Travel App Project Report

My Role in the App

I did the design for the whole travel app so I designed each page of the app and included the animations of the app. I also researched how a travel app is designed and I thought of a good color scheme for the app. I also researched the top travel destinations and experiences and put them in my app. I also used wireframes and connected them to each page to show how the app will basically work. I also included pictures of each place so the app would look interesting.

What I learned while building the project

I learned more about Figma in general and I learned about what UI/Ux design was. I learned about how to create pages and I learned about wireframes. I also learned that you need a good color scheme so the app would look nice. I also learned how to make buttons in Figma and different design effects. I also learned how to do animations like vertical and horizontal scrolling.

<u>Did u take any courses like coursera, udemy...etc ,,while working for your project .</u>

No, I did not use any courses but I used youtube videos to learn more about how to design a travel app and I used the Figma website to learn about the different features in Figma.

Mention the libraries that you have installed for the project. I installed Figma for this project.

Also explain the workflow of the project

- 1. I brainstormed what app idea I should do and I chose to do a travel app
- 2. I created the login and sign up page in Figma
- 3. Then I did the home page and added animations in that
- 4. I did the destinations page which included different destinations to travel to
- 5. Then I did the experiences page which has different travel activities to do
- 6. Then I added the wireframes to show how the travel app would work

Figma Link

https://www.figma.com/file/pat1XtRkrUSwBq0pE6q7cm/Travel-App?node-id=0%3A1

Screen shots











