



INTERNSHIP REPORT

Company Name: Code Alpha

Intern Name: Rimsha Naeem

Student ID: CA/DF1/5072

Internship Duration: 1st January 2025 – 30th January 2025

Domain: UI/UX Design

Tool Used: Figma

1. Introduction

My name is **Rimsha Naeem**, and I am a WordPress Developer, UI/UX Designer, and Microsoft Specialist. I have a strong interest in designing user-friendly and visually appealing digital interfaces. During this internship, I worked on creating wireframes, UI designs, and interactive prototypes using Figma, focusing on usability, layout structure, and user experience best practices.

2. Company Overview

Code Alpha is a technology-based organization that provides opportunities for students and beginners to enhance their practical skills through real-world projects. The company focuses on learning, innovation, and professional growth in various technical domains including UI/UX design.

3. Tools & Technologies

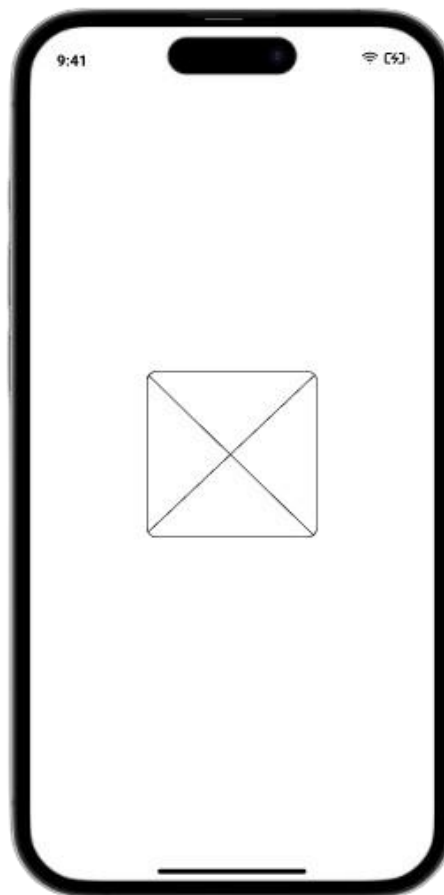
1. Figma
2. Wireframing techniques
3. UI design principles
4. Interactive Prototyping

Task 1: Mobile App Wireframing

In this task, I created low-fidelity wireframes for a **Food Delivery Mobile Application** using **Figma**. The wireframes were designed to define the basic layout, screen structure, and user flow of the application. The main focus was on content placement, navigation flow, and usability without using colors or detailed visuals. This step helped in planning the overall structure of the application before moving to the final UI design.

User Flow of the Application: The user flow of the food delivery mobile application starts with a splash screen displaying the app logo. Users can then log in or sign up, with an option to recover their password if needed. After authentication, users are shown a promotional coupon screen followed by the home screen displaying various food categories. Selecting a category opens the food item details screen, including ingredients and pricing. Users can add items to the cart, place the order, and finally view the order confirmation screen.

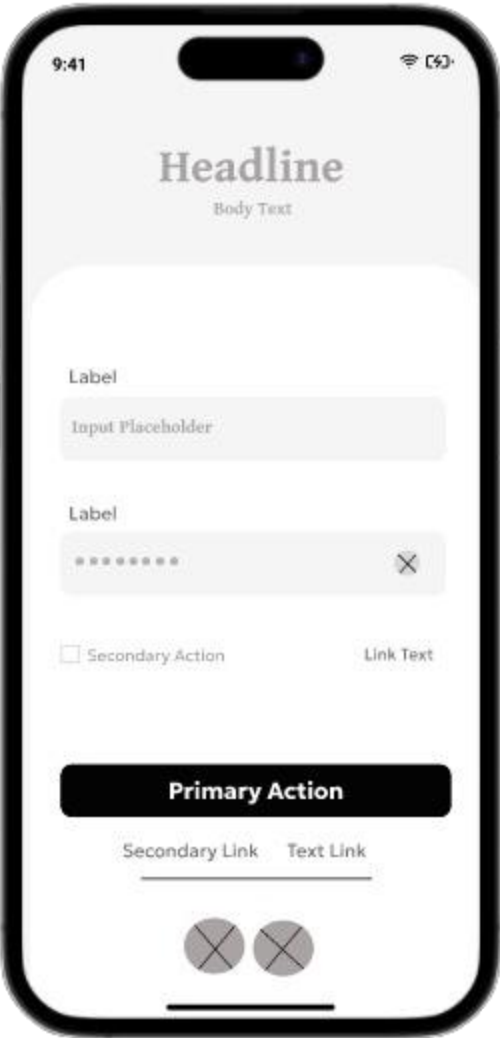
Splash Screen (App Logo & Branding)

