Aim: to create a app to support the users hobbies

Procedure:

1. Create a new project or file in Figma.
2. Set up a frame or artboard for your design.
3. Use design tools like shapes, text, and images to build your layout.
4. Apply styles, colors, and typography to elements.
5. Add interactions and prototyping if necessary.
6. Collaborate with team members in real-time (if applicable).
7. Save and export the design in the desired format.

Output:

