The Low-fi design conforms to "8 golden rules of interface design" in the following ways.

Strive for consistency : The title of a task is always placed near the top for every page. Especially when the user clicks to see the detail view of a task, the title is still displayed at the top rendering the application convenient in terms of user's viewing. Moreover, description box is always shown below the title on both Main Page and Page A (Detail View). The start date and due date are described in the same format on every page. Same style of Progress percentage bar is used in every page. Furthermore, the identical icon designs are used for the side bar on every page thereby making the application more consistent.

Cater to universal usability : Intuitive icons for various functions such as adding or deleting tasks, notification about modifications or new tasks, sorting order of the task list, providing tips for new users, recycling for wrongly deleted tasks, etc. are used in the entire application. Therefore, it allows the user to navigate throughout the application conveniently regardless of their experience level. Furthermore, when the user prefers to use a specific language instead of English, he is able to change the language in the language setting. When he clicks on the language setting, the language selection panel will appear and allow the user to select his language preference. With the help of flag logos shown along with respective languages, the user can easily spot their favorite language merely by looking at the logos even if he is not able to read the name of the country written in English. All the above things mentioned in this paragraph help cater to universal usability.

Offer informative feedback : The application provides helpful feedback to the user basically in two ways. Firstly, notifications are very useful to keep the user informed about how the changes made in a specific task affects the corresponding tasks and triggers a certain task dependency. For instance, after a user has completed end-end tasks of a given task, a notification will be sent to the user mentioning that they can now proceed to end the task in question. Secondly, it is viable with the assistance of Tips (Light bulb). If users choose to let the program show tips when using the app, whenever a new interface is introduced, pop-up messages will appear providing useful tips that help them familiarize with the app efficiently.

Design dialogs to yield closure : Consider a scenario where a user wants to delete a certain task. He will start his action by clicking on the delete icon. Then an Alert Display Panel will appear and prompt the user to confirm his intention. If the user indeed wants to delete the task, he can just click "YES" button thereby moving the task to the recycle bin and showing the task completion message at the same time. Therefore, the whole process provides the user the sense of accomplishment since the app offers the beginning (delete icon), middle (alert display) and end (task completion message) of a task execution process.

Permit easy reversal of actions : Recycle bin and an "undo button (on Page A)" are designed so that users are permitted easy reversal of their unwanted actions. If a user accidentally deleted a certain task, the user could always find it in the Recycle bin and decide to retrieve back or remove it permanently. Likewise, if a user edited a certain aspect of the task and wanted to restore the original condition, he could always click the Undo button to do so.

Support Internal locus of Control : Any aspect of the application that is labelled with a task title is clickable. When users click on them, it will lead the user to their detail views. Unless users have intention to visit the detail view page of those tasks, they will not click on those titles. The application permits them to execute the task in their preferred way by themselves. Thus, the app supports internal locus of control by making users initiators rather than responders.

Reduce short-term Memory Load : By having identical icons on the side bar, once the user has been familiar with how to use icons in one page, he can immediately apply the knowledge to other pages as well. Thus, it helps reduce short term memory of the user. Progress percentage bar is displayed on every page of the app so that users are not required to remember how a certain task is progressing. Instead, they can just refer to the percentage bar on any page with ease.

Prevent Errors : Users will not be able to edit anything on Main Page except to monitor tasks' statuses or progresses. Although it will probably cause "gulf of evaluation" in their first few attempts, they will appreciate the purpose later on as they use the app. It is mainly to minimize occurrence of errors and encourage more organized way of using the app. Alert display panels are also designed to prevent unwanted errors. They will appear whenever the user decides to remove, recycle or delete tasks permanently. Warning the user to re-evaluate their decisions in the form of alert displays helps prevent unnecessary errors.