UI/UX Case Study Template – Romantic Music Player App

# 1. Project Overview

Briefly describe the project. What is it about? Who is it for? What is your role in this project?

# 2. Problem Statement

What user problem are you trying to solve with this music player app? Why is it important to solve it?

# 3. User Research

Summarize the research conducted. Include surveys, interviews, or insights based on assumed behaviors.

# 4. Personas

Create 1–2 personas that represent your target users. Include details like name, age, goals, frustrations, and music habits.

# 5. User Journey Map / Task Flow

Map out a typical user journey from opening the app to discovering and playing a song. What tasks do they perform?

# 6. Information Architecture & Wireframes

Outline the app's structure. Add or describe wireframes for core screens like Home, Now Playing, and Mood Explorer.

# 7. UI Design

Describe your visual design choices. Include colors, typography, components, and icons that enhance the romantic theme.

# 8. Prototype

Explain how you built an interactive prototype in Figma. Include links or describe animations and transitions.

# 9. Usability Testing

Summarize any usability testing. What tasks did users try? What feedback did you receive and apply?

# 10. Final Thoughts & Learnings

Reflect on the design process. What went well? What would you improve? What did you learn about UI/UX?