



About the project...

Olive is an mobile application designed to help people to live a healthy and balanced life by taking responsibility for their daily activities and making healthy choices.

— Myelin LLC Research, LLC Designer, UI Designer

— Team Name: Quanta Inc. Created by Subodh and Apoorv

Date: 15th July 2021

Problem

People are not taking long term health decisions and taking short term decisions to get some immediate benefits and avoid taking healthy decisions they are making daily life.

Solution

Olive is an mobile application made only people that are not taking long term decisions and taking short term decisions to get some immediate benefits and avoid taking healthy decisions they are making daily life.



Design Process



0.1 Discover

Competitive Analysis

Competitive analysis is a key design process for a digital product. It involves identifying the strengths and weaknesses of your competitors, helping you to understand the market and your position within it.

From the SWOT analysis I also need what my app features will be like:



User Research

To understand the real problem, I started my research by conducting user interviews for 2 participants.

- Interview Goal:
 - Identify the main problem that users are facing in their daily life.
 - Identify the main problem that users are facing in their daily life.
 - Identify the main problem that users are facing in their daily life.
 - Identify the main problem that users are facing in their daily life.



Participant answers

After the interview, I identified a common problem that users are facing in their daily life: "Lack of motivation to take healthy decisions".



Affinity Map

Key findings

- People are not taking long term decisions and taking short term decisions to get some immediate benefits and avoid taking healthy decisions they are making daily life.
- People are not taking long term decisions and taking short term decisions to get some immediate benefits and avoid taking healthy decisions they are making daily life.
- People are not taking long term decisions and taking short term decisions to get some immediate benefits and avoid taking healthy decisions they are making daily life.

User Survey

After the interview, I also conducted a survey to get more feedback from a larger group of users.

- Survey Goal:
 - Identify the main problem that users are facing in their daily life.
 - Identify the main problem that users are facing in their daily life.
 - Identify the main problem that users are facing in their daily life.
 - Identify the main problem that users are facing in their daily life.



Participant answers

0.2 Define

User Persona

In the second phase of the design process, I created user personas to represent different types of users.

User personas are fictional characters that represent different types of users. They are used to understand the needs and goals of different user groups.



User Journey

User journey maps are a visual representation of the user's experience with a product. They show the steps a user takes to achieve a goal.



User Flow

User flow diagrams are a visual representation of the user's experience with a product. They show the steps a user takes to achieve a goal.



0.3 Design

Site Map

A site map is a visual representation of the user's experience with a product. It shows the structure of the product and the relationships between different parts.



Prototype

A prototype is a visual representation of the user's experience with a product. It shows the structure of the product and the relationships between different parts.

The first prototype was a low-fidelity prototype, which means it was made using paper and markers. It was used to test the basic structure of the product.



Low-fidelity prototype

After the low-fidelity prototype, I created a mid-fidelity prototype, which means it was made using digital tools. It was used to test the visual design of the product.



Mid-fidelity prototype

0.4 Refine

Usability testing

Usability testing is a key design process for a digital product. It involves testing the product with real users to identify usability issues.

After the usability testing, I identified several usability issues that needed to be addressed. These issues were related to the layout, the color palette, and the typography.

- Usability testing goal:
 - Identify the main problem that users are facing in their daily life.
 - Identify the main problem that users are facing in their daily life.
 - Identify the main problem that users are facing in their daily life.
 - Identify the main problem that users are facing in their daily life.



Participant answers

Building Testing Prototypes

- Focus on the main problem that users are facing in their daily life.
- Identify the main problem that users are facing in their daily life.
- Identify the main problem that users are facing in their daily life.
- Identify the main problem that users are facing in their daily life.



After the usability testing, I created a high-fidelity prototype, which means it was made using digital tools. It was used to test the final design of the product.

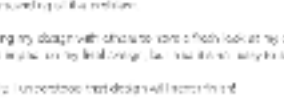


High-fidelity prototype

Design Language System

0.1 Color Palette

Primary colors



Secondary colors



0.2 Typography

Font family

0.3 Iconography

Icon set

0.4 Grid and Layout

Grid

0.5 Common UI Components

Buttons

0.6 What I Have Learned

- Understanding the design process is a key to creating a successful product.
- Understanding the design process is a key to creating a successful product.
- Understanding the design process is a key to creating a successful product.
- Understanding the design process is a key to creating a successful product.

Thank you for your time.

Don't forget: Stay healthy while you are doing your daily job!