

Assignment-UI/UX

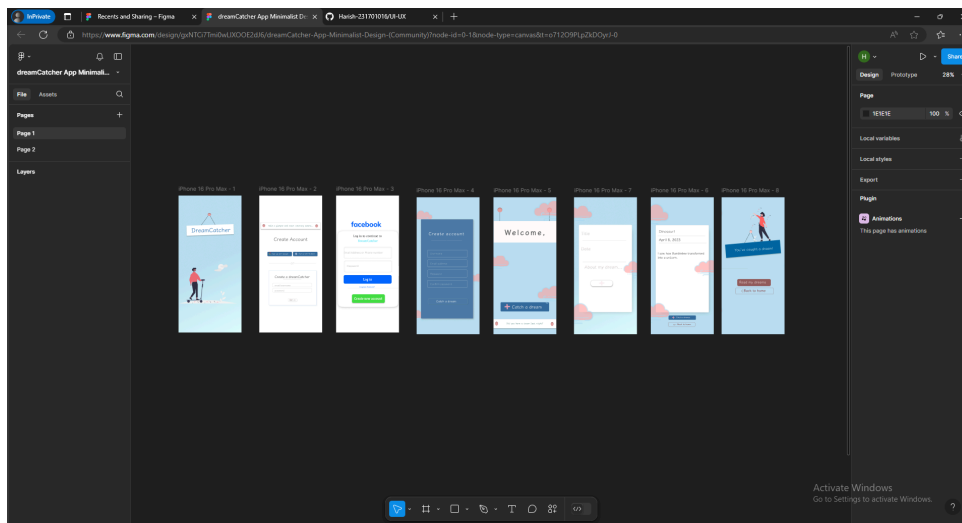
Dream Catcher App

Aim:

Create an app for **tracking and interpreting dreams**.

Procedure:

1. **Collect Information:** Gather details on dream symbolism, psychological insights, and sleep patterns.
2. **Create Canvas:** Design the app layout with sections for **dream journal**, **mood tracker**, and **interpretation insights**.
3. **Add Elements:** Use soothing images, calming colors, and intuitive icons (e.g., moon, stars).
4. **Build Donation Platform:** Allow users to log dreams, track mood, and receive AI-powered dream interpretations.
5. **Prototyping:** Create an interactive prototype using **Figma** to test navigation and user flow.



Result:

Dream Catcher App design is complete and verified.