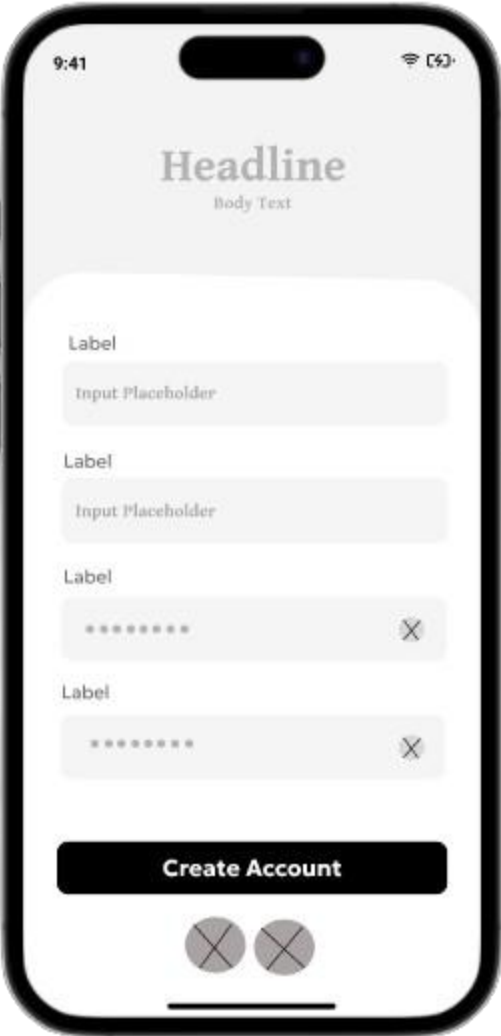


Access Location Screen (Allow / Deny Location)

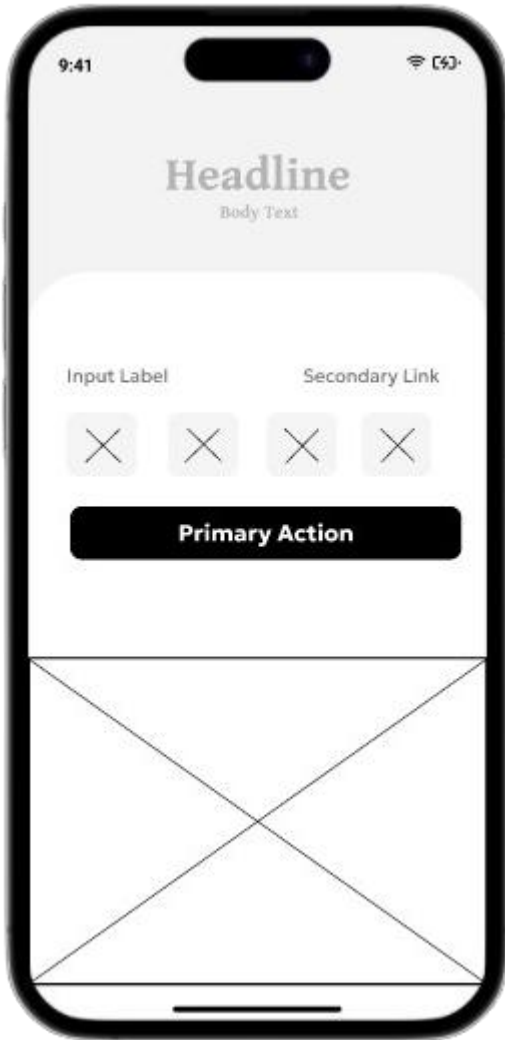


Login & Sign Up Screen





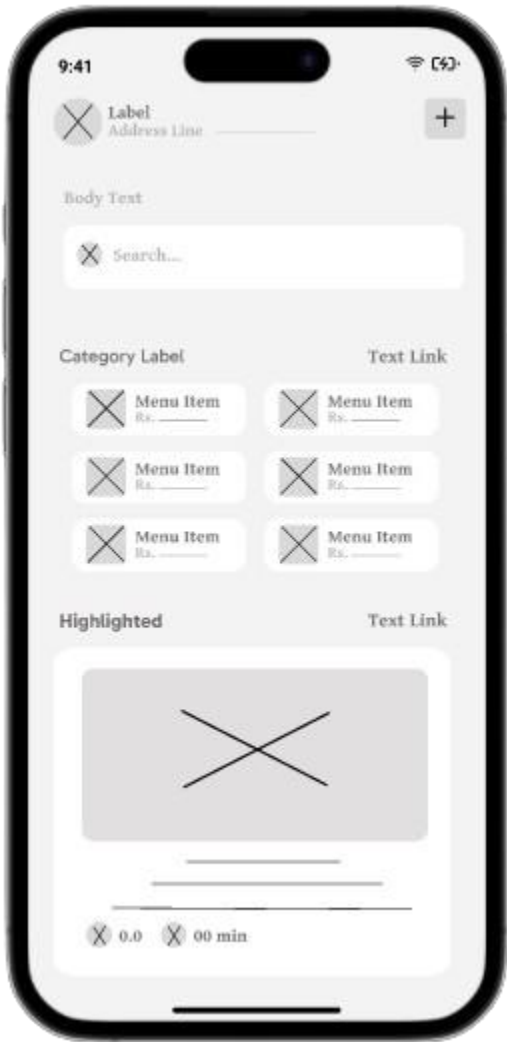
Forgot Password Screen



Coupon / Hurry Offer Screen



Home Screen (Categories)



