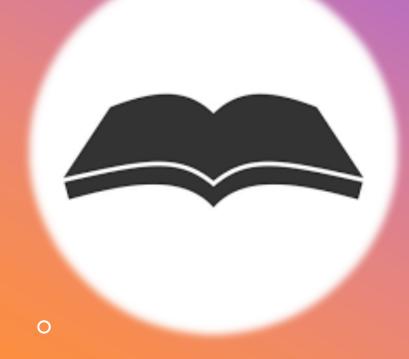
# TWEEK TO-DO LIST APP

**Mariam Tmane** 

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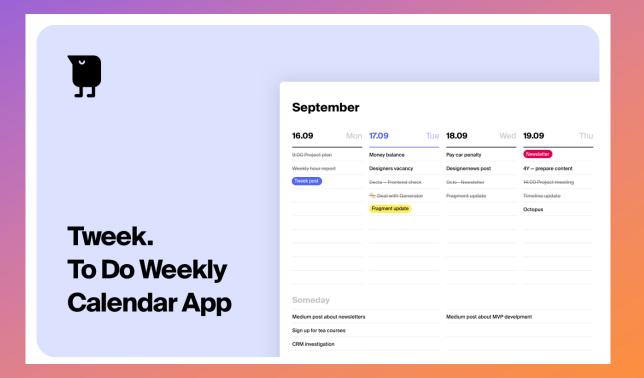
# Hi, My name is Mariam Tmane

- Hi, I am Mariam, I am a sophomore studying Computer Science. I am interested in front-end development and UX Design. I learned about this Bootcamp from the Girls Who Code discord channel, and at the time, I knew nothing about UX Design, and now here I am presenting to you all my projects. Thank you all for organizing this Bootcamp.
- In my free time, I like to cook/bake for my family and friends, I also like to learn Languages, I can speak Arabic, English, and French ©



# WHY I CHOSE THIS APP?

Tweek app



### RESEARCH/FINDINGS

There was a pattern throughout the surveys

The longer the users have been using Tweek

The more they complained about the app being too simple

Use Tweek for School/Classes → Repetitive tasks.

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Feedback from the survey:

"It's plain, the decoration has nothing special in it."

"I would recommend it to others because it is simple."

100%



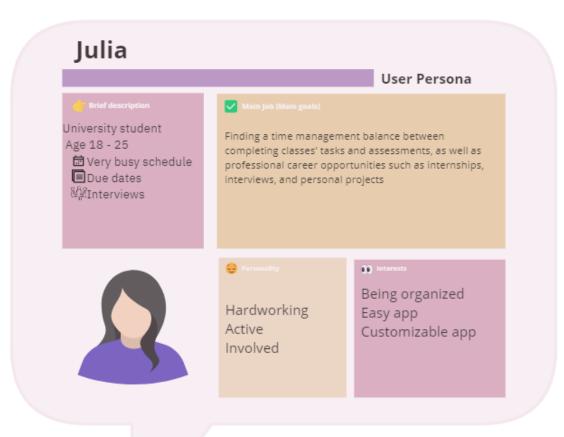
Questions from the survey:

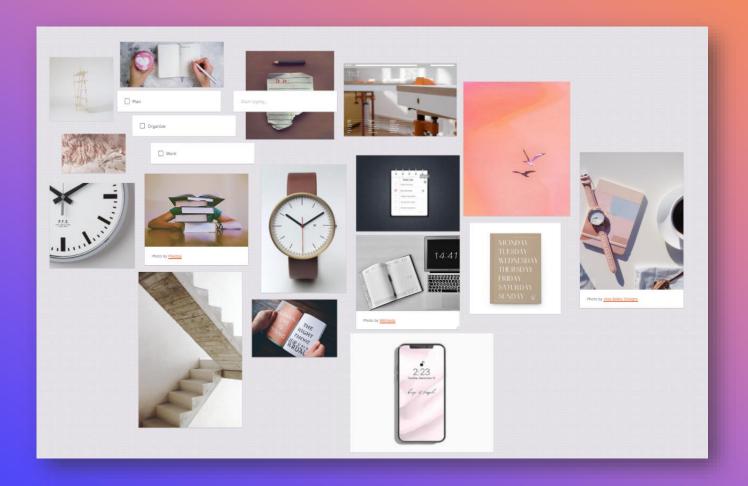
- 1. For how long have you been using Tweek?
- 2. What do you use Tweek for the most? (Multiple Choice)
- 3. Why might you/might you not recommend Tweek to a friend?

