UI/UX

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Aim: Design a user-friendly hobbies app UI that aids users in discovering, tracking, and engaging with hobbies.

Procedure: 1. Research: Identify user needs and analyze competitors.

2. Wireframe: Create basic layouts and user flows.

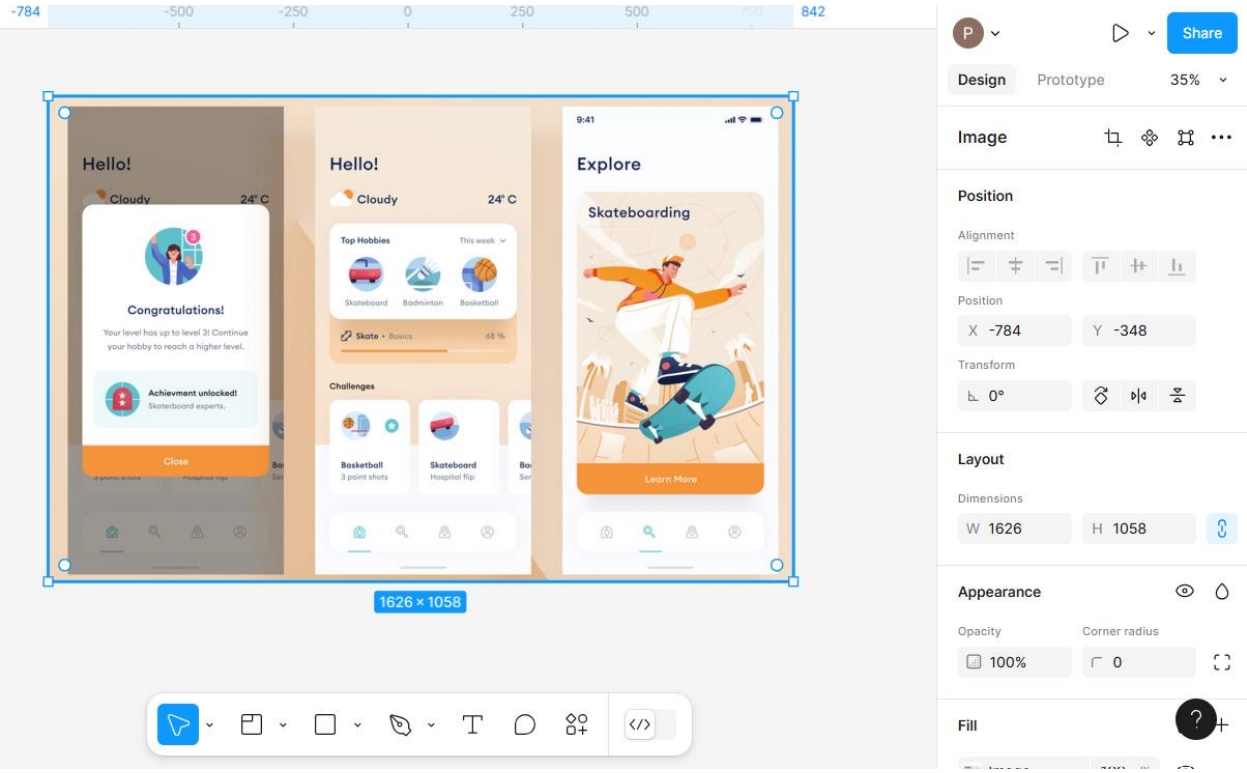
3. 3. Design in Figma:

o Set up artboards for different devices.

o Design screens: Home, Discovery, Details, Tracking, and Social. o Develop style guide: Colors, typography, and components.

o Prototype with interactive links.

4. Feedback: Share for input, refine based on feedback.



Result: Deliver high-fidelity mockups, an interactive prototype, and a style guide, ready for development.