

# MILESTONE 2 REPORT

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One of the most successful football teams in the world, **Real Madrid**, is featured in this Figma project that seems to show off the user interface design for a mobile application. The app's architecture offers users a full platform to interact with content relating to **Real Madrid**, with multiple displays representing different functionalities.

While creating the app, I made many violations and created poor design by which I learned a lot of new techniques and methods which we can apply to the app to make it more work more efficiently and user-friendly.

The background I chose for the app is the logo of **Real Madrid Club** and the font colors used in the application mostly represents the color used in their logo.

There are many reasons why my app violates good design principles and they are listed below:

## FONT

- Firstly considering the fonts, the fonts used for main heading in **Homepage**, **Awards** and **Hall of Fame** page is not clearly visible to user which makes it hard for them to read as it blends with the wallpaper used. Secondly, in **About** page, all the fonts including the data provided are all written in bold which again makes it difficult for the user.

## ICONS

- Secondly, talking about the icons, its all randomized. The icon of **menu** in **Homepage** is totally not recognizable as it is too colorful and the positioning is also not good. Also, the triangular icons are not suitable as per the application. In addition to that, the **YouTube** and **Instagram** icons are not properly placed and the size of them are also small due to which it is difficult for the user to access it and to click it properly. The icons used for Contact also serve no purpose as user are not able to access it.

## NAVIGATION

- 1) The navigation for this app is not organised as user gets distracted and are directed to another page instead of where the user wants to go. For instance, when we click on **Back to Home Page** button, it takes us to **Hall of Fame** page instead of **Homepage**.
- 2) Another instance is when the user clicks on the **YouTube** app button, it takes the user to Club's **Instagram** page instead of **Youtube**.
- 3) When the user clicks the **Santiago Bernabeu** button on the **homepage**, the resulting page shows no output and the app crashes due to some technical error and the bouncing ball appears on the screen and the user also can't go back again and is stuck there.

# **BUTTONS**

- Buttons on the **Homepage** are not blending well with the app's style and color and are also actually not looking like one. On the other hand, in **menu**, the text of **login/ signup** itself is the button, so the user would get confused regarding where the button is and where to click it. Also, the positioning of the **Back Button** is not organised for every page as it is positioned differently for each page.

# **LOADING TIME AND PAGE**

- 1) When the user clicks on the **Menu** button, it will take 7 seconds for the menu to pop out which makes the user quite frustrating.
- 2) Having multiple loading screens at various points suggests that there are multiple occurrences of long loading times. Users might get frustrated with extended loading times, especially if they encounter them frequently.

# **CONTENT AND FEATURES**

- A **Hall of Fame, Awards**, several informative sections, and access to **YouTube** material are just a few of the many features available on the app. Although these features are valuable, they run the risk of making the app feel bloated. Too many alternatives could overwhelm users and cause them to become disengaged.

# **ANIMATIONS**

- The animations in the app are too slow and wastes a lot of time of the user. In addition, there are animations for every page which also acts as a negative aspect.

# **LESSONS I LEARNED**

- Prioritising critical features based on user choices or behaviour can assist to simplify the app. User testing and usage statistics can assist discover the most important features. From there, simplifying or even removing less-used features might enhance the user experience.
- Implementing stronger error-handling procedures guarantees that users are not stranded when the application crashes. Including crash reporting and allowing users to restart the app or retry actions can help prevent frustration and promote loyalty.
- Enhancing the login process with user-friendly features (such as offering "Forgot Password?" choices) or different login methods can enhance the app's accessibility.
- Making navigation simpler is crucial for creating a user-friendly app. Categorizing similar menu options and incorporating icons can simplify the interface and enhance user experience.

## **CONCLUSION**

- The key lesson from the issues in this app's process is the importance of optimizing in different areas such as performance, user support, and interface creation. The goal should consistently be to deliver a smooth, easy-to-use experience that fulfills expectations and minimizes irritation.