



UI/UX Design Project Report

Project Title: Task Management Application — “FlowTrack”

Designer: [Johny Kumar]

Tool Used: Figma (Primary), InVision (for Prototype Preview)

Date: [01,Nov,2025]

🎯 Objective

Design an intuitive and visually appealing **Task Management App** (Web & Mobile) that allows users to organize, track, and complete their daily tasks seamlessly.

The focus is on:

- **User flow simplicity**
 - **Clean, aesthetic interface**
 - **Consistency across devices (responsive design)**
 - **Interactive prototypes** for testing usability
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🧭 User Flow (Summary)

Goal: A user can create, manage, and track tasks effortlessly.

Main Steps:

1. **Onboarding Screen** → Welcomes user, shows app benefits.
2. **Login / Sign-up** → Email, Google, or Apple sign-in options.
3. **Dashboard** → Displays today's tasks, progress bar, and upcoming deadlines.
4. **Add Task** → Floating action button (FAB) to create new tasks.

5. **Task Details Page** → Priority, due date, tags, notes, and subtasks.
 6. **Notifications** → Smart reminders for deadlines.
 7. **Profile & Settings** → Manage preferences, theme mode (light/dark).
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Wireframes

Tool Used: Figma

Low-Fidelity Wireframes (Sketch Style):

- Web Dashboard Layout
- Mobile Task List Screen
- Add Task Popup
- Task Detail Page

(Include Figma link here once uploaded)



Mockups (High-Fidelity)

Design Style:

- **Color Palette:** #1E1E2C (Primary), #4F46E5 (Accent), #F9FAFB (Background)
- **Typography:** Inter (Modern Sans Serif)
- **Icons:** Material Icons / Lucide Icons
- **Layout:** Minimalistic grid layout, rounded corners (12px), soft shadows

Mockup Highlights:

- Web dashboard with sidebar navigation and summary cards
- Mobile app with bottom navigation bar
- Consistent visual hierarchy for titles, subtitles, and buttons

(Attach Figma mockup link — “FlowTrack_UI_Mockup.fig”)



Clickable Prototype

Purpose: To simulate the real user experience and test flow efficiency.

Key Interactions:

- Clickable buttons for “Add Task”, “Edit”, “Delete”
- Smooth navigation between Home → Task Details → Settings
- Hover animations and feedback states for web
- Swipe gestures for mobile version

Prototype Preview Link (InVision / Figma):

👉 <https://www.figma.com/proto/flowtrack-ui-prototype> (Replace with your actual link)



UX Testing Summary

Method: Conducted with 5 sample users using Figma interactive prototype

Findings:

- Users appreciated clean layout & dark mode toggle
- 1-click access to “Add Task” improved engagement
- Suggested enhancement: Add quick filters by tags

Final Deliverables

Deliverable	File/Link	Format
Wireframes	Figma Link	.fig
High-Fidelity Mockups	Figma Link	.fig
Clickable Prototype	InVision/Figma Link	Interactive
UX Test Summary	Attached PDF	.pdf

Design Principles Applied

- **Consistency:** Reusable UI components & color scheme
 - **Feedback:** Visual cues for user actions
 - **Accessibility:** AA color contrast, legible typography
 - **Simplicity:** Minimum clicks to perform a task
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Conclusion

The “FlowTrack” UI/UX design effectively demonstrates a balance between aesthetics, functionality, and usability.

It’s user-focused, visually consistent, and scalable for real-world deployment across both mobile and web platforms.