#### USER STORIES/PERSONA

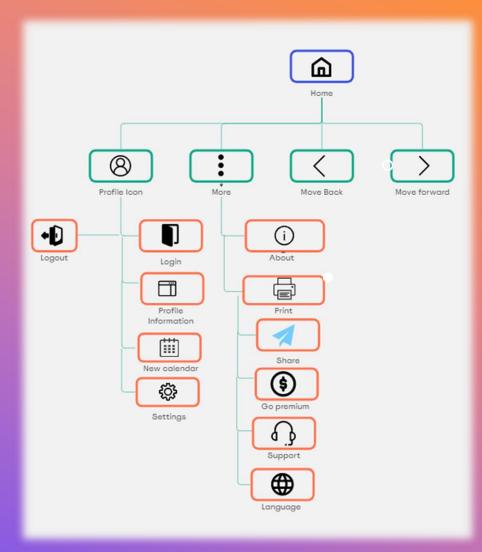
As Soumaya, I would like a To-do list app that is simple and easy, to stay on top of my school assignments.

As a college student, I would like a To-do list app to be more visually pleasing and customizable so I can continue using it.

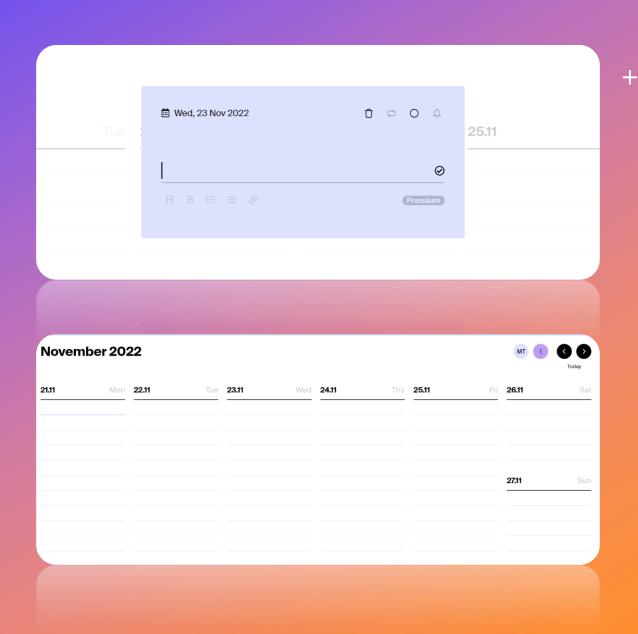




## SITE MAP / MOOD BOARD



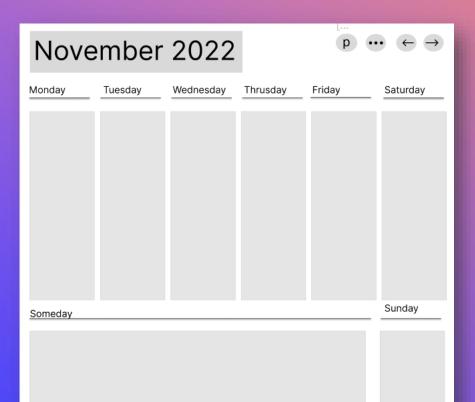
### CURRENT DESIGN



### LOW-FIDELITY FRAMES

Τ.

