Stak

Task Management App Design

UX/UI Casestudy
January 2020
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Figma
Photoshop

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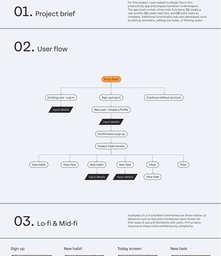
EFFICIENCY ▪ PRODUCTIVITY ▪ UTILITY ▪ FUNCTIONA
NEST ▪ STRUCTURED ▪ RAW ▪ PRECISION ▪ MINIM

01. Project brief

For this project, I was tasked to design the UI of a productivity app for a mobile platform of my choosing. The app should contain three functions, 50 tasks a day, a calendar view and a feature of my choosing to be completed. Additional functionality was also developed, such as setting reminders, setting sub-tasks, or filtering tasks.

02. User flow

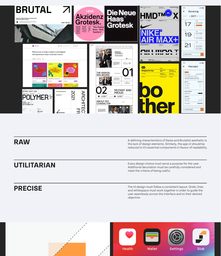


03. Lo-fi & Mid-fi

Examples of Lo-fi and Mid-fi wireframes are shown below. UI elements such as the menu and the calendar were inferred from the initial research, and were tested and refined to improve on these initial wireframes by complexity.

04. Stylisation

For many, developing a new habit, or becoming more organised is a serious endeavour. It requires **discipline**. The mental effort required to do this can be **daunting**. Therefore, I know design alone that utilises these elements would not be sufficient.



RAW

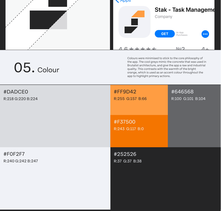
A defining characteristic of Swiss and Brutalist aesthetic is the emphasis on the raw nature of the UI. This design choice reduced UI's dependent complexity in favour of readability.

UTILITARIAN

Every design choice must serve a purpose for the user. Additional decoration must be carefully considered and meet the criteria of being useful.

PRECISE

The UI design must follow a consistent layout. Grids, lines and whitespace must work together in order to guide the user seamlessly across the interface and to their desired destination.



05. Colour

Colours were minimised to stick to the core philosophy of Brutalist UI design. Black and white are used to create a Brutalist aesthetic, and pink is my sole accent colour. Pink was chosen because it is the complement of the green orange, which is used as an accent colour throughout the app highlighting various actions.

#1ADCE0
R:218 G:220 B:224

#FF0F2F7
R:240 G:242 B:247

#FF9D42
R:255 G:157 B:66

#F37500
R:243 G:117 B:0

#646568
R:100 G:101 B:104

#323535
R:37 G:37 B:38

06. Typography

Typography is kept to one, legible typeface - Tenon. It is clear in both heading and body text, and delivers a professional, yet approachable tone. Tracking and line-height are adjusted for the app.

TENON

Aa Bb Cc Dd Ee Ff Gg Hh Ii Jj Kk
Ll Mm Nn Oo Pp Qq Rr Ss Tt Uu
Vv Ww Xx Yy Zz

Heading 1
Heading 2

Medium 24
Medium 22

Sub-heading 1
Sub-heading 2

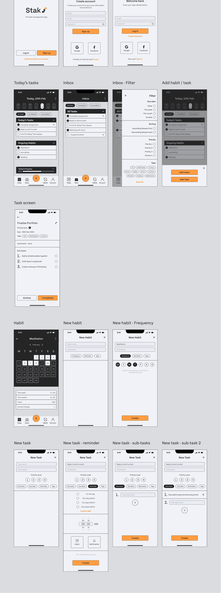
Regular 36
Regular 24

Body 1
Body 2
Body 3

Light 20
Light 18
Light 16

07. Hi-fi screens

Some screens have been changed from Mid-fi to Hi-fi because, after further research, some elements were originally a pop up window, however this was changed to a full screen interface. This was because there was an additional condition that can be added. Lines are used to indicate the flow of the app, and to be consistent throughout the various design elements.



08. Conclusion

POSITIVES

I think the brief has been met and executed. The core UI/UX flows of creating a new profile, creating a task for all, or specifically for a habit, and viewing tasks for the day, can be achieved. I can be able to create habits and view their progress, and can be able to create tasks with sub-tasks, set reminders, filter tasks, and filter out filter tasks dates.

CHALLENGES

I took inspiration from Swiss and Brutalist design and attempted to apply that to UI. However, I didn't want to create a design that was too similar to existing companies such as Dominoes because which was too distracting. I had to find a balance between Brutalist design for the sake of my app. So, there was a struggle to consistently compete by using Brutalist design and sound.

IMPROVEMENT

In my opinion, further explanation into these design styles could help to make it effective and distinct in application. I would like to explore the concept in the future looking aspect of this app and other Brutalist designs.

Thank You

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