Ask them to complete specific tasks while observing their behavior, struggles, and feedback.

Record time taken, errors made, and comments shared by users.

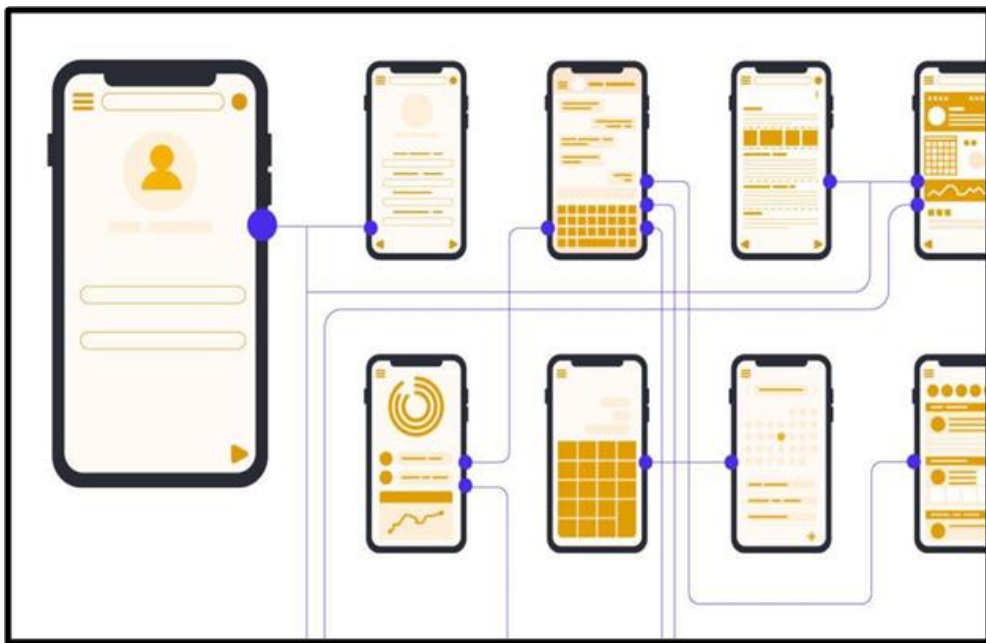
5. **Identify Issues and Improvements:**

Analyze usability test results to identify patterns or common pain points.

Note areas where users hesitated, got confused, or failed to complete tasks.

Update the prototype based on findings to improve usability and efficiency.

Design:



Result:

A working prototype was created using a popular design tool based on hand-drawn sketches. Usability testing with target users revealed specific areas of improvement, and refinements were made to enhance the overall user experience.

Project Report – Jewellery App

AIM

To design and develop a user-friendly, aesthetically pleasing mobile application wireframe for a jewellery shopping platform—**Jewellery App (YAA Jewels)**—focusing on enhancing the user experience (UX) and interface (UI) through intuitive navigation, elegant visuals, and efficient user journey flows.

ALGORITHM

Step 1: Requirement Gathering

- Understand user needs and preferences in online jewellery shopping.
- Define key features like browsing, search, wishlist, authentication, and refund tracking.

Step 2: User Flow Design

- Map the user journey from app launch to checkout and post-purchase interactions.
- Identify touchpoints and actions (e.g., login, view product, add to cart).

Step 3: Wireframe Creation

- Sketch low-fidelity wireframes for each screen (Splash, Home, Product Detail, etc.).
- Use consistent iconography and layout for usability.

Step 4: UI Design Enhancements

- Apply a luxurious, brand-aligned color scheme (e.g., golden tones).
- Add banners, filters, tags, and intuitive buttons for interaction.

Step 5: UX Validation

- Ensure navigation is smooth with bottom navigation bar and search accessibility.
- Design feedback pages like refund status and order tracking.

Step 6: Final Review & Optimization

- Review the wireframe for completeness and flow.
- Optimize for minimal steps, clarity, and ease of use.

