EX NO:1 ***DESIGN A RESPONSIVE LAYOUT FOR AN SOCIETAL APPLICATION-RESUME BUILDING USING FIGMA TOOL***

DATE:

AIM:

To design responsive layout for a societal application for resumes building using FIGMA TOOL

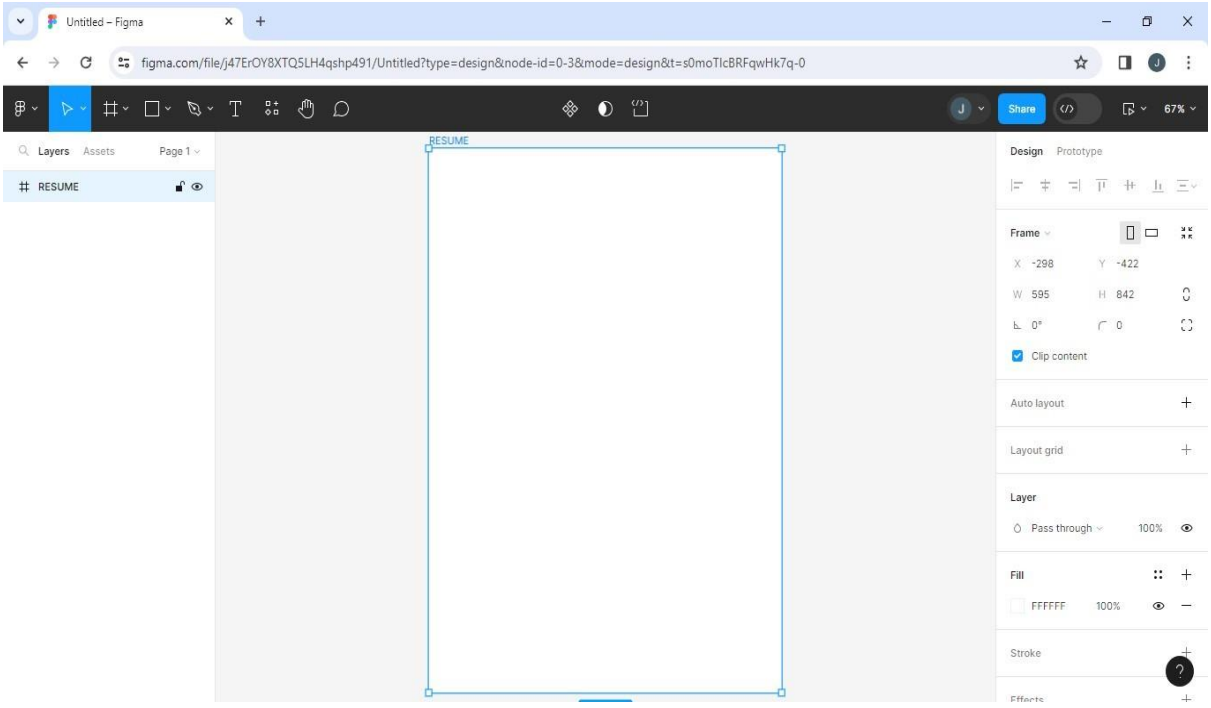
PROCEDURE:

1. Open new project in figma.

2. Using region tools from top left corner, select section.

3. Select section from layers, using fill option from design tab chooses the desired color (#00b6c4).

4. Using region tool select a new frame from design tab choose paper A4.



5. Using shape tools select ellipse of two different sizes.

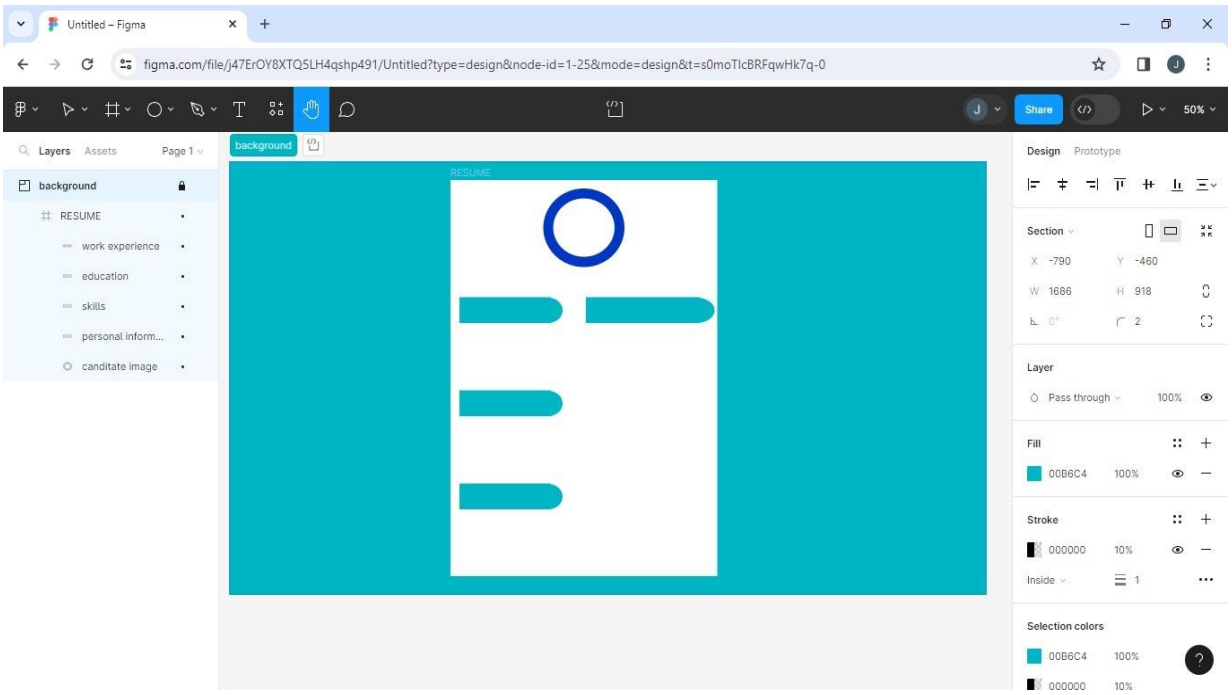
6. Place the smaller ellipse over the larger ellipse and select both the ellipse. Using boolean groups option from the top-middle section and click exclude selection.

7. Using shape tools select a rectangle and ellipse.

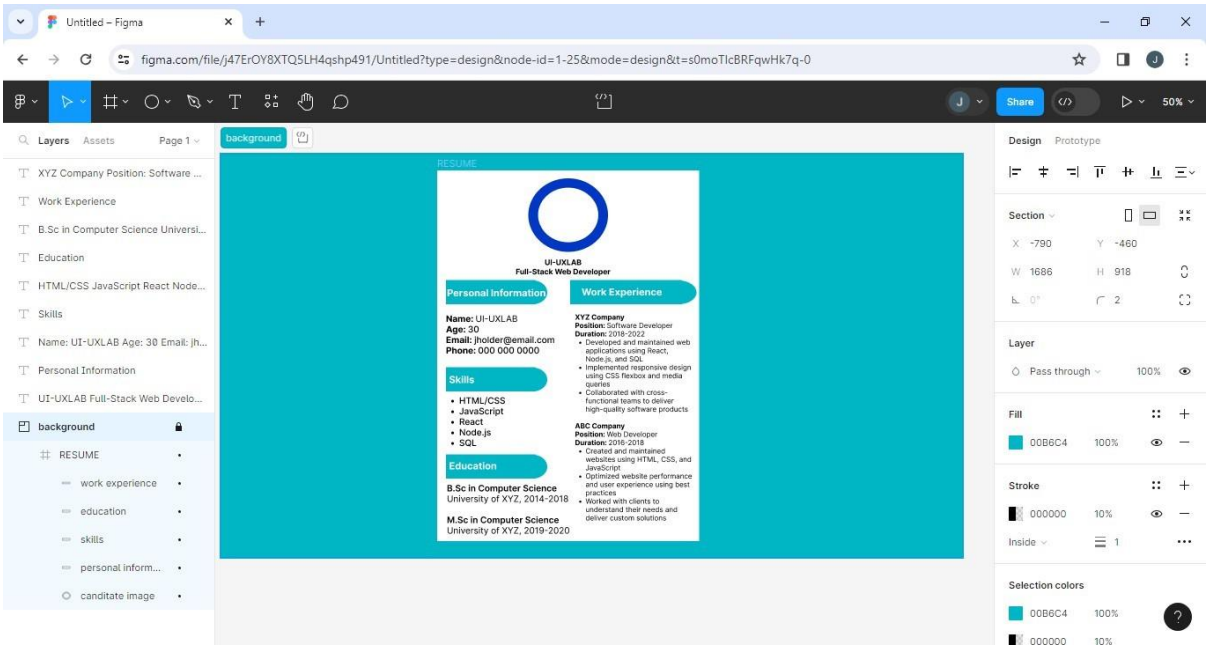
8. Place the ellipse at the right corner of the rectangle to get the desired shape. Using boolean groups option, click union selection.

9. Duplicate the above obtained shape using Ctrl+d.

10. Place them at the desired positions and fill the required colors to get the perfect layout of your resume.



11. Using text option fill all the texts for your resume.



12. Click on prototype view.

EX NO: 2 ***UI INTERACTION PATTERNS***

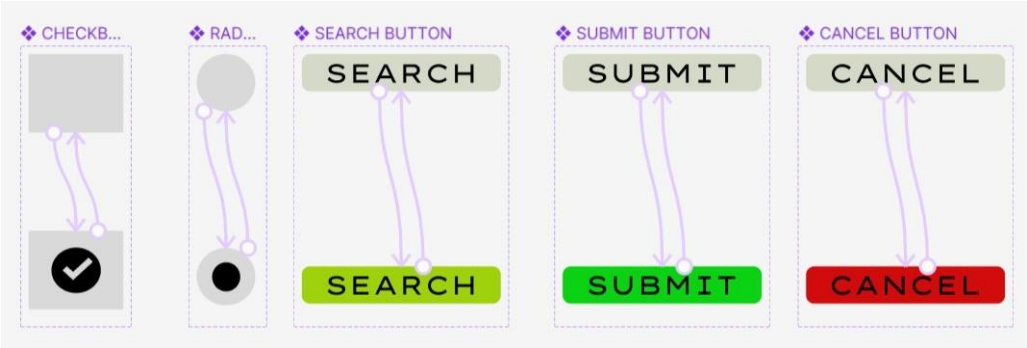
DATE:

AIM:

To create various UI interaction patterns for a website using the Figma tool.

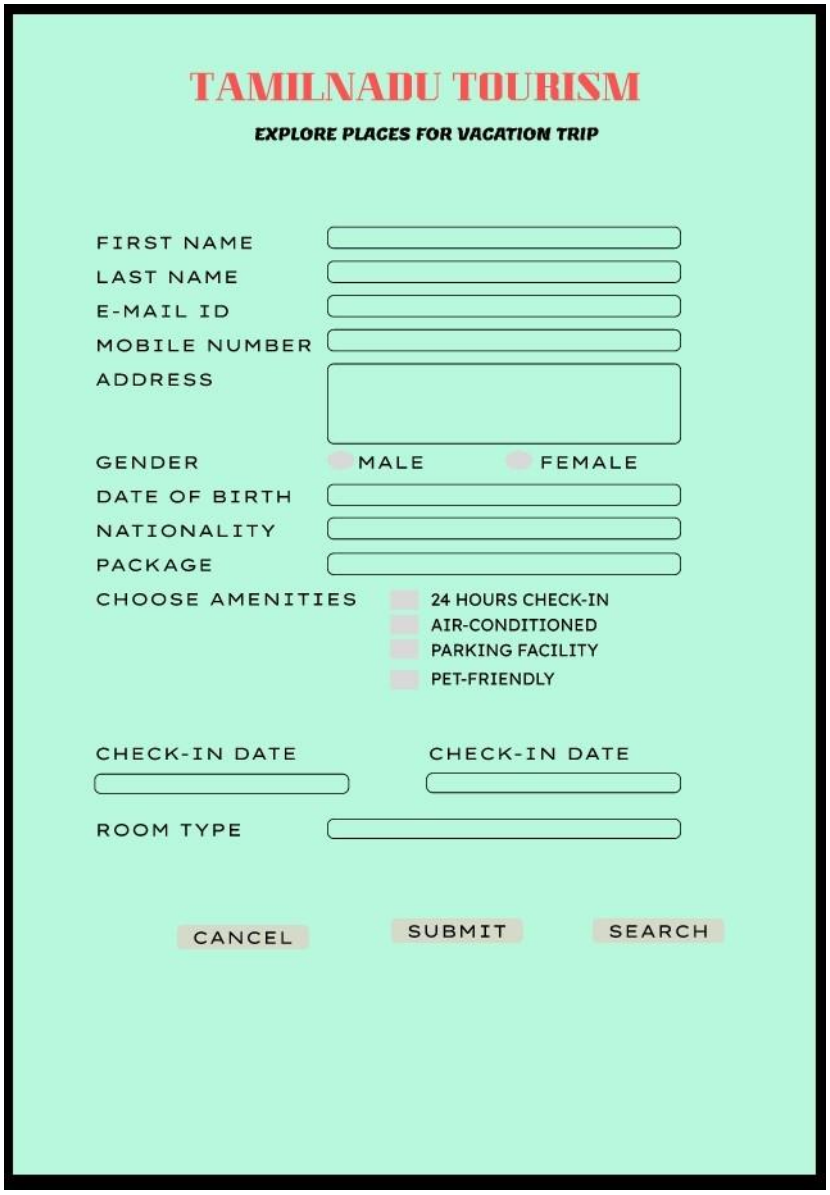
PROCEDURE:

1. Log in to your Figma account and create a new file for your project.
2. Select frames from the toolbar and choose your preferred frame size.
3. Within the frame, use Figma's shape tools to design the layout of your web page.
4. Add textboxes for users to input their information such as name, email, password, mobile number, and check-in and check-out date.
5. Position the textboxes and labels neatly within the form layout.
6. Include radio buttons for selecting gender and checkboxes as needed for selecting amenities and drop-down boxes for selecting nationality, room type, and room packages
7. Choose the element you want to turn into a component. It can be button, input field, icon, orany other element you want to reuse. You can click on the "Create Component" button in the top-right corner of the toolbar.



