Figma final project.

App Concept:

App Name: "BeadMaster" Category: Craft and Jewelry Design Purpose: BeadMaster is an app that allows users to learn and create bead jewelry designs, featuring tutorials, design templates, and a bead marketplace.

Core Features:

1. Home Screen:

Featured tutorials

Recent designs

Quick links to popular categories (Necklaces, Earrings, Bracelets)

Search bar to find designs and tutorials

2. Design Creation Screen:

Tools for creating bead designs (drag and drop beads, connectors, etc.)

Color palette for beads

Adjustable canvas for designing (adjust size, rotate, zoom in/out)

3. Marketplace Screen:

Browse and purchase beads and tools.

Seller profiles for bead suppliers.

Categories (e.g., Stone beads, Glass beads, Tools)

4. Profile Screen:

User’s saved designs and progress.

Option to upload custom designs to the community gallery.

Personal preferences and tutorials.

Wireframe:

1. Home Screen:

Header: "BeadMaster" Logo & Profile Icon

Body: Featured tutorials in a horizontal scroll format, with large thumbnail images.

Navigation Bar: "Home", "Design", "Marketplace", "Profile"

2. Design Creation Screen:

Top Toolbar: "Save", "Undo", "Redo", "Clear Canvas"

Left Sidebar: Color palette, bead library (with search bar)

Canvas area: Blank space for creating designs (drag-and-drop functionality)

3. Marketplace Screen:

Filter Options: Categories, Price Range, Rating

List View: Beads and tools displayed with prices and ratings

Each product has an "Add to Cart" button

4. Profile Screen:

User’s designs in grid format

"Upload New Design" button

View progress and tutorials the user has completed

Mockup:

Now, I’ll generate a mockup of the BeadMaster app based on the wireframe concept described above.

Let me generate the mockup for you.