OUTPUT

iPhone 16 Pro - 1



iPhone 16 Pro - 2



iPhone 16 Pro - 3



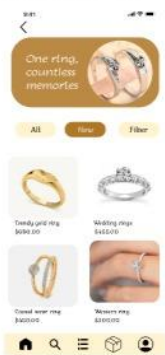
iPhone 16 Pro - 4



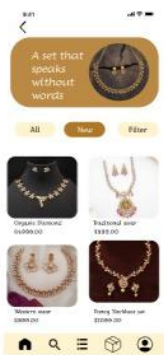
iPhone 16 Pro - 27



iPhone 16 Pro - 39



iPhone 16 Pro - 38



iPhone 16 Pro - 10



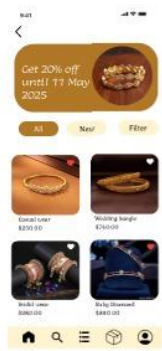
iPhone 16 Pro - 11



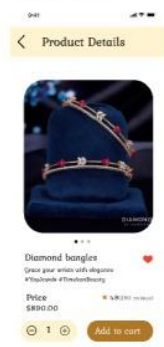
iPhone 16 Pro - 12



iPhone 16 Pro - 5



iPhone 16 Pro - 7



iPhone 16 Pro - 8



iPhone 16 Pro - 9



iPhone 16 Pro - 15



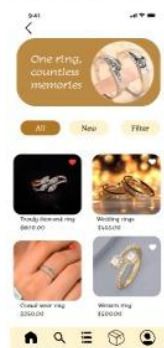
iPhone 16 Pro - 13



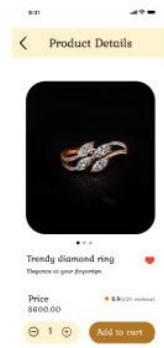
iPhone 16 Pro - 14



iPhone 16 Pro - 16

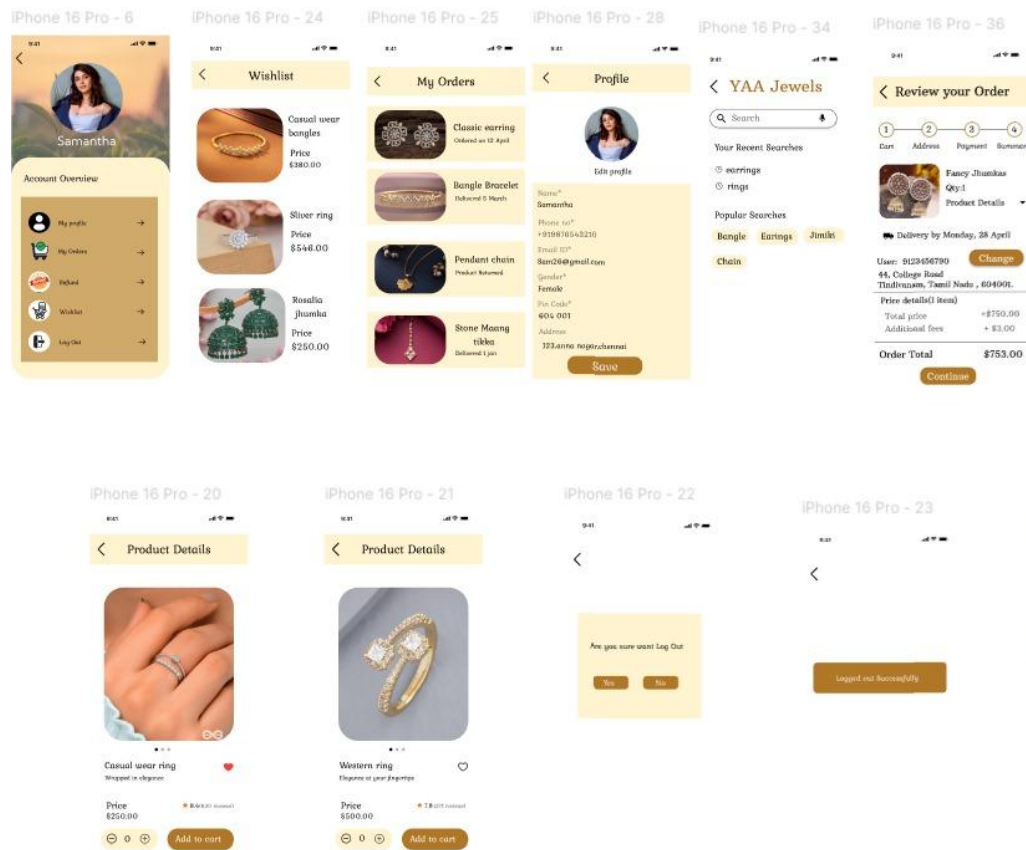


iPhone 16 Pro - 18



iPhone 16 Pro - 19





RESULT

The wireframe for the Jewellery App (YAA Jewels) was successfully designed, showcasing a clean, luxurious, and user-friendly interface. The user journey—from login to checkout and post-order actions—was clearly mapped, ensuring smooth navigation and an enhanced shopping experience.

