

Ghar Cure App

Project Brief

Project Name : **Ghar Cure**-Care that comes Home
Project Type : Personal Project
Role : UI/UX Designer
Tools Used : Figma, Adobe Illustrator.
Platform : Mobile Application (Android/ios)

Overview

As the designer of Ghar Cure, my goal was to create a user-friendly mobile application that fills the need between patients and healthcare providers by offering on-demand, affordable, and trustworthy health services at home.

I designed this project with a special focus on users like elderly people, working professionals, students, and families who often struggle to find verified medical help when they need it most.

Deliverables

Problem Identified.
Solution
User Flow
Design Process
Wireframes
High-Fidelity UI Screens,
Learnings

Objectives

Design an easy-to-use app for booking healthcare home services.
Create clean and simple UI for smooth navigation and user experience.
Make healthcare accessible to elderly, students, and busy families.
Build trust by showing verified caregivers and clear service info.

Problem

Cities, especially Tier 2 and Tier 3 areas, finding qualified and verified healthcare professionals for home care is a challenging process.

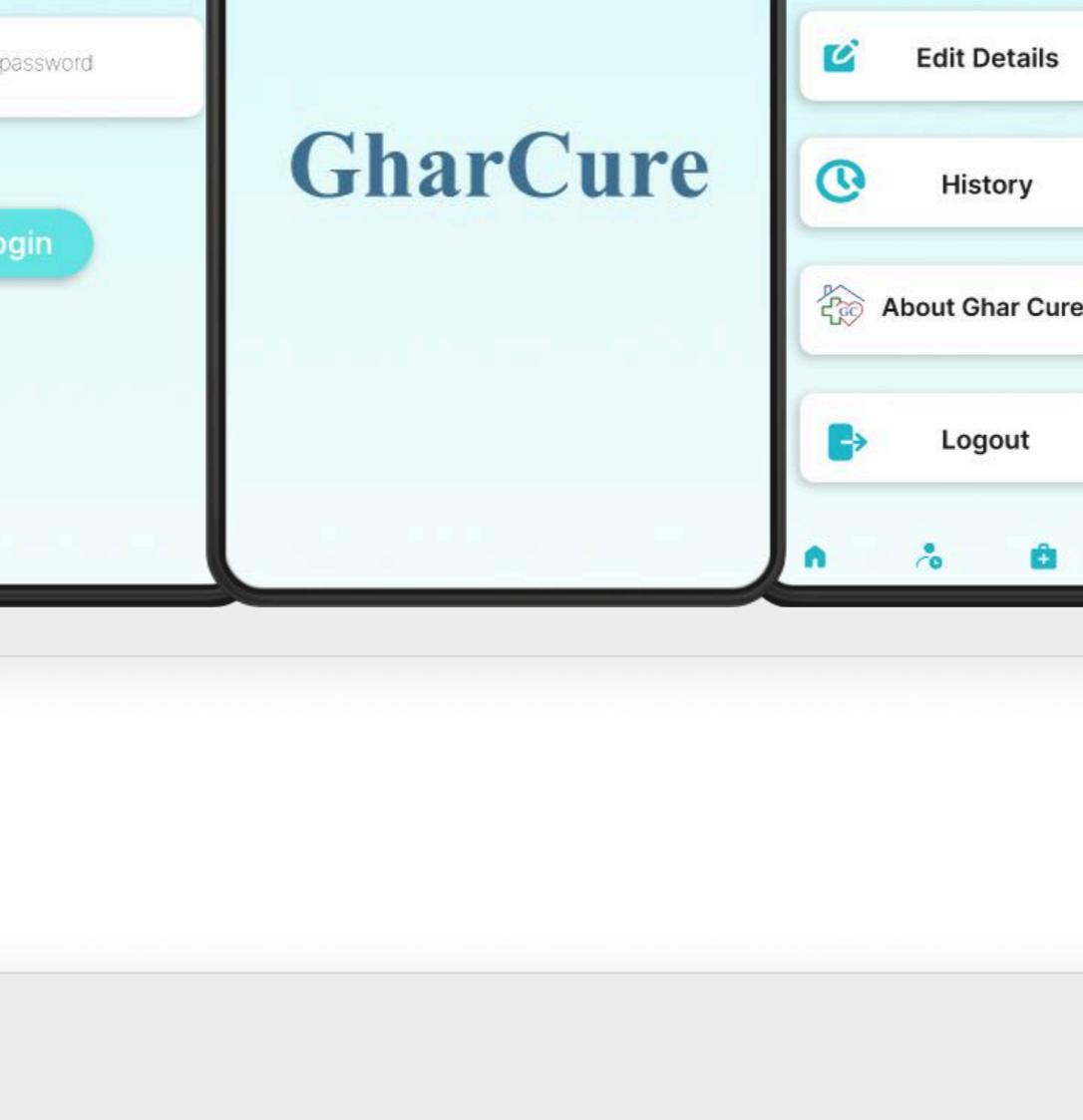
- Busy lifestyles limit hospital visits.
- Lack of accessible in-home healthcare.
- Unorganized booking systems