8. In the right sidebar, click on the "Variants" tab. If you don't see the Variants tab, make sure you have the component selected.
9. Click on the "+" button in the Variants panel to add a new variant.
10. After creating the component, simply locate the assets on your computer’s file system. Drag the desired asset files directly into the Figma canvas or onto the specific frame where you want to place them. You can then position, resize, and arrange them as needed within your design
11. Use Figma's prototyping features to add interactions to your page such as clicking on a radio button or checkbox.

12. Finally, add a submit, cancel, search button at the bottom of the page to allow users to submit, and cancel their request and to search for specific requirements.



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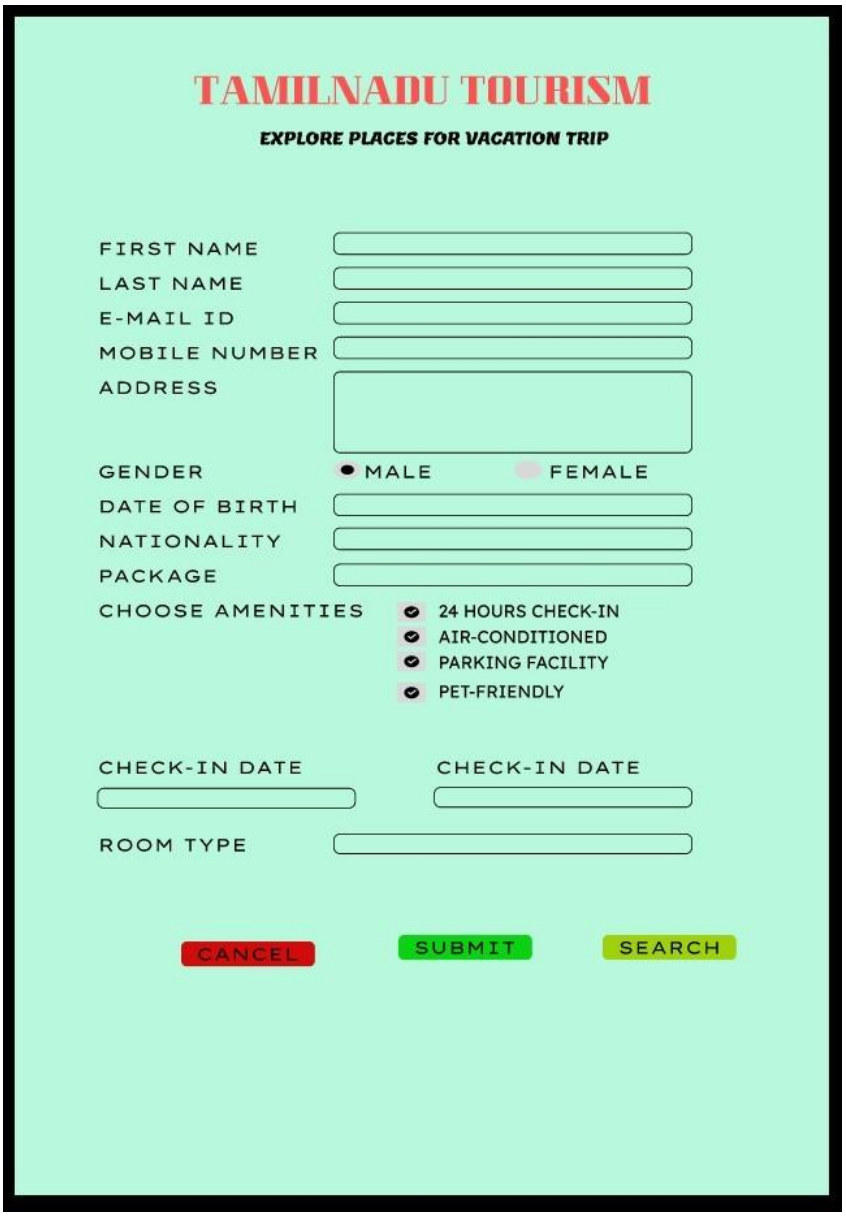


RESULT:

EX NO:3 ***UI STYLE GUIDES***

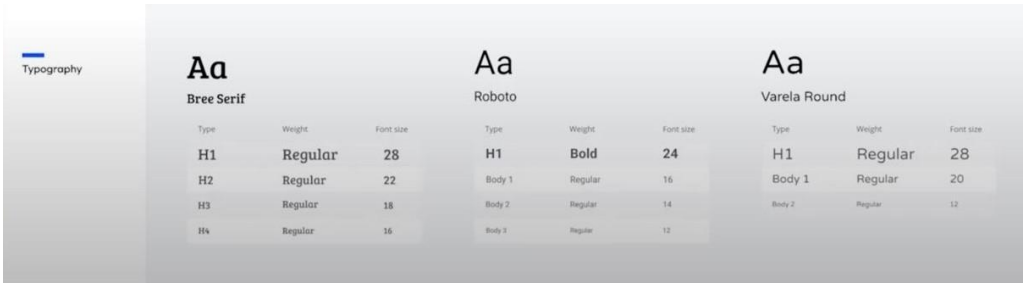
DATE:

AIM:

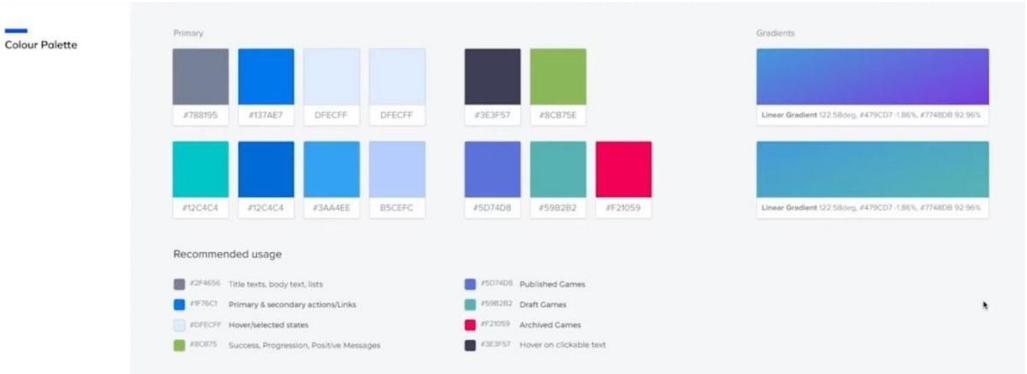
To develop an interface with proper UI style guides.

PROCEDURE:

1. Create a new design file in Figma.
2. Add a new frame.
3. Add text typography and insert the font styles you will use in your design
4. Add font weight, Font size, and font colors to the proper font styles.

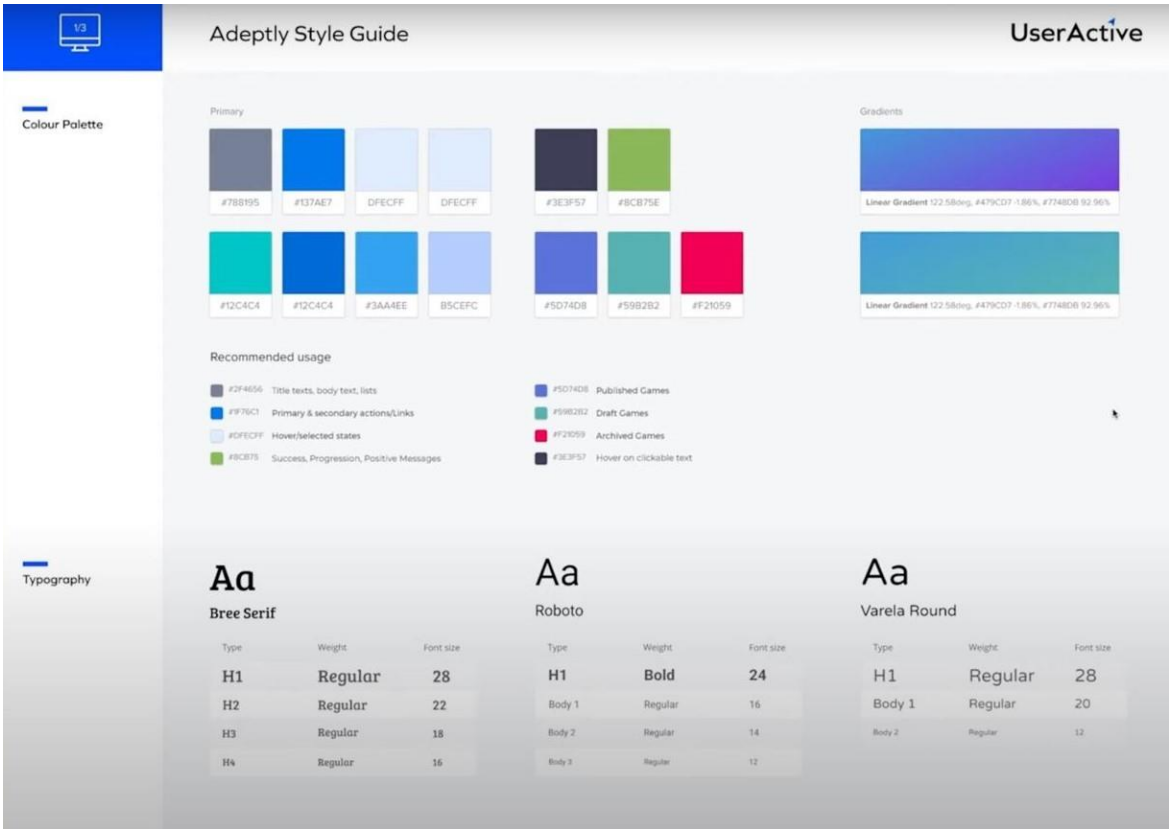


5. Create a new segment Icon.
6. Add the icons which you are going to use in your design.
7. Import the icons from plugins like Iconify, and iconduck.
8. Create a new segment as a color palette.
9. Add the sections as primary, Neutral, and semantic.
10. Fill the color in boxes that are used in the design system.



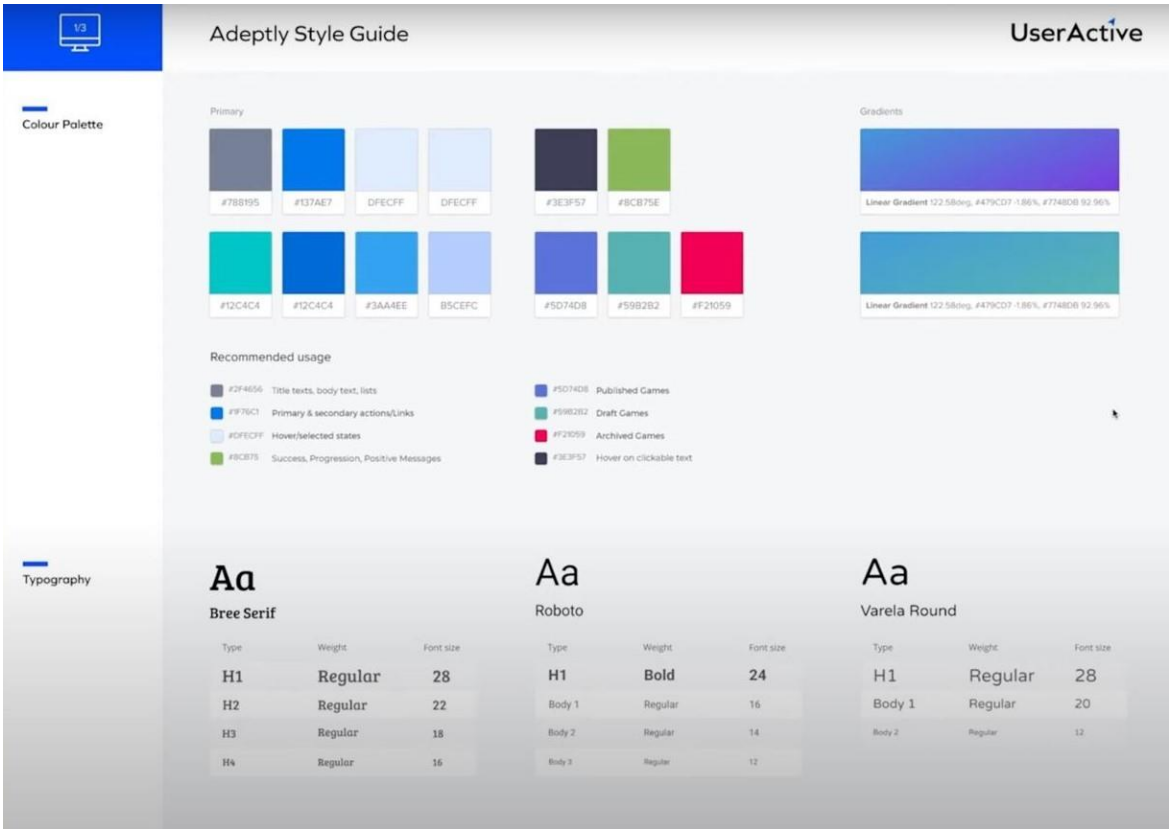
11. Fill the colors in the proper sections as we create.
12. Use these style guides to create your design.

OUTPUT:



RESULT:

OUTPUT:



RESULT:

EX NO: 4 ***WIREFLOW DIAGRAM***

DATE:

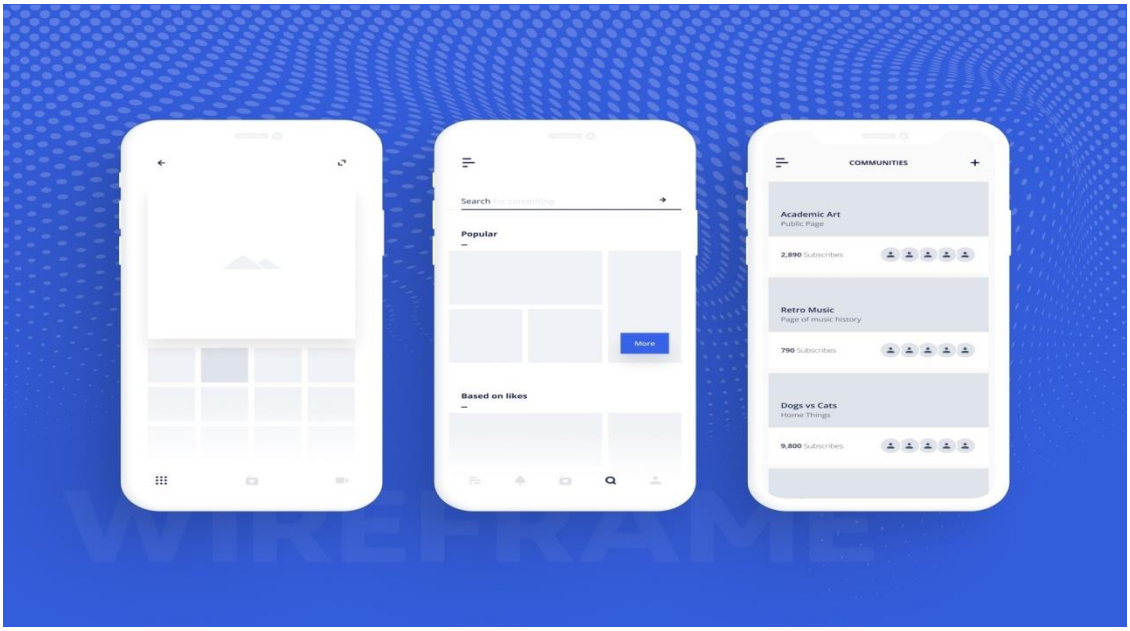
AIM:

To develop a wireflow diagram for application using open-source software.

