**ASSIGNMENT 3:**

**HOBBIES APP**

**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. **Design in Figma:**
   * Set up artboards for different devices.
   * Design screens: Home, Discovery, Details, Tracking, and Social.
   * Develop style guide: Colors, typography, and components.
   * 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. 