Solution

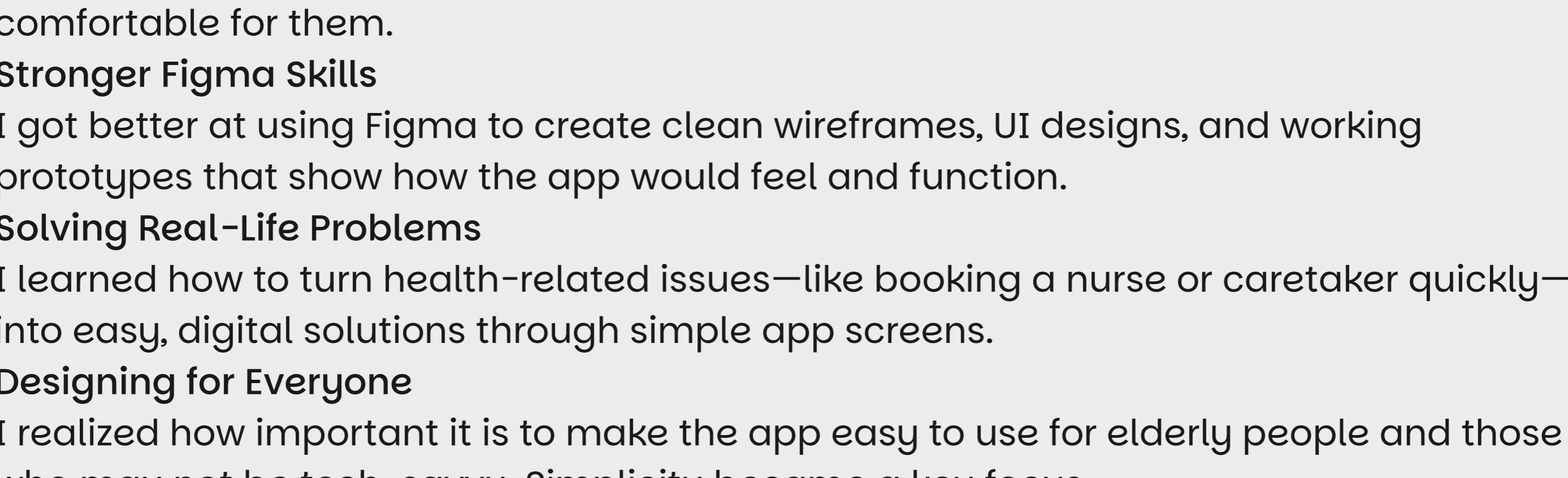
The Ghar Cure app solves this by providing a user-friendly platform where users can:

- Sign up and log in securely.
- Browse and book qualified healthcare providers.
- Choose from services like nursing, caretaker, and home visits.
- Make secure payments.
- Access 24x7 customer support.

User-Flow



Design Process



Learnings

Empathy for Real Users
I learned to think from the perspective of people like patients, nurses, and families who need home healthcare. This helped me design the app to be truly useful and comfortable for them.

Stronger Figma Skills

I got better at using Figma to create clean wireframes, UI designs, and working prototypes that show how the app would feel and function.

Solving Real-Life Problems

I learned how to turn health-related issues—like booking a nurse or caretaker quickly—into easy, digital solutions through simple app screens.

Designing for Everyone

I realized how important it is to make the app easy to use for elderly people and those who may not be tech-savvy. Simplicity became a key focus.

Learning from Feedback

Throughout the process, I received feedback and made improvements. This helped me understand that design is not just about how it looks, but how well it works for users.

Working with Deadlines

I completed the full prototype and project flow within 2 weeks, which taught me how to plan my time and stay focused on what matters.

Conclusion

Working on Ghar Cure taught me how design can truly make a difference in people's lives. I wanted to create something that feels simple, helpful, and trustworthy—especially for people who need medical care at home but don't know where to turn.

This project helped me understand how important it is to design with real users in mind, like elders, students, and busy families. Overall, it's been a great learning journey where I combined empathy with design to solve a real problem in everyday life.