PROCEDURE:

1. Open a Figma and make it available with your designs in Canvas.
2. Go to manage plugin to connect with your open source platform like Wix studio, overflow.
3. Ensure the source that they align with your project,
4. Outline the various paths users can take within the application. Define entry points, user action, and possible outcomes.
5. Start with rough sketches to visualize key screens and interactions. This can be done on paper or digital open-source tools.
6. Use the software to create low-fidelity wireframes.
7. Focus on layout, content placement, and basic functions.
8. Use interactive features in your chosen tool to link screens, showcasing the flow between different sections of the applications.
9. Seek feedback from stakeholders or potential users. Iterate your wireflow based on feedback to improve usability and address any concerns.
10. Complete the wireflow and export it into a format that is easily sharable with clients or members.

OUTPUT:



RESULT:

EX NO:5 EXPLORING VARIOUS OPEN SOURCE COLLABORATIVE INTERFACE PLATFORM

DATE:

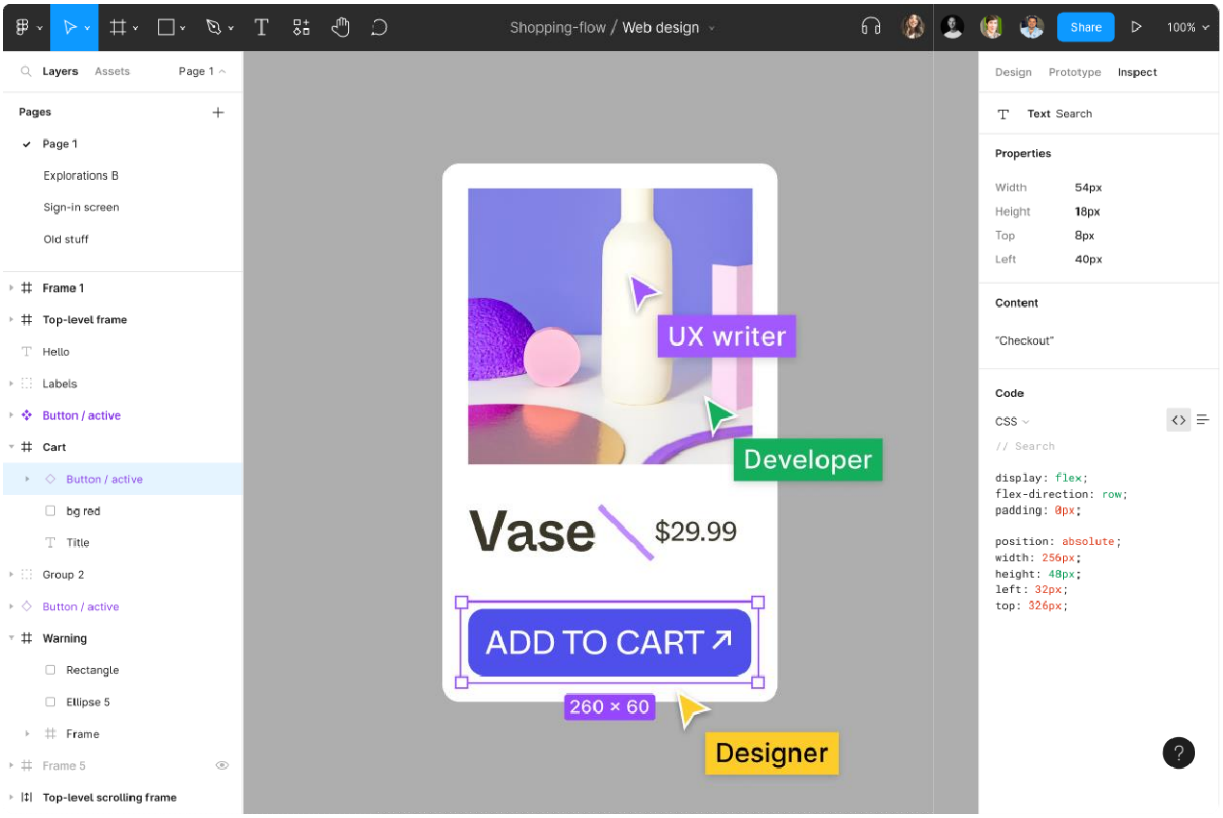
AIM:

To explore various open source collaborative interface platform.

EXAMPLES:

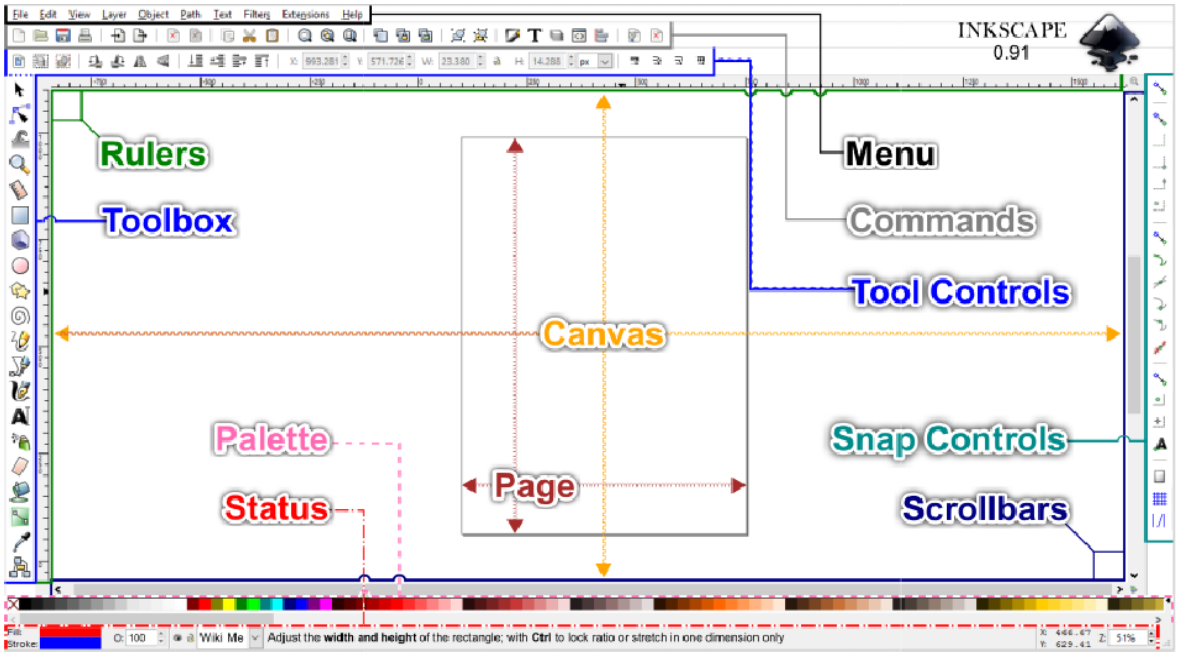
Figma:

❖ Figma has established itself as a leading cloud-based design tool, particularly renowned for its robust collaborative features. While not open-source, Figma offers a free plan making accessible to individuals and small teams. Its strength lies in its ability to allow multiple users to work simultaneously on a design, making real-time collaboration effortless. With features like shared libraries, design versioning, and commenting, Figma facilitates seamless teamwork and communication within design projects. Its intuitive interface and versatile functionality, including vector graphics, prototyping, and design systems, make it a comprehensive solution for UI/UX design. Figma's popularity stems from its accessibility across different platforms, enabling designers to work from anywhere with an internet connection. Its integration with various plugins further extends its capabilities, allowing users to customize their workflows and streamline design processes.



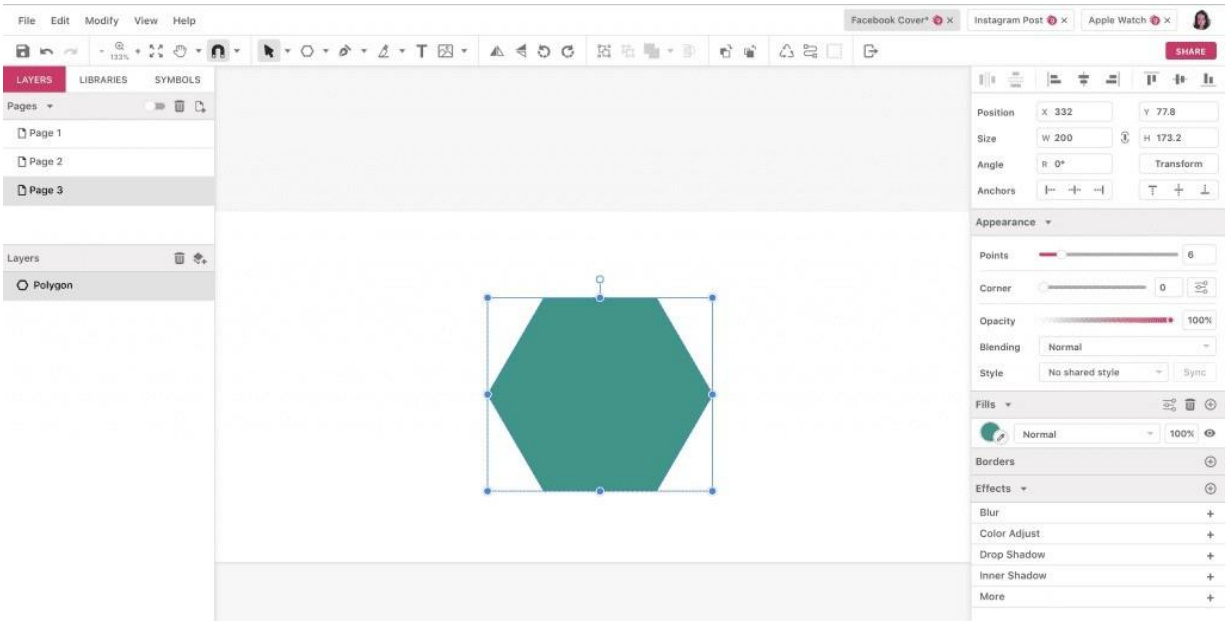
Inkscape:

- As an open-source vector graphics editor, Inkscape offers a free alternative to proprietary software like Adobe Illustrator. While lacking built-in collaborative features, teams can utilize version control systems such as Git to collaborate on designs. Inkscape provides a wide range of tools for creating and editing vector graphics, including drawing shapes, manipulating paths, and adding text. Its active community ensures regular updates and improvements, making it a reliable choice for designers seeking free and accessible design software. Inkscape's cross-platform compatibility and support for various file formats enhance its versatility, enabling seamless integration into diverse design workflows. Despite its collaborative limitations, Inkscape remains a powerful tool for individual designers and small teams looking for an open-source vector graphics solution.



Gravit Designer:

- Gravit Designer is a free vector graphic design application offering cloud-based storage and collaboration features. Its intuitive interface and comprehensive set of tools make it suitable for various design tasks, including UI/UX design. Multiple users can work on the same design files simultaneously, thanks to its collaborative features, facilitating real-time collaboration. Gravit Designer's cross-platform compatibility and synchronization capabilities ensure seamless access to design projects across different devices. While the free version has some limitations compared to the paid version, it still provides robust functionality for individual designers and small teams. Its integration with the cloud platform enhances workflow efficiency, enabling easy sharing and collaboration on design projects. Gravit Designer's popularity stems from its accessibility and versatility, making it a preferred choice among designers seeking a free and feature-rich vector graphic design tool.

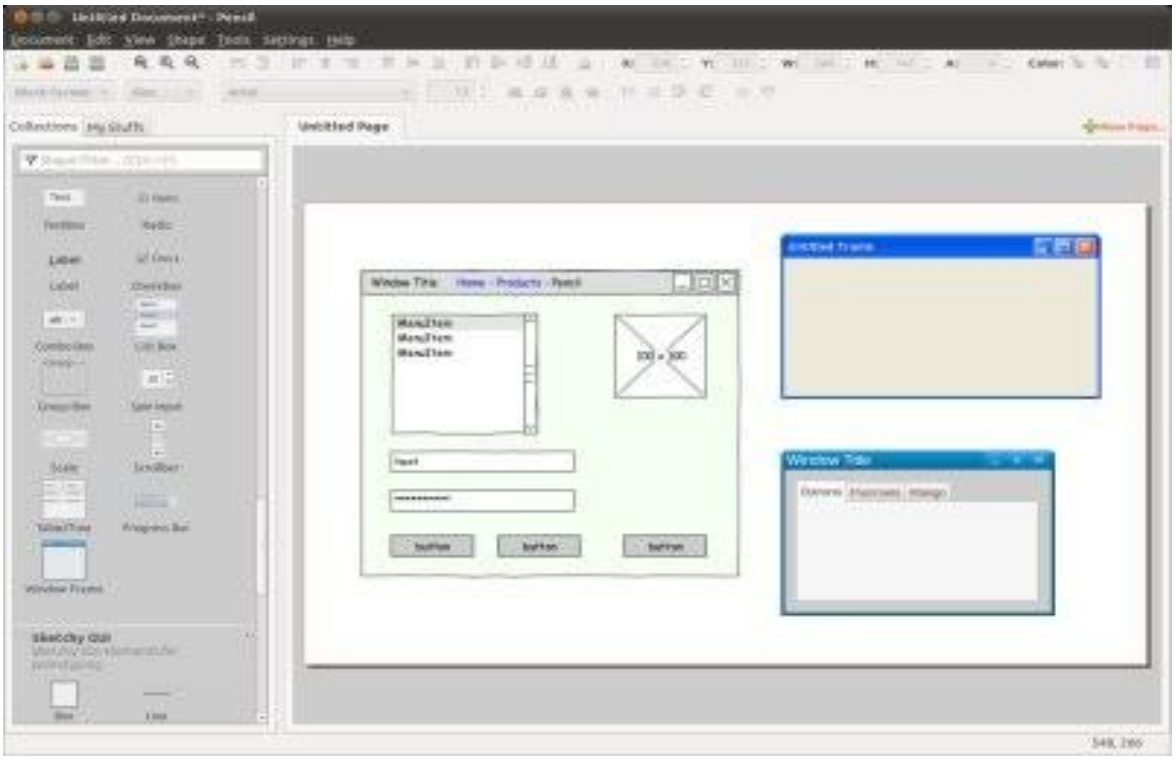


Drawpile:

- Drawpile is an open-source collaborative drawing program primarily used for sketching and brainstorming. It enables multiple users to draw on the same canvas over the internet in real-time, fostering collaboration among designers and artists. While not specifically tailored for UI/UX design, Drawpile's collaborative features make it suitable for generating ideas and rough sketches during the early stages of the design process. Its simple interface and cross-platform compatibility ensure accessibility across different devices, allowing teams to work together seamlessly regardless of their location. Drawpile's active community and regular updates contribute to its reliability and continued development as a collaborative drawing tool.