Project Report – Food Delivery App

AIM

To design and develop wireframes for a user-friendly and efficient **Food Delivery App**, focusing on seamless navigation, intuitive user interface, and enhanced user experience, covering the complete food ordering journey—from login to order placement and tracking.

ALGORITHM

Step 1: Requirement Analysis

- Identify essential user needs for online food ordering: login, menu selection, payment, order tracking.

Step 2: User Flow Planning

- Outline the step-by-step journey: App Launch → Authentication → Menu → Cart → Checkout → Confirmation.

Step 3: Wireframe Design

- Create low-fidelity wireframes for each screen including Welcome, Sign-In, Menu, Cart, and Order Confirmation.

Step 4: UI Structuring

- Apply clean design with category filters, quantity selectors, and promotional elements (e.g., “Today’s Special Offer”).

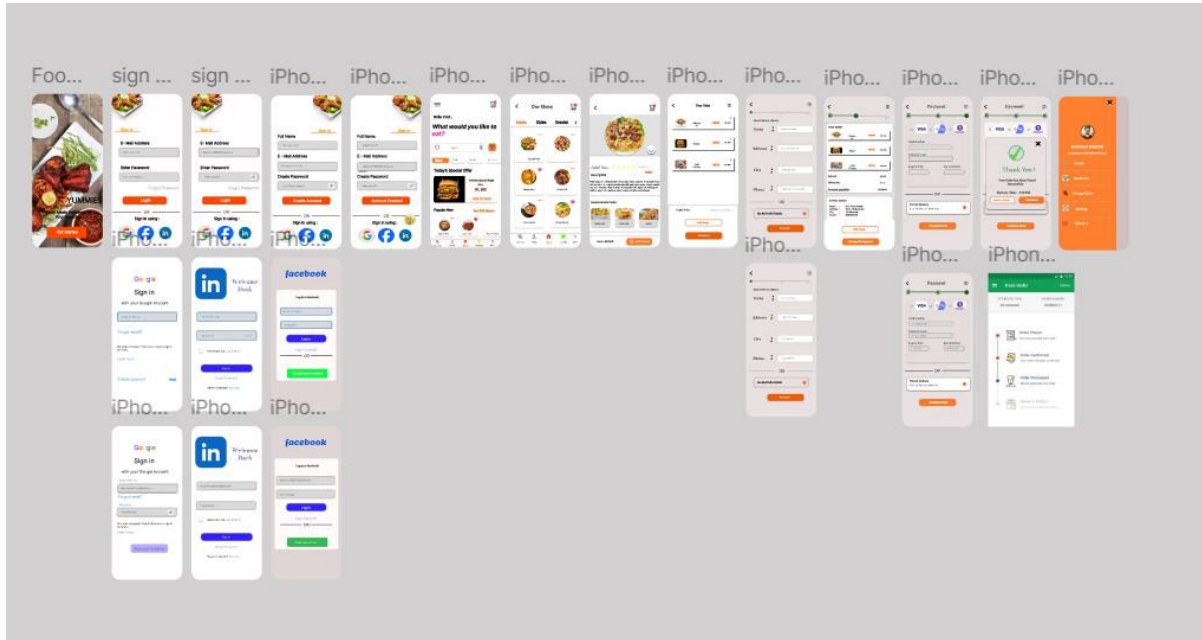
Step 5: UX Optimization

- Ensure minimal user effort to complete tasks by using clear navigation tabs, edit options, live chat support, and profile integration.

Step 6: Final Review

- Validate flow and screen connections; refine layout and ensure responsiveness and clarity.

OUTPUT



RESULT

The wireframe for the Food Delivery App was successfully designed to represent a smooth and engaging food ordering experience. All key features—including onboarding, personalized menu selection, cart management, secure checkout, and order tracking—were incorporated into the design. The user interface is intuitive and visually organized, ensuring a satisfying and hassle-free experience for users.

Project Report – Game Store App

AIM

To design and develop an interactive and visually appealing **Game Store Application** wireframe that provides a seamless user experience for browsing, searching, purchasing, and managing digital games.

ALGORITHM

Step 1: Identify Core Functionalities

- List key features: game browsing, user authentication, search, game details, checkout, and profile management.

Step 2: User Flow Definition

- Define step-by-step user journey:
 - Launch App → Login/Sign Up → Browse Games → Search → View Game Details → Add to Cart → Checkout → Profile.

Step 3: Wireframe Development

- Create wireframes for each screen:
 - **Splash Screen:** App branding (House of Games).
 - **Login & Create Account:** Email/password fields with social login.
 - **Home Page:** Featured games, game categories, store navigation.
 - **Search:** Input bar with result listing.
 - **Game Details:** Screenshots, description, ratings, pricing.
 - **Checkout:** Purchase confirmation and payment info.
 - **Profile:** User settings and purchase history.

Step 4: UI Structuring

- Use consistent design elements like dark mode theme, bold visuals for game covers, and simple call-to-action buttons (e.g., "Buy", "Continue").

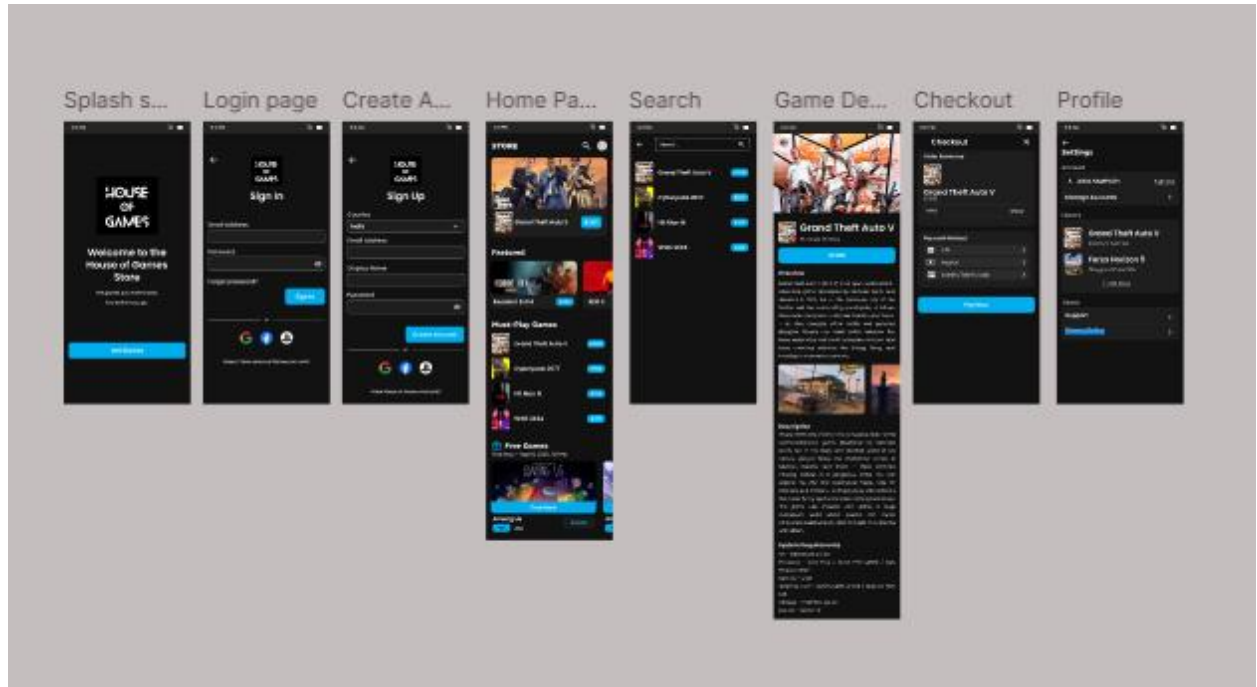
Step 5: UX Refinement

- Optimize layout and interaction for clarity and minimal steps.
- Ensure easy navigation between pages using top/bottom menus.

Step 6: Testing and Review

- Validate wireframe logic, flow, and completeness.
- Make revisions to improve usability and visual appeal.

OUTPUT



RESULT

The wireframe for the **Game Store Application (House of Games)** was successfully designed, presenting a clean, modern, and user-friendly interface. The design covers the complete user journey from app launch, authentication, and game browsing to purchasing and profile management. Each screen ensures easy navigation, quick access to games, and a smooth checkout experience, providing an efficient and engaging UI/UX for digital game shoppers.