

2025 – Lab Exam 01

This lab exam evaluates your self-learning skills. In this, you need to come up with a mobile app idea and design the user interface mockups using Figma. For this you need to research existing mobile applications. You need to learn about Mobile Application UI components as well. Feel free to refer to YouTube Tutorials and use generative AI tools for idea generation.

Task Overview:

Come up with an innovative idea for a mobile application. The app idea should aim to solve a problem or address a specific need in society, entertainment, education, health, or any other sector of your choice. Provide a brief description of your app idea, its target audience, and why it is necessary.

Requirements:

1. App Logo and Launch Screen (1 mark):

- Design a simple yet compelling logo for your application.
- Create an attractive launch screen that incorporates the logo.

2. User Onboarding Screens (2 marks):

- Design a series of three onboarding screens (search from the internet about this) that highlight the app's key features:
- Include calls to action (e.g., the "Get Started" button on the last screen).

3. Main Interface Design (3 marks):

- Create the main navigation structure with at least four sections ex: Home, Tips, Goals, and Profile.
- The Profile section should display the user's personal information and summary of their usage. Ex: Their achievements.

4. Prototype Interaction (2 marks):

- Link all screens in Figma to demonstrate a logical and user-friendly flow.
- Include interactions such as button clicks leading to different screens or sections.
- Learn how to do the above from the internet.

5. Design Aesthetics and Usability (2 marks):

- Ensure the app's design is aesthetically pleasing, using a harmonious color scheme and typography.
- The app should be intuitive and easy to navigate, with a clear hierarchy and visual cues.

You need to submit a report to the courseweb with a description of the application and screenshots of the user interface.