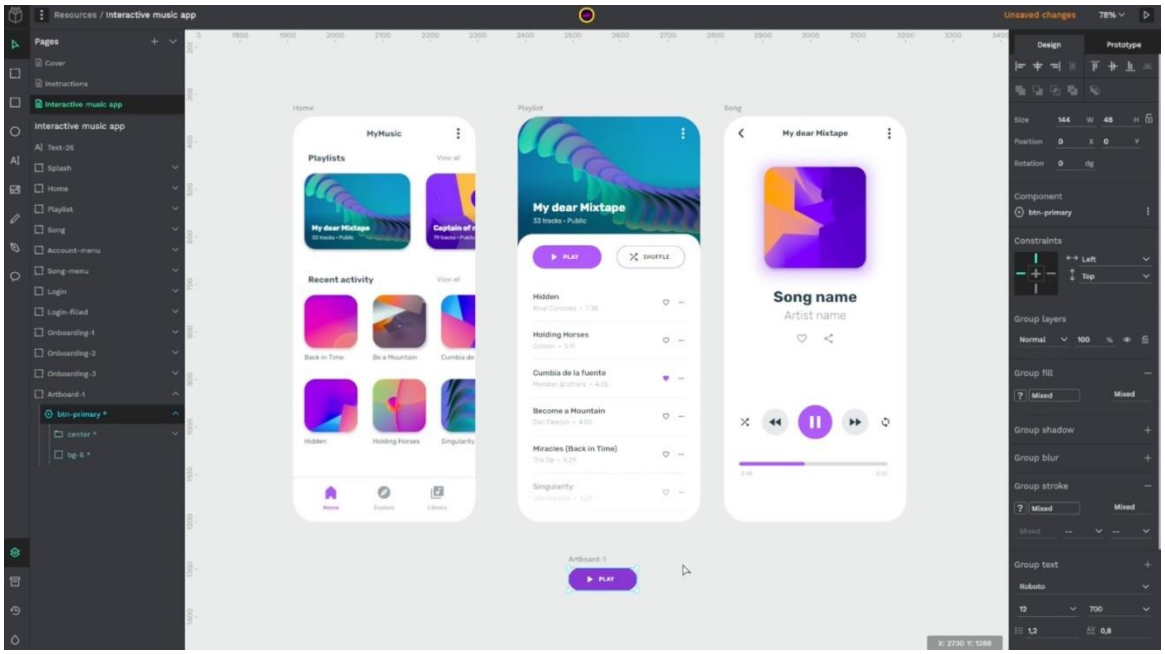
Pencil Project:

- Pencil Project is an open-source GUI prototyping tool designed for creating wireframes and UI mockups. While lacking built-in collaboration features, teams can collaborate by sharing files and utilizing version control systems. Pencil Project provides a wide range of built-in shapes, templates, and stencils to facilitate the rapid creation of interface designs. Its intuitive drag-and-drop interface and simple controls make it accessible to designers of all skill levels. While it may not offer advanced features found in more robust design tools, Pencil Project serves as a valuable resource for quickly sketching and visualizing UI concepts. Its open-source nature allows for community contributions and customization, ensuring its adaptability to various design workflows and requirements.



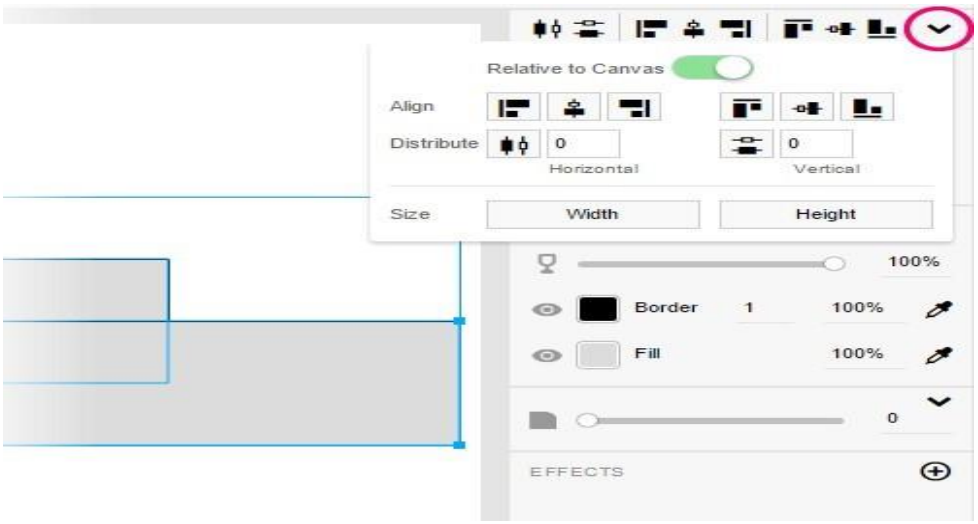
Penpot:

- Penpot is an open-source design and prototyping platform specifically tailored for UI/UX design projects. It offers collaborative features such as real-time editing, commenting, and version history, enabling teams to work together seamlessly on design tasks. Penpot's intuitive interface and comprehensive toolset make it suitable for creating high-fidelity prototypes, wireframes, and design systems. Its cloud- based storage ensures easy access to design files from anywhere, while its integration with version control systems enhances workflow efficiency. Penpot's focus on collaboration and user-centered design sets it apart as a valuable resource for teams seeking an open-source solution for UI/UX design.



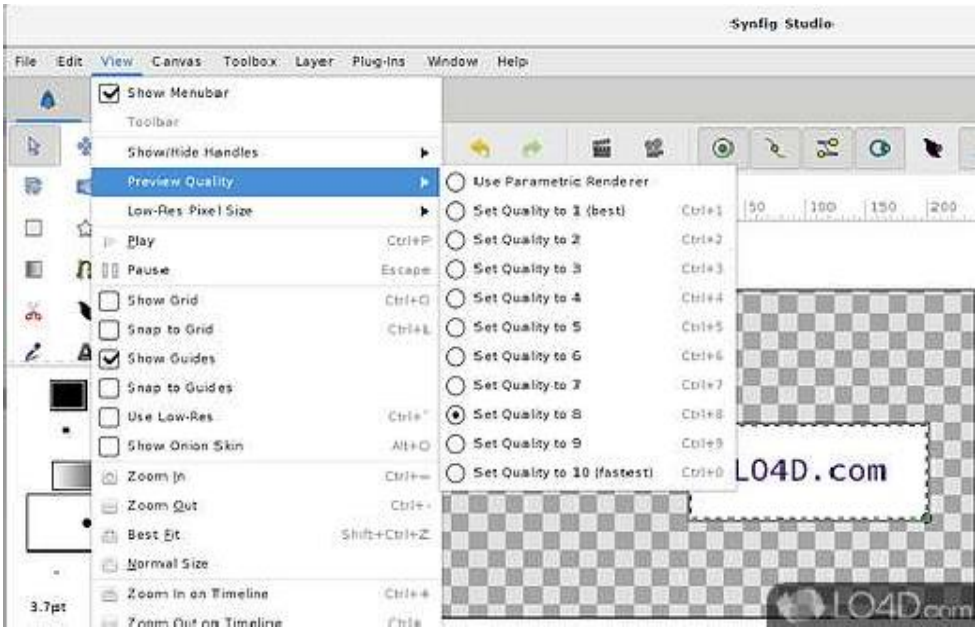
Graviton:

- Graviton is an open-source design tool supporting vector graphics, UI design, and prototyping. It provides collaborative features through its cloud platform, allowing teams to work together on design projects in real-time. Graviton's intuitive interface and extensive toolset make it suitable for various design tasks, including creating illustrations, icons, and UI designs. Its cross-platform compatibility ensures accessibility across different devices, while its synchronization capabilities facilitate seamless collaboration among team members. Graviton's active community and regular updates contribute to itsreliability and continued development as an open-source design tool.



Synfig Studio:

- Synfig Studio is an open-source 2D animation software primarily used for animation production. While not specifically designed for UI/UX design, it can be a useful tool for creating animated UI mockups and prototypes. Synfig Studio offers a wide range of features for creating complex animations, including vector-based drawing tools, bone rigging, and keyframe animation. Its timeline-based interface and advanced controls provide flexibility and precision in animation creation. While Synfig Studio may require a learning curve for users unfamiliar with animation software, its open-source nature allows forcommunity contributions and customization, ensuring its adaptability to various design requirements.



RESULT:

EX NO:6 HANDS ON DESIGN THINKING PROCESS FOR A NEW PRODUCT

DATE:

AIM:

To apply the principles of Design Thinking to develop a new product concept with a focus on creating a user-centric UI/UX design.

PROCEDURE:

CORE STAGES OF DESIGN THINKING:

- Design thinking is a non-linear, iterative process that can have anywhere from three to seven phases, depending on whom you talk to.
- The five stages of design thinking, Empathize: research your users' needs. Define: state your users' needs and problems. Ideate: challenge assumptions and create ideas. Prototype: start to create solutions. Test: try your solutions out.

Stage 1: Empathize—Research Your Users' Needs

❖ The first stage of the design thinking process focuses on user-centric research. You want to gain an empathic understanding of the problem you are trying to solve.

❖ Consult experts to find out more about the area of concern and conduct observations to engage and empathize with your users.

❖ Empathy is crucial to problem solving and a human-centered design process as it allows design thinkers to set aside their own assumptions about the world and gain real insight into users and their needs.

❖ Depending on time constraints, you will gather a substantial amount of information to use during the next stage.

❖ The main aim of the Empathize stage is to develop the best possible understanding of your users, their needs and the problems that underlie the development of the product or service you want to create.

Stage 2: Define—State Your Users' Needs and Problems

- ❖ In the Define stage, you will organize the information you have gathered during the Empathize stage. You'll analyze your observations to define the core problems you and your team have identified up to this point. Defining the problem and problem statement must be done in a human-centered manner. For example, you should not define the problem as your own wish or need of the company: "We need toincrease our food-product market share among young teenage girls by 5%."
- ❖ You should pitch the problem statement from your perception of the users' needs: "Teenage girls needto eat nutritious food in order to thrive, be healthy and grow."
- ❖ The Define stage will help the design team collect great ideas to establish features, functions and other elements to solve the problem at hand or, at the very least, allow real users to resolve issues themselveswith minimal difficulty.

Stage 3: Ideate—Challenge Assumptions and Create Ideas

- ❖ During the third stage of the design thinking process, designers are ready to generate ideas. With this solid background, you and your team members can start to look at the problem from different perspectives and ideate innovative solutions to your problem statement.
- ❖ Brainstorm and Worst Possible Idea techniques are typically used at the start of the ideation stage to stimulate free thinking and expand the problem space.
- ❖ This allows you to generate as many ideas as possible at the start of ideation. You should pick other ideation techniques towards the end of this stage to help you investigate and test your ideas. Choose the best ones to move forward with either because they seem to solve the problem or provide the elements required to circumvent it.

Stage 4: Prototype—Start to Create Solutions

- ❖ The design team will now produce a number of inexpensive, scaled down versions of the product (or specific features found within the product) to investigate the key solutions generated in the ideation phase.
- ❖ These prototypes can be shared and tested within the team itself, in other departments or on a small group of people outside the design team.
- ❖ This is an experimental phase, and the aim is to identify the best possible solution for each of the problems identified during the first three stages. The solutions are implemented within the prototypes and, one by one, they are investigated and then accepted, improved or rejected based on the users' experiences. By the end of the Prototype stage, the design team will have a better idea of the product's

limitations and the problems it faces. They'll also have a clearer view of how real users would behave, think and feel when they interact with the end product.

Stage 5: Test—Try Your Solutions Out

- Designers or evaluators rigorously test the complete product using the best solutions identified in the Prototype stage.
- This is the final stage of the five-stage model; however, in an iterative process such as design thinking,the results generated are often used to redefine one or more further problems.
- This increased level of understanding may help you investigate the conditions of use and how people think, behave and feel towards the product, and even lead you to loop back to a previous stage in the design thinking process. You can then proceed with further iterations and make alterations and refinements to rule out alternative solutions. The ultimate goal is to get as deep an understanding of theproduct and its users as possible.

RESULT:

EX NO:7 BRAINSTORMING FEATURE FOR PROPOSED PRODUCT

DATE:

AIM:

To understand the importance of feature brainstorming in UI/UX design and to practice generating ideas for improving the user experience of a proposed product.

PROCEDURE :

Define the Proposed Product:

- Start by defining the proposed product for which you will be brainstorming features. This could be a mobile app, a website, or any other digital product.
- Clearly identify the target audience and the problem or need that the product aims to address.

Understand User Needs and Pain Points:

- Conduct user research to gain insights into the target audience's needs, preferences, and pain points.
- Create user personas or empathy maps to empathize with the users and understand their goals and motivations.

Identify Core Features:

- List down the core features or functionalities that are essential for the proposed product to fulfill its purpose.
- Prioritize these features based on their importance and feasibility.

