

# UI/UX

## UI/UX Design Challenge

### Project: MyGroceries – A Simple Grocery List App

A simple, friendly grocery list app design. This challenge will help us assess your creativity, design basics, and how you handle color choices, typography, prototyping, components, alignment, and auto layout using Figma.

**Objective:** Design a clean and user-friendly grocery list app interface with the following screens

#### 1. Home screen

- List of grocery items with checkboxes
- Button to add a new item
- Categories or filters (e.g., Fruits, Dairy, Vegetables)

#### 2. Add Item Screen

- Form for adding a new grocery item (Name, Quantity, Category)
- Button to add a new item

#### 3. Completed Items Screen

- View completed items

### What to Show in Your Design

- **Wireframes** showing your initial design drafts and layout planning
- Thoughtful **color choices** (contrast, harmony, accessibility)
- **Font selection and hierarchy** (readability, consistent styles)
- Proper **alignment, spacing, and padding**
- Use **Figma Auto Layout** to demonstrate flexible/responsive components
- Add **interactive prototype links** so we can click through your design

### Bonus (Optional) Not required, but appreciated:

- Show both **mobile and desktop layouts** (responsive thinking)
- Make sure your **prototype flows smoothly between screens**
- Write a brief **design rationale** explaining your choices for colors, fonts, layout, and interactions

### Evaluation Criteria We'll evaluate:

- **Visual design quality** and aesthetic appeal
- **User experience flow** and intuitive navigation
- **Proper use of Figma features** (components, auto layout, constraints)
- **Typography and color system** consistency
- Design system thinking
- Code readability and organization
- **Bonus consideration for comprehensive design rationale and responsive layouts**