Food Item Screen

The image shows a smartphone screen with a light gray background. At the top, the status bar displays the time 9:41, a signal strength indicator, and a battery level of 63%. Below the status bar is a header area with a close button (X) on the left, a label 'Label' and address line 'Address Line' in the center, and a plus button (+) on the right. The main content area features a large square placeholder with a gray background and a black X, indicating a missing image. Below this is a section titled 'Product Title' with two input fields: the first contains '0.0' and the second contains '00 min'. Underneath is a 'Body Text' section with four horizontal lines for text entry. At the bottom, there is a 'Label:' section with two radio buttons labeled 'M' and 'L', and a quantity selector with a minus button, the number '00', and a plus button. Below the quantity selector is the text 'RS.'. A large black button with the text 'Primary Action' is positioned at the very bottom of the screen.

9:41 63%

X Label Address Line +

X

Product Title

X 0.0 X 00 min

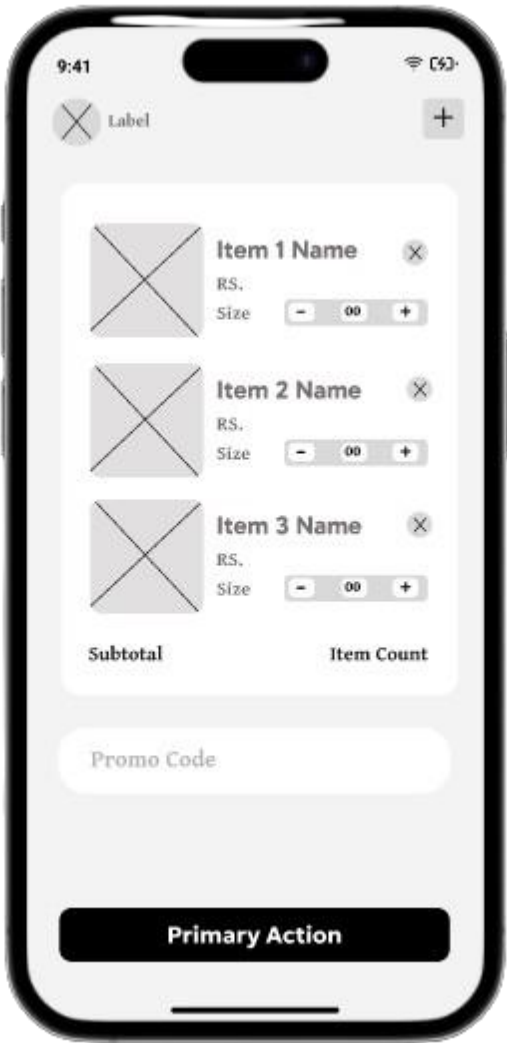
Body Text

Label: M L - 00 +

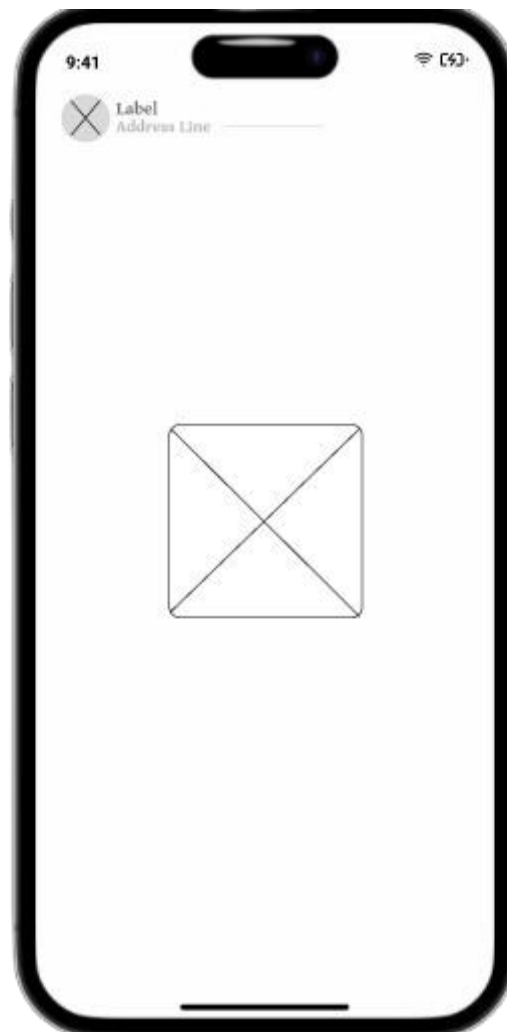
RS.

Primary Action

Cart Screen



Order Confirmation Screen



Interactive Prototype Access:

<https://www.figma.com/proto/XzPowOiludXLYuNvtH3LxI/Wireframing?node-id=1-16&p=f&t=QyJLOFPQTb5EGZmQ-1&scaling=scale-down&content-scaling=fixed&page-id=0%3A1&starting-point-node-id=1%3A16>

Visual Phone Mockup Link:

<https://www.figma.com/design/XzPowOiludXLYuNvtH3LxI/Wireframing?node-id=0-1&t=7ClgkeBr6ed0KIXR-1>