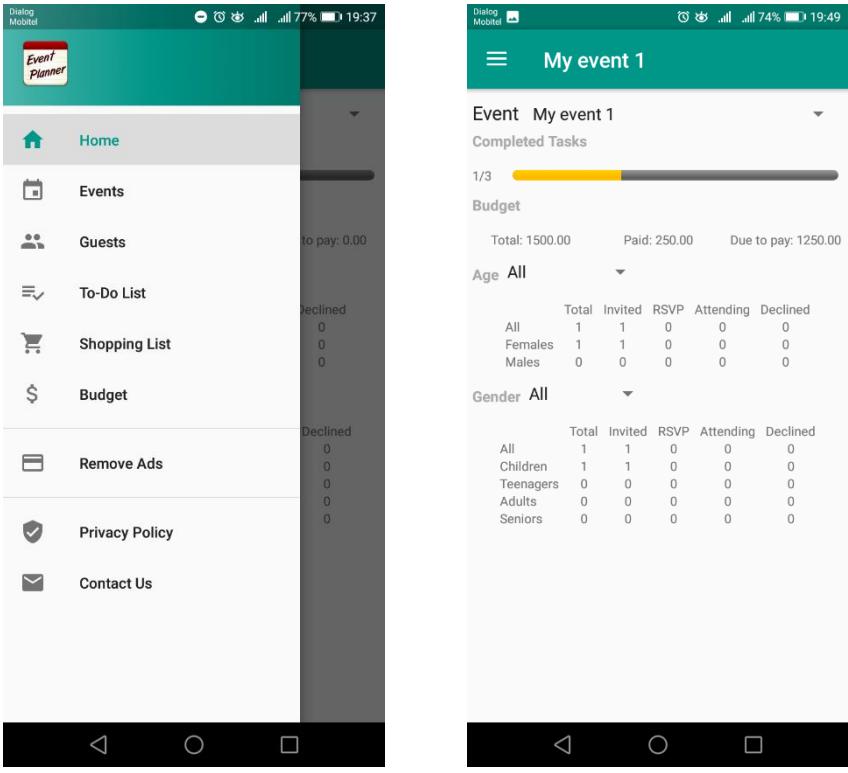
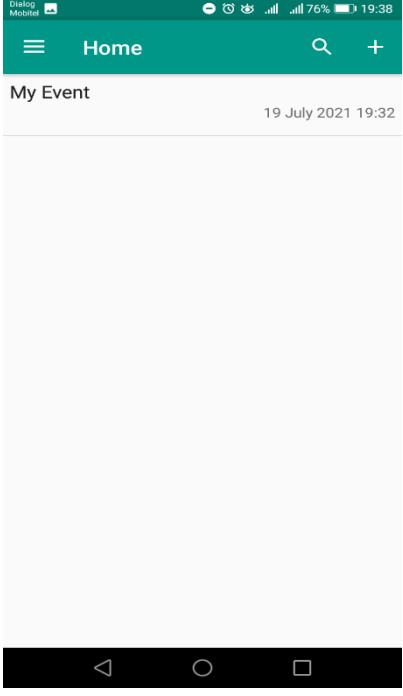
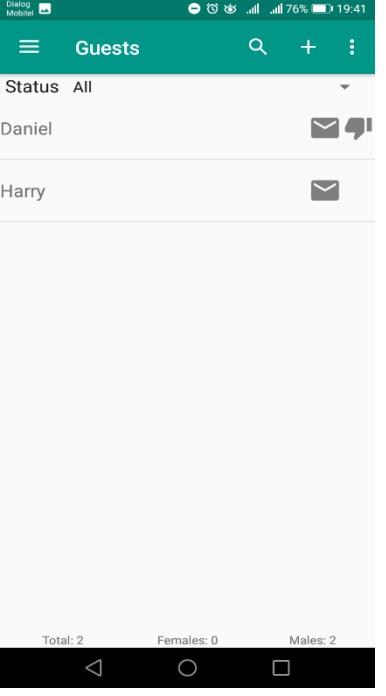
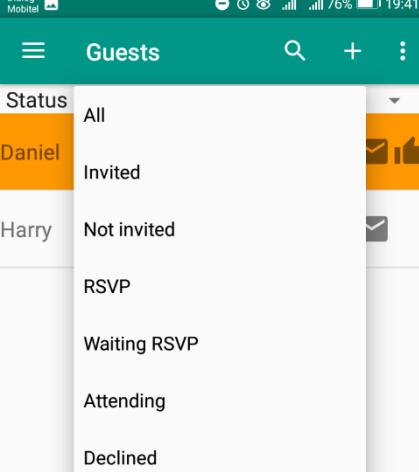
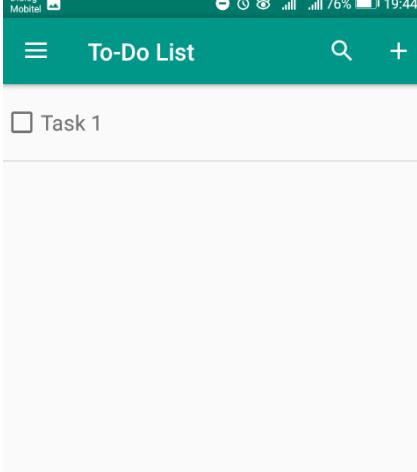