Brainstorm Additional Features:

- Gather a team of designers, stakeholders, and other relevant individuals for a brainstorming session.

  Encourage creativity and open-mindedness during the brainstorming process.
- Use techniques such as mind mapping or affinity diagramming to organize ideas and stimulate creativity.
- Generate a list of additional features or enhancements that could improve the user experience of the product.
- Consider both functional and non-functional aspects, such as ease of use, visual appeal, accessibility,and performance.

Evaluate and Prioritize Ideas:

- Review the list of brainstormed features and evaluate each idea based on its potential impact on the user experience.

- Consider factors such as feasibility, resource constraints, and alignment with the product's goals and target audience.
- Prioritize the ideas based on their importance and feasibility, keeping in mind both short-term and long-term goals.

Prototype and Test:

- Select a subset of prioritized features to incorporate into the product design.
- Create wireframes or prototypes to visualize how the features will be implemented in the user interface.
- Conduct usability testing with representative users to gather feedback on the proposed features and iterate on the design accordingly.

RESULT:

EX NO:8 DEFINING THE FEEL AND LOOK OF THE NEW PROJECT

DATE:

AIM:

To define the visual style (look and feel) for a new user interface (UI) design project using Figma, a popular design software**.**

PROCEDURE:

1. Understand the Project Goals and Users:

Begin by thoroughly understanding the project's objectives and target audience. What problem areyou solving, and who are you solving it for? Consider their demographics, technical expertise, and expectations.

2. Gather Inspiration:

Research existing design trends and competitor interfaces. Look for inspiration on platforms like Dribbble, Behance, or browse design award websites. Pay close attention to color palettes, typography, and layout styles that resonate with your target audience.

3. Moodboard Creation:

In Figma, create a mood board to visually represent the desired look and feel. Use this space to collect inspirational images, color swatches, typography samples, and any other visual elements thatcapture the essence of your design direction.

4. Define Color Palette:

Establish a limited color palette (3-5 primary colors) that aligns with your project's goals and user preferences. Consider color psychology and how different colors evoke emotions. Tools like Adobe Color or Coolors can help generate harmonious palettes.

5. Typography Selection:

Choose a set of fonts (one for headlines, another for body text) that are clear, readable, and reflectthe overall tone of the UI. Consider factors like font weight, size, and legibility across various screen sizes.

6. Style Guide Creation:

Develop a basic style guide within Figma to document your design decisions. This guide should include elements like color codes, font families, button styles, and any other recurring UI components. Consistency in these elements is crucial for a cohesive user experience.

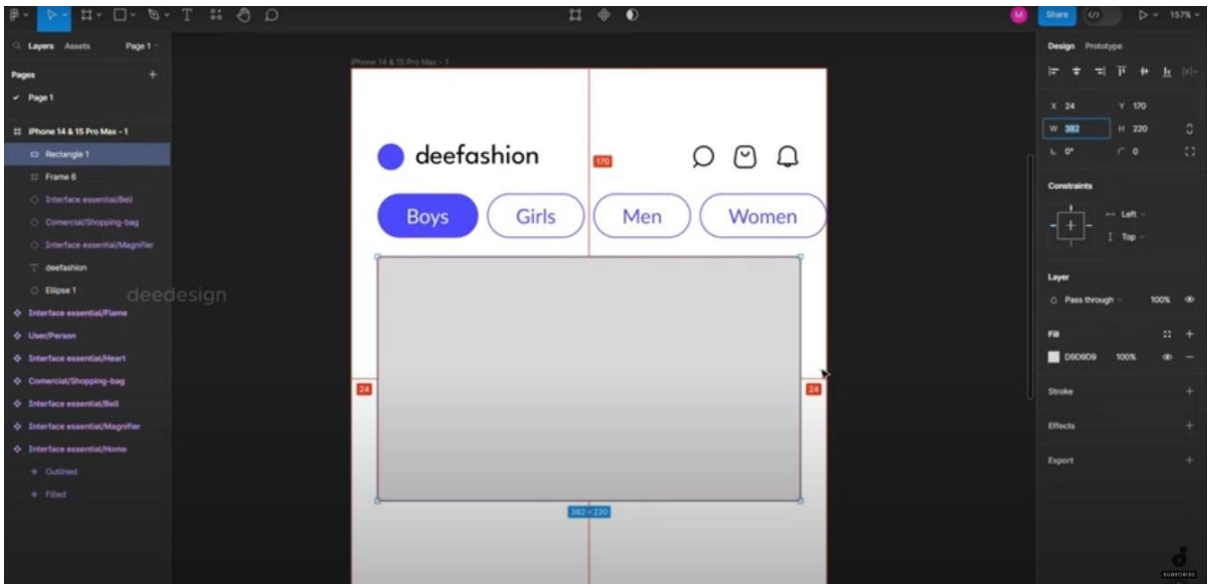
7. Mockup Creation:

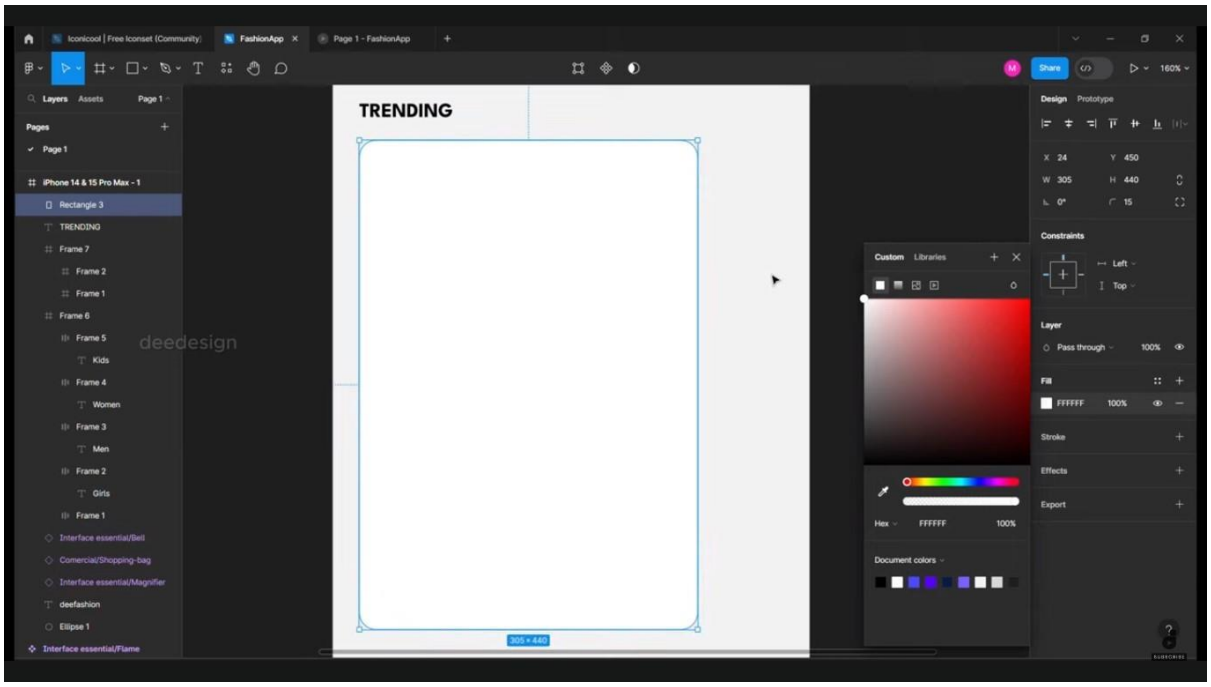
Create low-fidelity mockups in Figma to visualize the layout and placement of UI elements. Focus on functionality and user flow at this stage rather than aesthetics.

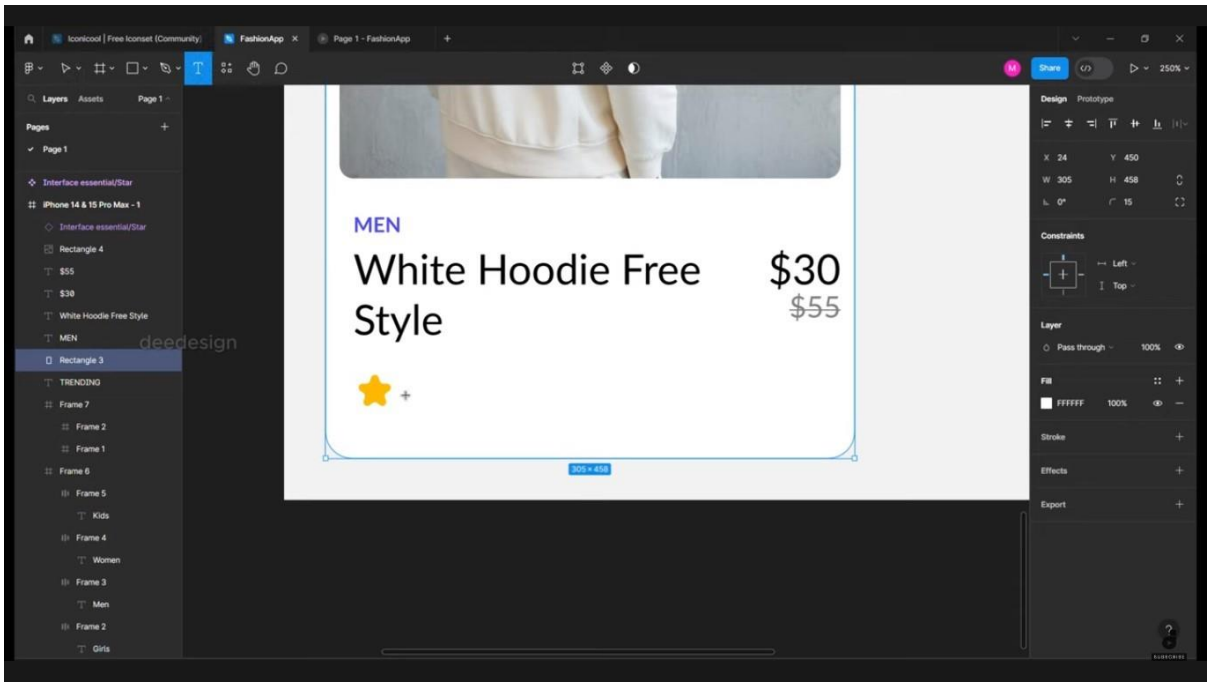
8. User Feedback and Iteration:

Share your initial mockups with potential users or colleagues to gather feedback. Analyze their suggestions and iterate on your design based on their input. This iterative process is vital for creating a user-centered interface**.**

OUTPUT:



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$55
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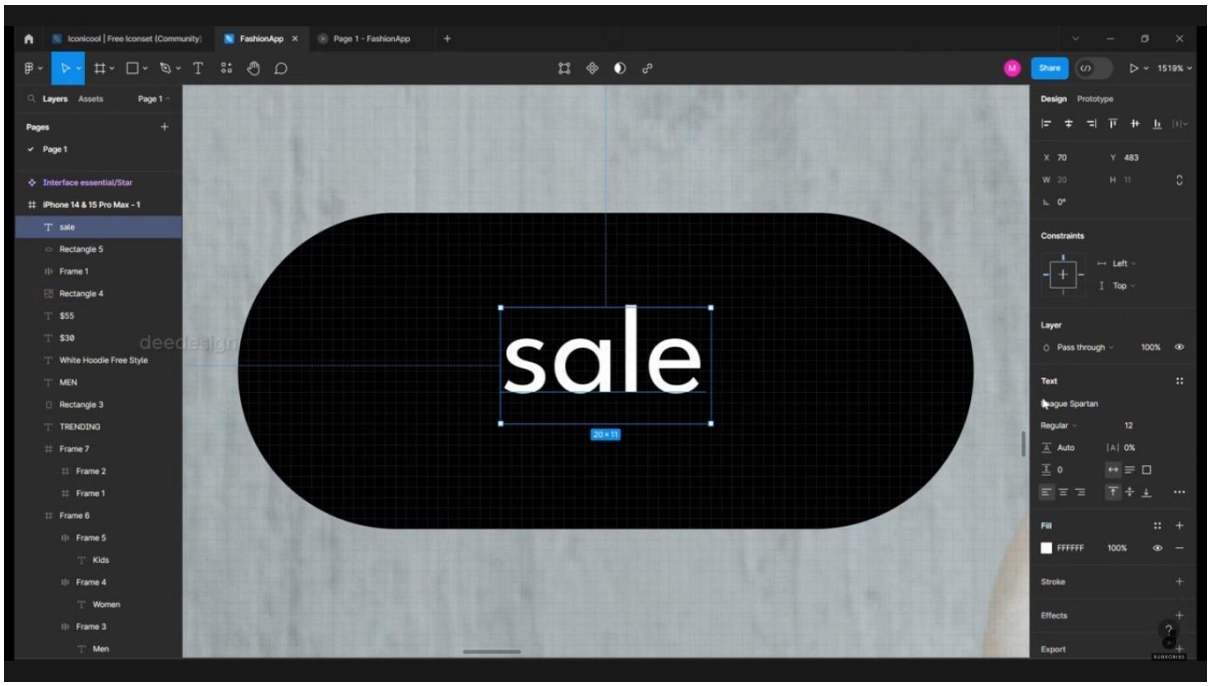
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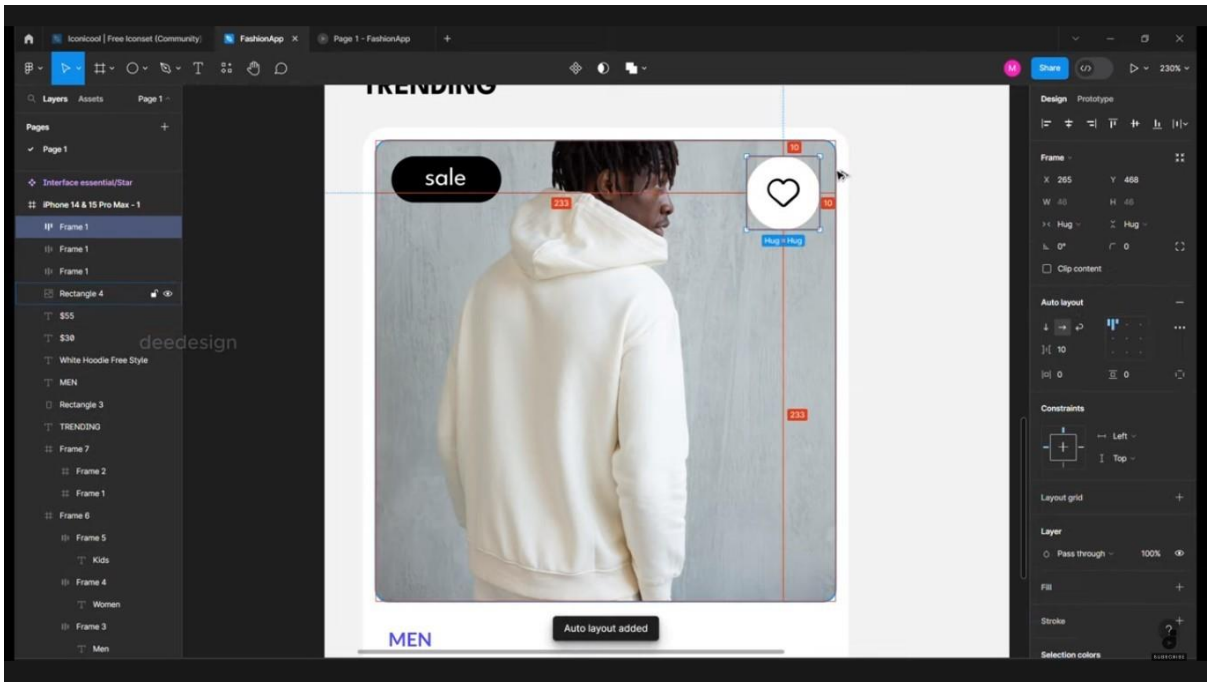
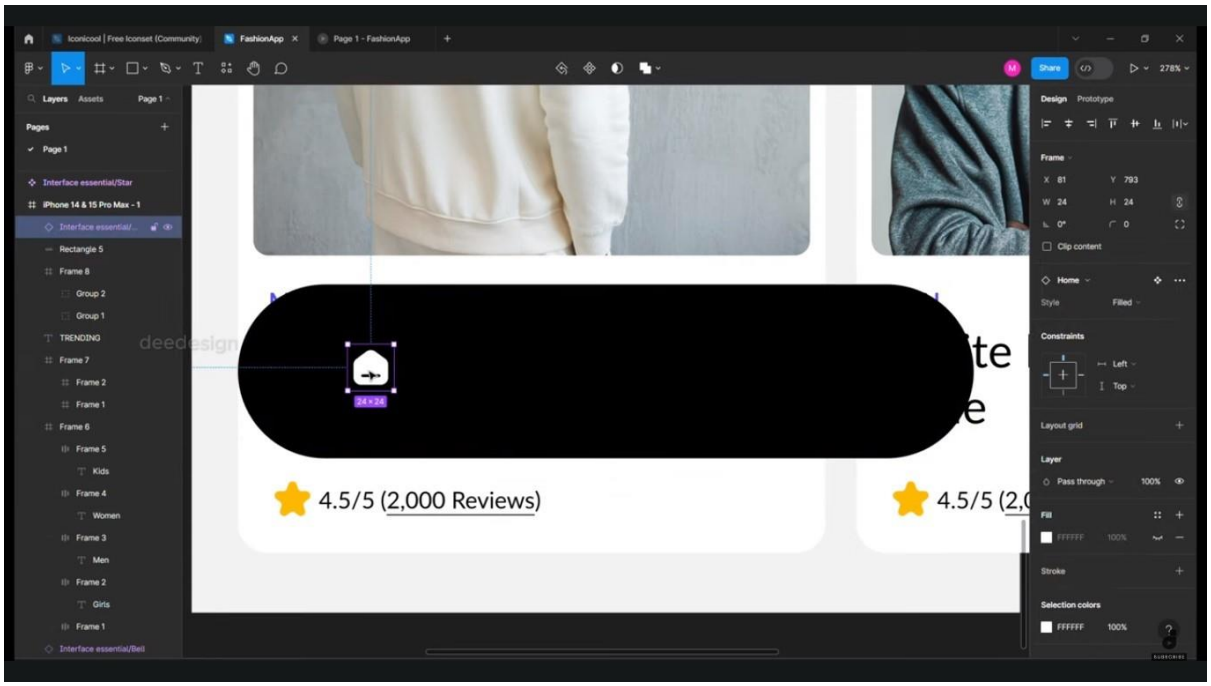
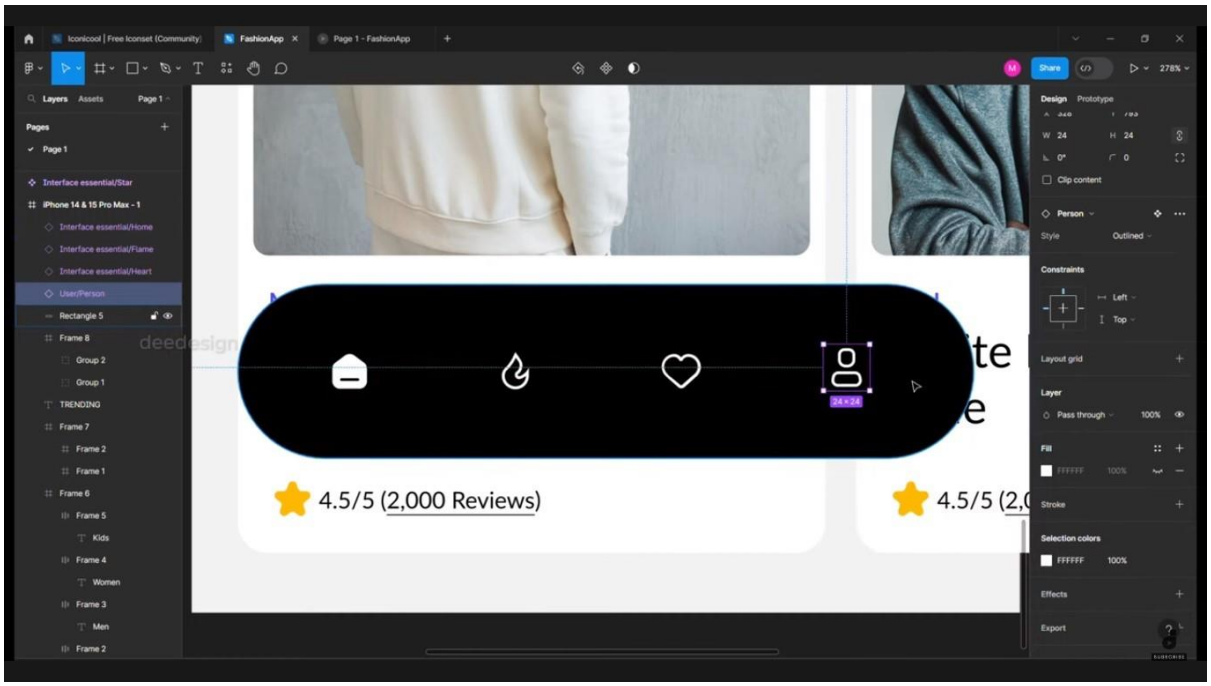

sale
MEN
Auto layout added


4.5/5 (2,000 Reviews)


FashionApp
Page 1 - FashionApp
Share
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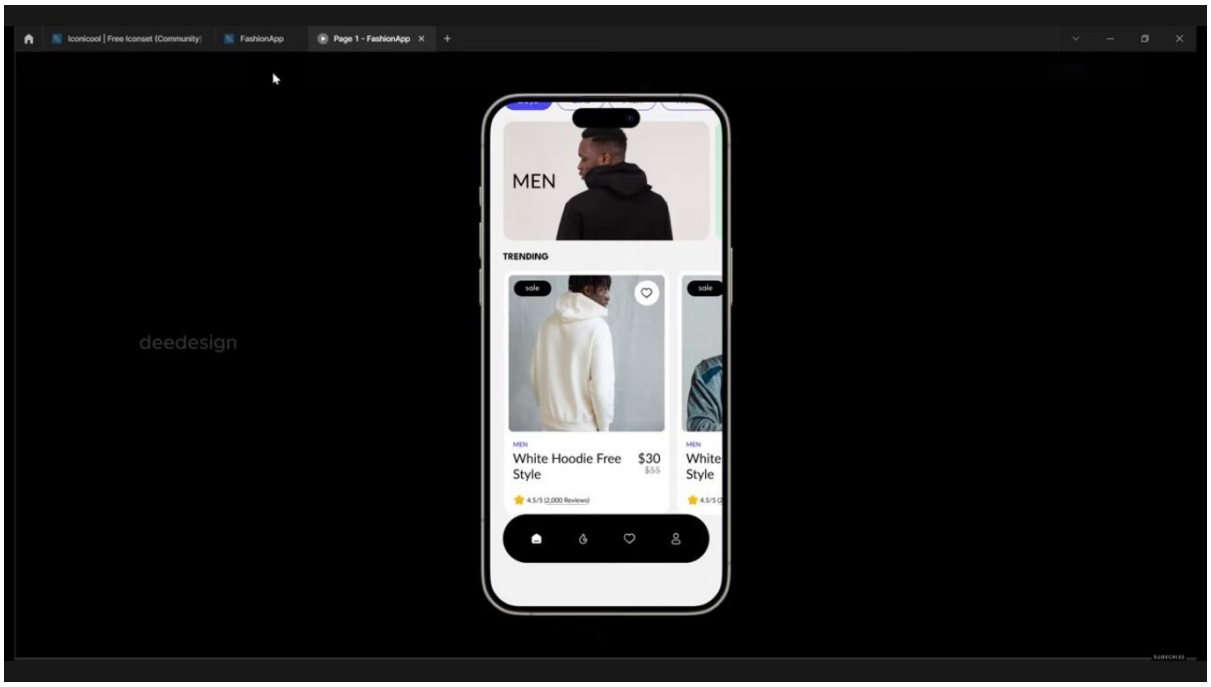
Pages
Page 1
Interface essential/Star
iPhone 14 & 15 Pro Max - 1
Interface essential/Home
Interface essential/Flame
Interface essential/Heart
User/Person
Rectangle 5
Frame 8
Group 2
Group 1
TRENDING
Frame 7
Frame 2
Frame 1
Frame 6
Frame 5
Kids
Frame 4
Women
Frame 3
Men
Frame 2
Design
Prototype
Clip content
Person
Style
Outlined
Constraints
Left
Top
Layout grid
Layer
Pass through
100%
Fill
FFFFFF
100%
Stroke
Selection colors
FFFFFF
100%
Effects
Export
24 × 24
4.5/5 (2,000 Reviews)
deedesign


FashionApp
Page 1 - FashionApp
MEN
TRENDING
sale
sale
MEN
White Hoodie Free Style
$30
$55
MEN
White Style
4.5/5 (2,000 Reviews)
deedesign

RESULT:

EX NO:9 CREATE A SAMPLE PATTERN LIBRARY FOR A PRODUCT

DATE:

AIM:

To create a sample pattern library for a mobile online shopping app in Figma, focusing on the user interface (UI) principles. This pattern library will serve as a foundation for designing consistent and user-friendly screens throughout the app.

PROCEDURE:

1. Mood Board Creation:

Create a mood board in Figma to capture the visual style and overall aesthetic you envision for the shopping app. Consider factors like the following when collecting inspiration for the mood board:

Color palette

Typography

Imagery

Layout styles

2. Color Palette Definition:

Based on the mood board and target audience, define a limited color palette (3-5 primary colors) that aligns with your project's goals. Consider color psychology and the emotions you want to evoke through the app's design. Here are some examples of color palettes and the emotions they typically evoke:

Red: Excitement, urgency

Orange: Energy, enthusiasm

Yellow: Happiness, optimism

Green: Growth, harmony

Blue: Trust, security

Purple: Creativity, luxury

Black: Sophistication, elegance

White: Cleanliness, purity

3. Typography Selection:

Choose two or three fonts that are clear, readable, and appropriate for the overall tone of the app. Onefont can be used for headlines, another for body text, and a third (optional) for buttons or accents.
Consider factors such as font weight, size, and legibility across various screen sizes. Here are some tipsfor choosing fonts for mobile apps:

Sans-serif fonts are generally more readable on small screens than serif fonts.Use a limited number of fonts (2-3) to maintain a clean and consistent look. Choose fonts that are optimized for web and mobile use.

4.Style Guide Creation:

Develop a style guide within Figma to document your design decisions and establish a foundation for consistent UI implementation. This guide should include the following elements:

Color palette with hex codes for easy reference

Typography selections with font family names and size specifications

Button styles (color, shape, hover effects, etc.)

Input field styles (text fields, dropdown menus, etc.)Card

styles (product cards, information cards, etc.) Layout

grids and spacing guidelines

5.Icon Design or Selection:

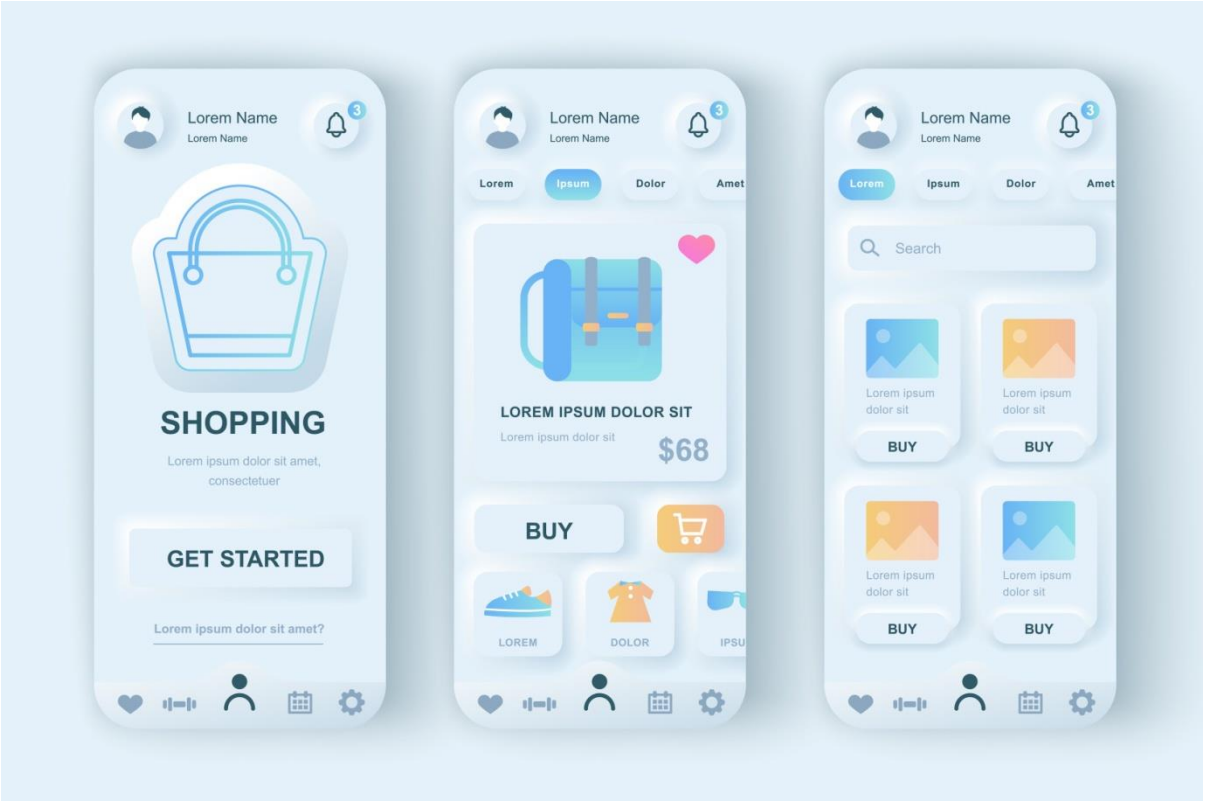
Design or select icons that are clear, consistent, and recognizable for the app's various features and functionalities. Iconography should be simple and scalable to different screen sizes. There are many resources available online for finding free or paid icon sets.