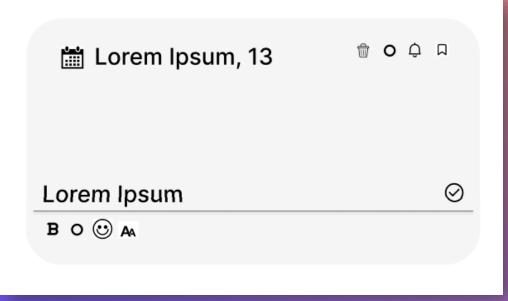
**TWEEK APP** 







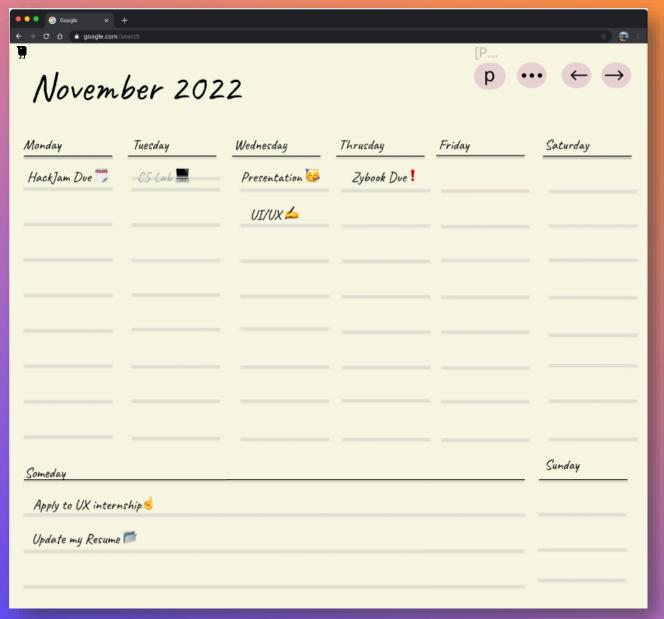
**Desktop Layout** 



### HIGH-FIDELITY FRAMES

#### **DESKTOP LAYOUT**

TWEEK APP



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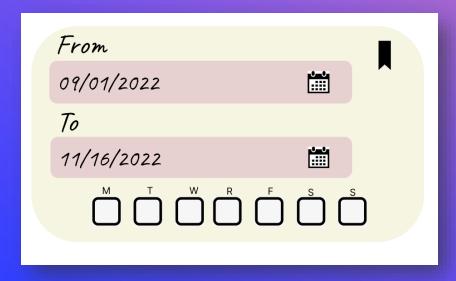
11/15/2022

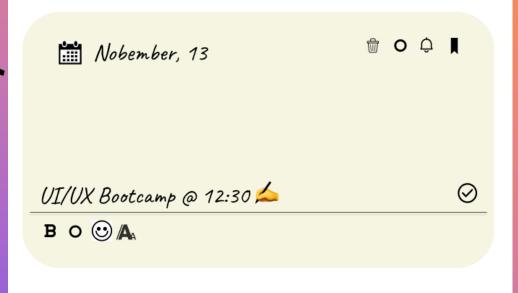
### HIGH-FIDELITY FRAMES



**TWEEK APP** 







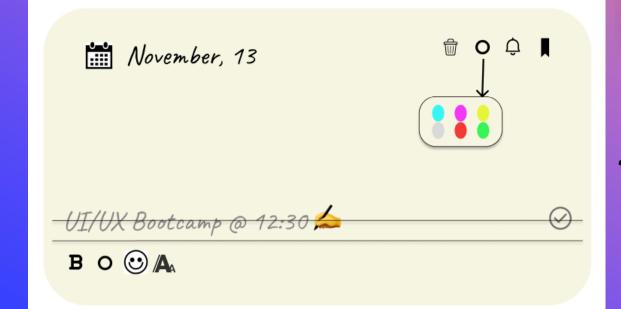
#### WHAT'S NEW?

- CUSTOMIZATION EMOJIS, FONT
- PICTURE TO THE LEFT, CUSTOMIZING TIME FRAME FOR REPETITIVE TASKS.

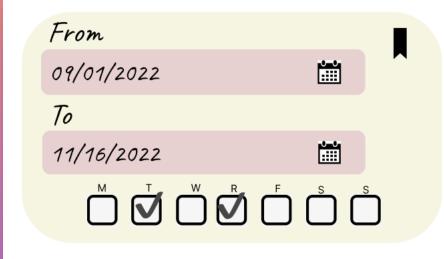
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### HIGH-FIDELITY FRAMES - OPTIONS \*











### **Project Timeline:**

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Week 1:

Learning what UX/UI design is, Writing problem statement.

**Problem Statement** 

Week 3:

Created and deployed survey through Typeform.

Survey and research

Week 4-5:

Worked on creating user persona, and site map using Miro.

User persona / site Map Week 6:

Low Fidelity desktop frames using Figma.

**Low-fidelity Frames** 

Week 7-8:

High-fidelity desktop frames also using Figma & final presentation.

High-fidelity frames

### Key Take-aways

 Research and feedback are very important and should take different forms, such as interviews and surveys because it brings back new ideas and suggestions.

 There is no specific path to getting to the final product.



If I had more time.

- Create a storyboard.
- Put more time into the design stage

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### THANK YOU

Mariam Tmane