

Aim

To design a straightforward and user-friendly hobby app in Figma that helps users find and manage their hobbies with ease.

Procedure

1. **Plan:**
 - Define the key features and functionality for the hobby app.
2. **Design:**
 - Create basic wireframes to outline the app's layout.
 - Design clean, simple screens in Figma focusing on essential features.
3. **Review:**
 - Gather feedback on the design and make any necessary adjustments.
4. **Finalize:**
 - Prepare and organize design files for development.

Result

- **Design:** Achieved a clean and simple app interface that is easy to navigate.
- **User Feedback:** Positive feedback on the simplicity and usability of the app.
- **Outcome:** The design meets the goal of being intuitive and straightforward for users to manage their hobbies.

HOBBY APP