Additional Considerations

Accessibility: When designing your pattern library, it's important to consider accessibility guidelines to ensure your app is usable by everyone. This includes factors like color contrast, font size, and alternative text for images.

Usability Testing: As you develop your app's UI, conduct usability testing to identify any areas for improvement. Usability testing involves observing users as they interact with the app and identifying any pain points or areas of confusion.

OUTPUT:



RESULT:

EX NO: 10 ***IDENTIFY A CUSTOMER PROBLEM TO SOLVE***

DATE:

AIM:

To identify a customer problem to solve.

PROCEDURE:

1. There are some problems to identify in a UI-UX product design which are explained.

2. Inconsistent navigation:Users may struggle with an interface taking a cohesive navigation system leading to frustration and difficulties in finding information.

3. High learning curve:Users may struggle with a complex interface that requires extensive time and effort to understand.

4. Inefficient task flows:Cumbersome and inefficient task flows can lead to frustration , as users may not be able to complete actions or achieve goals.

5. Poorly designed ,onboarding:Inadequate onboarding processes can leave users without a proper introduction to the platform.

6. Limited Accesibilty for diverse users:An interface doesn't consider diverse user needs,such as those with different language preferences or varying levels of technological proficiency can alienate a portion of the user base.

7. Ineffective Error prevention:Lack of guidance to prevent errors before they occur can frustrate users,especiallyif they unintentionally perform irreversible actions.

8. Unintuitive information architecture:A confusing or illogical organization of information can make it difficult for users to locate specific content.

9. Inadequate feedback mechanisms:Users need clear and timely feedback on their actions.

10. Limited customization options:Users appreciate interfaces that allow them to tailor the experience to their preferences :a lack of customization options may result in less personalized and engaging user experience.

RESULT:

EX NO:11 CONDUCT END TO END USER RESEARCH, CREATING PERSONAS, IDEATION PROCESS, FLOW DIAGRAMS, FLOW MAPPING

DATE:

AIM:

To conduct end to end user research that involves user research, creating personas, ideation process,flow diagrams, flow mapping for a UIUX design.

PROCEDURE:

Problem statement: To design a online shopping app for clothes, where there is going to be a extra feature for selecting appropriate size using machine learning.

Tasks and Brief: When a user opens an app on his/her phone, they should be able to do the following tasks:

1. Create a new user login.
2. Choose a product.
3. Check your size (using your camera-feature installed).
4. Confirm your size (The size provided will be approximate).
5. Compare with the data provided by the retailer about the size and check for the product availability.
6. Display a order acceptance notification.
7. Provide the easy payment option (COD,oline transaction).
8. Get the payment from the client side.
9. Provide the order dispatch, delivery tracking facility.
10. Once delivered, create a confirmation from the user about the order with review, if dissatisfied, create a return on no concession option.

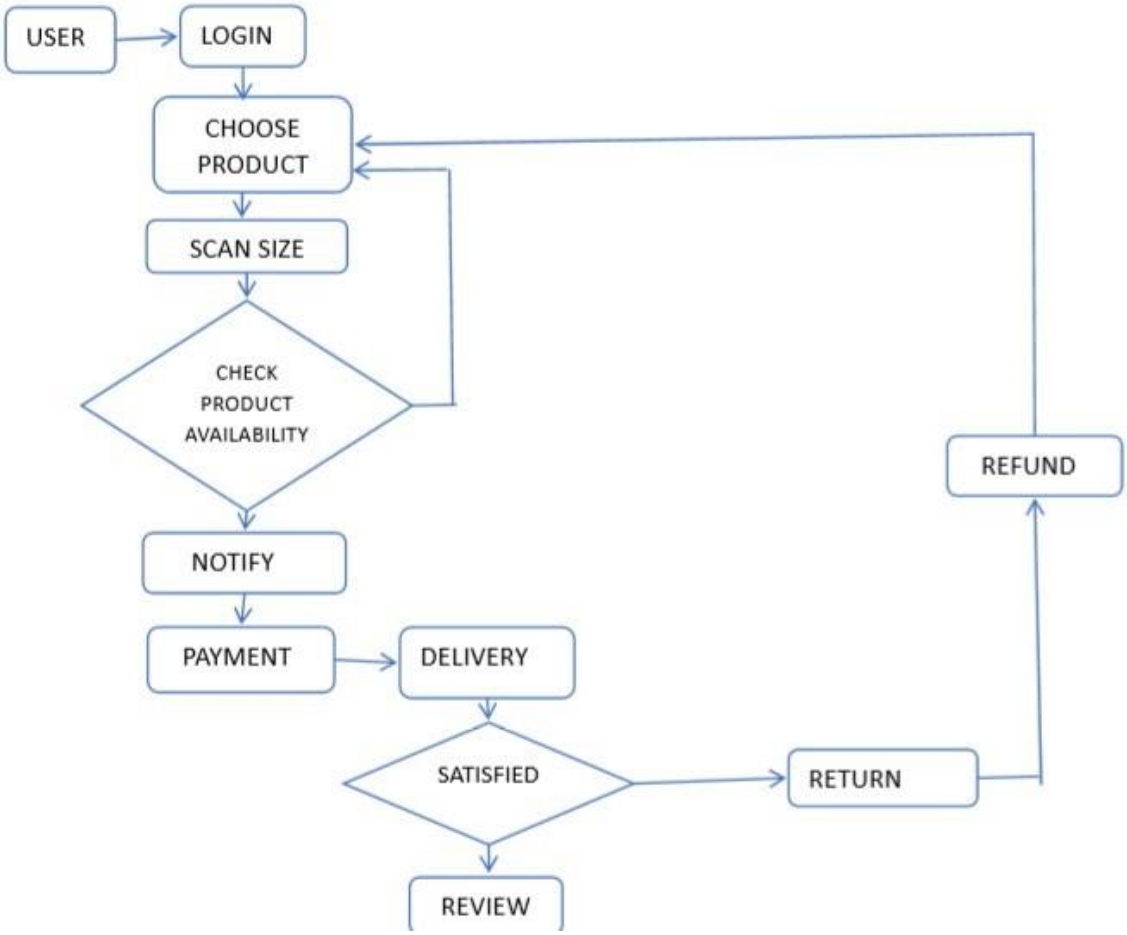
Research:

- Based on the assignment tasks and brief, it came down to these points specific about the brands target audience.
- Target users: Common people categorized as retailers and consumers.
- Key features: In the design ,register a account ,choose the product,scan and check your size, check for the availability of the product in the required size,receive an order placed notification with the payment specifications, dispatch and delivery details with returning policy and adding the product review option by clients

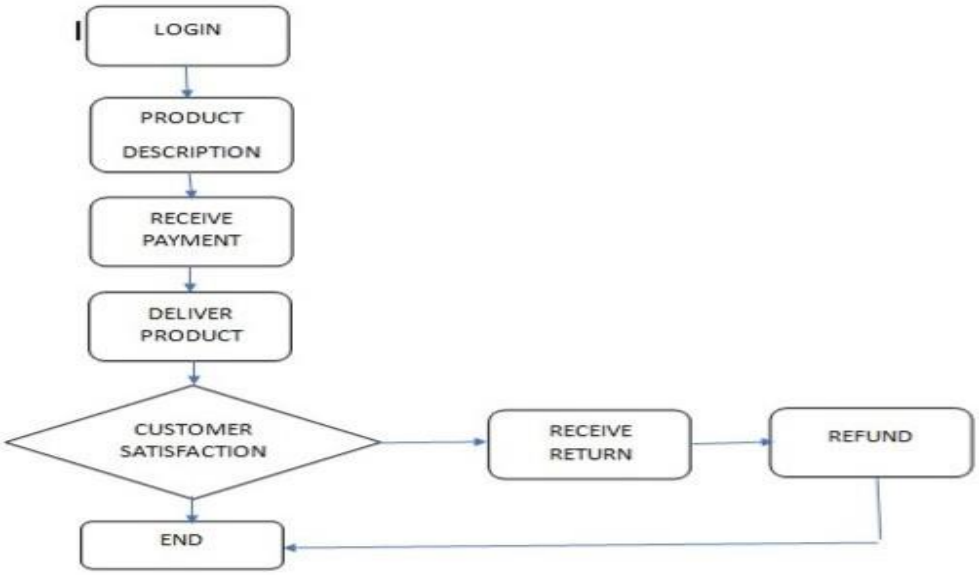
Competitive Analysis: Major competitors : Meesho ,Myntra , Amazon ,Flipkart

	MEESHO	MYNTRA	AMAZON	FLIPKART
Choosing a product	Yes	Yes	Yes	Yes
Product recommendations	No	Yes	Yes	Yes
Easy access payment	Yes	Yes	Yes	Yes
Dispatch and delivery details	100%	80%	90%	60%
Offers	Good	Good	Good	Satisfactory
Delivery Due Time	15 days	10 days	4 days	30 days
Returning feature Satisfaction	Satisfactory	Satisfactory	Good	Good

USER FLOW:i) Buyer side



ii)Seller side:



RESULT:

EX NO: 12 SKETCH, DESIGN WITH POPULAR TOOL AND BUILD A PROTOTYPE AND PERFORM USABILITY TESTING AND IDENTIFY IMPROVEMENTS

DATE:

AIM:

To sketch, design and perform usability testing with identification of improvements with a popular tool.

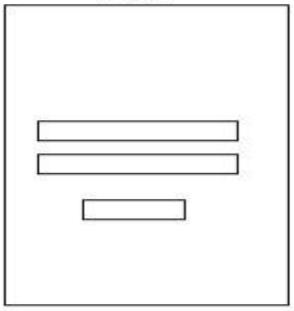
PROCEDURE:

When a user opens an app on his/her phone, they should be able to do the following tasks:

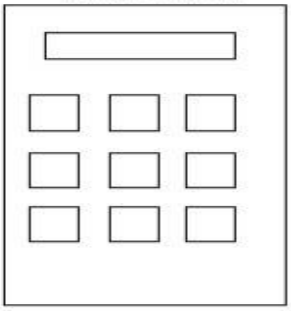
1. Create a new user login.
2. Choose a product.
3. Check your size (using your camera-feature installed).
4. Confirm your size (The size provided will be approximate).
5. Compare with the data provided by the retailer about the size and check for the product availability.
6. Display a order acceptance notification.
7. Provide the easy payment option (COD, online transaction).
8. Get the payment from the client side.
9. Provide the order dispatch, delivery tracking facility.
10. Once delivered, create a confirmation from the user about the order with review, if dissatisfied, create a return on no concession option.

WIREFRAMING:i)BUYER

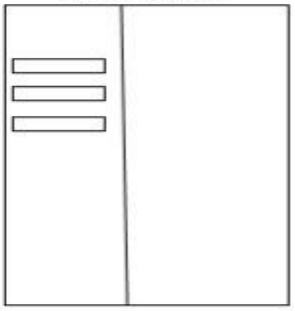
Login



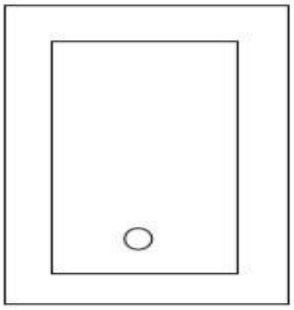
Home Screen



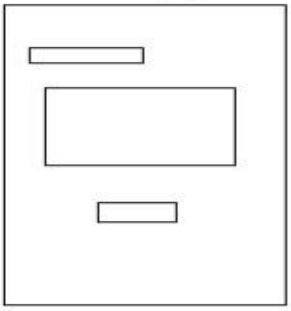
View options



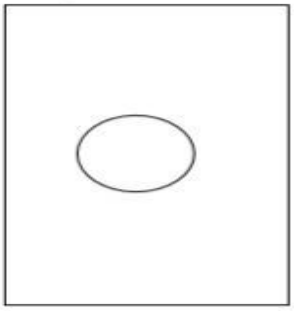
Camera



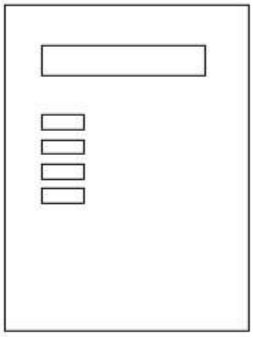
Size verf-page



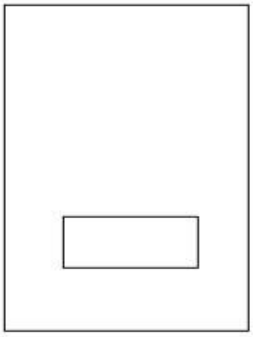
Payment



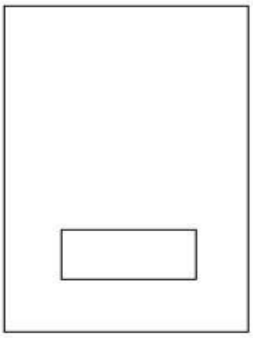
Dispatch & Delivery



Order Recieved Update

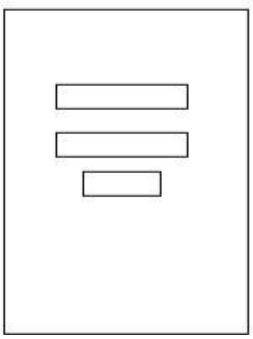


Return and Review

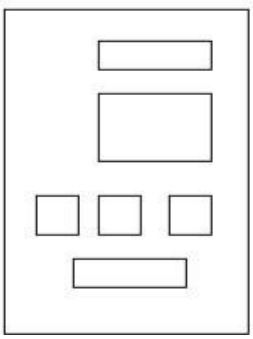


ii)SELLER:

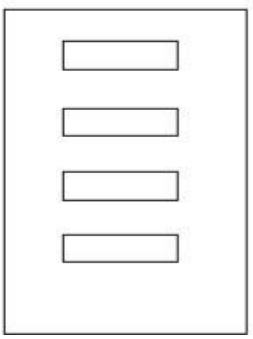
Login



Product details upload

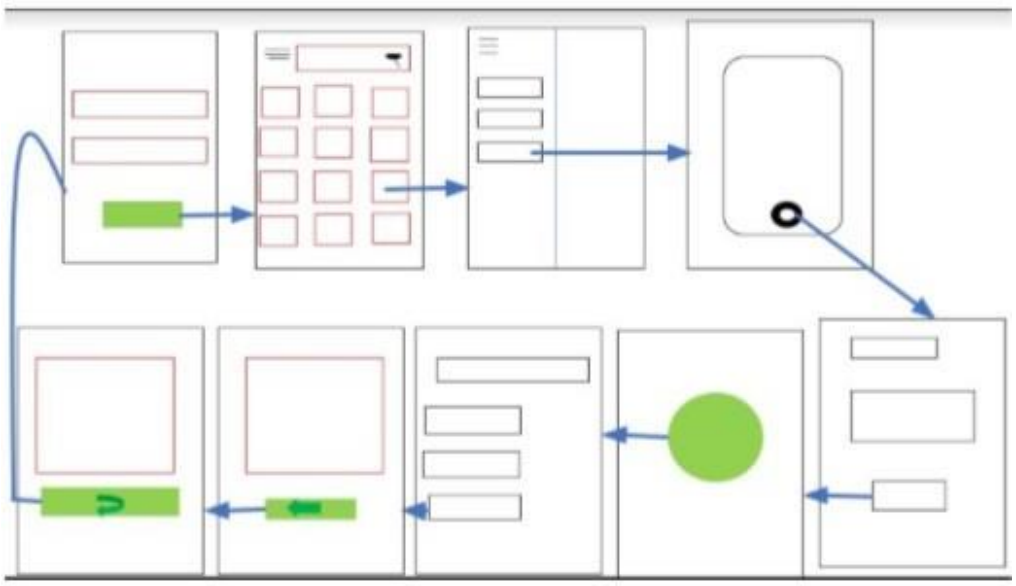


Customer review

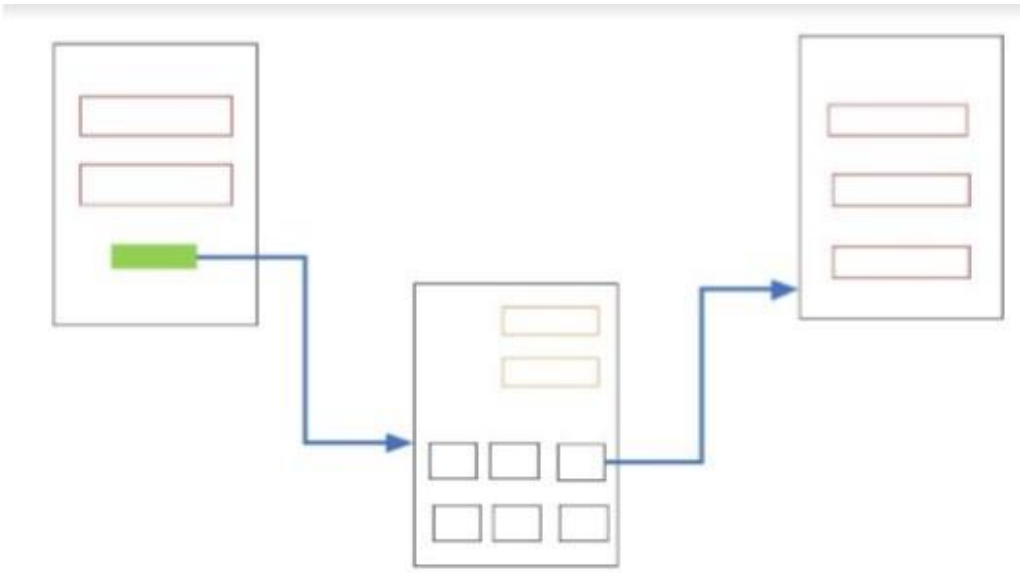


PROTOTYPING:

i) Buyer:



ii) Seller:



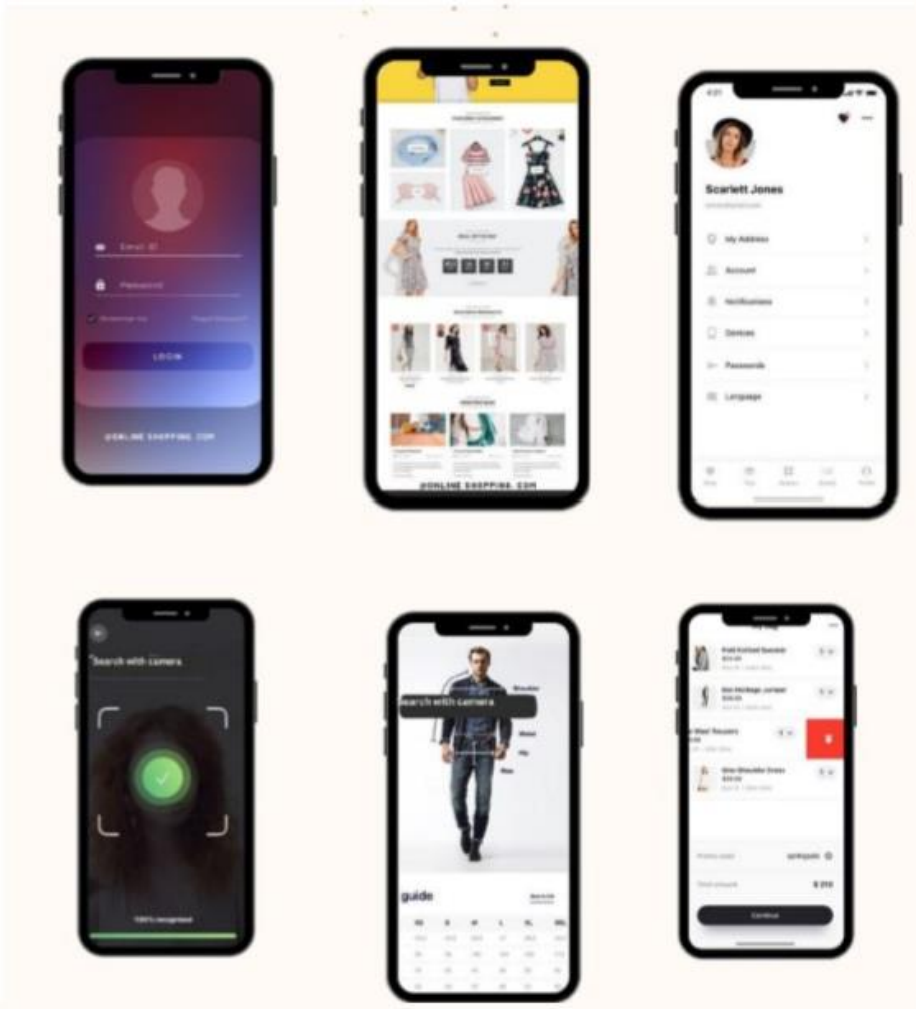
USABILITY:

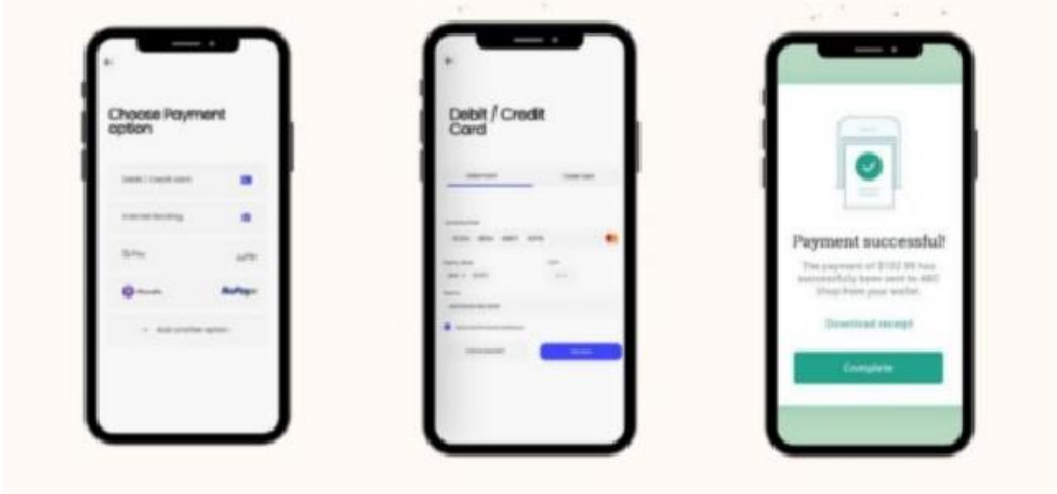
Online shopping is a form of electronic commerce which allows consumers to directly buy goods or services from a seller over the Internet using a web browser or a mobile app. Consumers find a product of interest by visiting the website of the retailer directly or by searching among alternative vendors using a shopping search engine, which displays the same product's availability and pricing at different e-retailers. This app has another feature added to it, it captures the person from iris to toes and

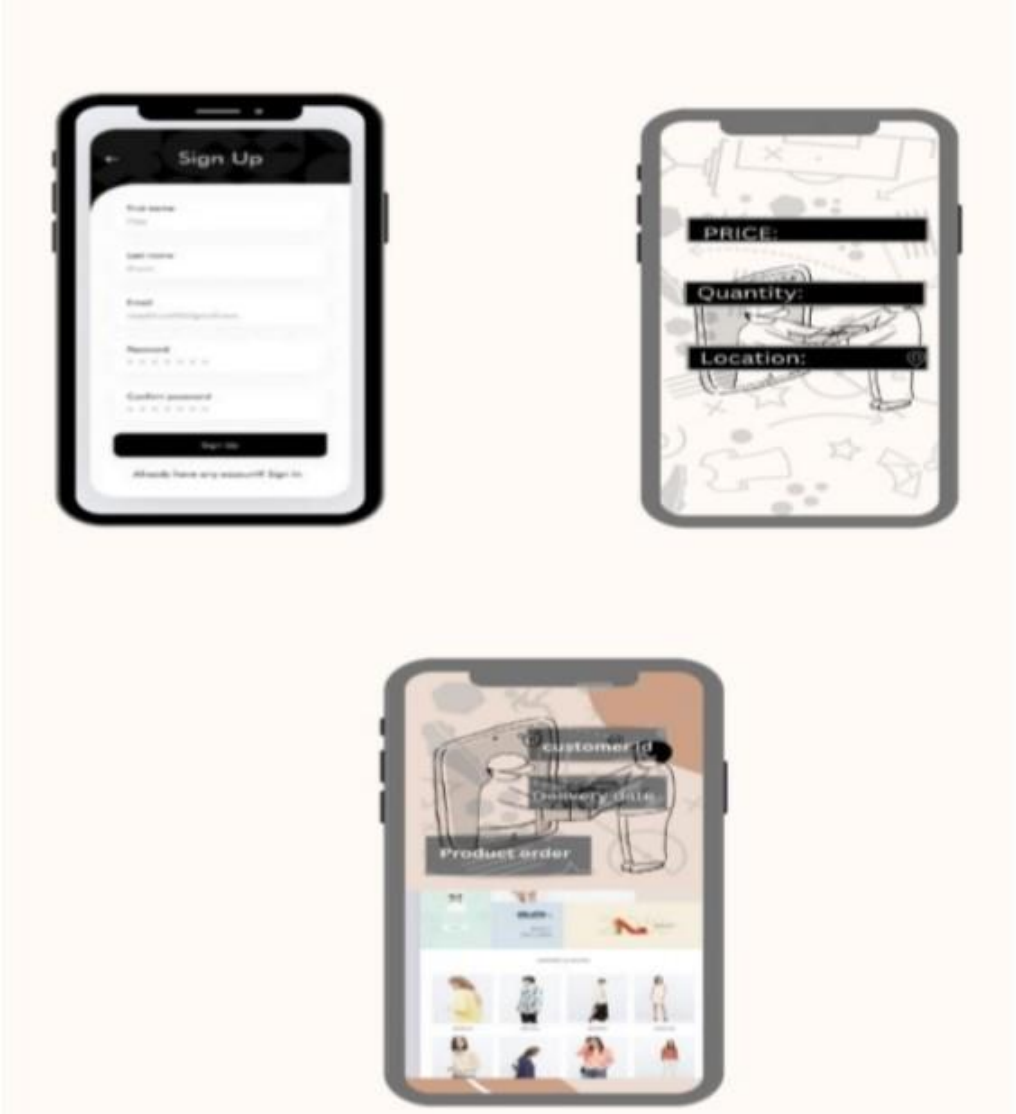
automatically takes the measurement for hip size, shoulder, length, chest, wrist, and sleeve. By this feature, the product will be delivered to the buyer with the correct size. so there will be no mismatch inthe size and it improves the satisfaction of the customers.

FINAL DESIGN:

Here are the final designs for the app. It takes a minimum of 6 steps for a user to purchase a product(from the buyer's side) and 2 steps to sell a product(from the retailer's side).


LOGIN
Scarlett Jones
Search with camera
guide


Choose Payment option
Debit / Credit Card
Payment successful!



IMPROVEMENTS:

The app can also be added with a customization options. where the user can customize the color,design, fabric, pattern ,style as per their preference. Through this, one can design their own occasional clothing like Wedding, Haldia, Mehndhi, Reception and so on.

RESULT: