**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***