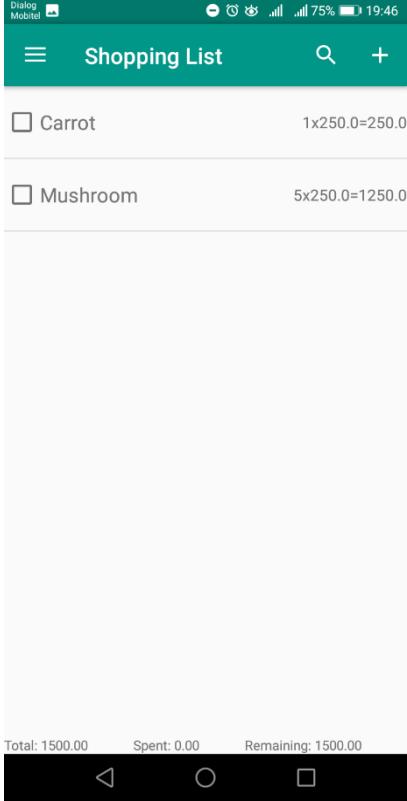
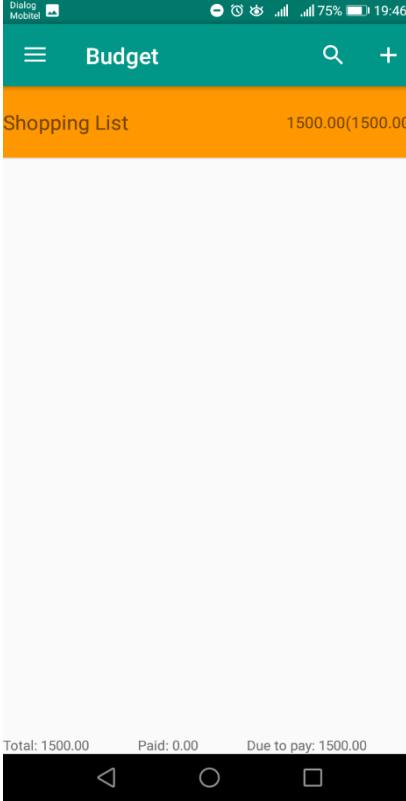
Lab Practical 02 – Project Selection & Supervisor feedback

Each UX team should research and find a Mobile app

Fill the following table to show your findings

Mobile App	Event planning app
Name:	Event Planner (Party Planning)
Developer	mMobile App
Purpose:	Users can manage many events and details of events such as guests, activities to be done for each event, items to be bought for each event etc.
Screenshot:	

		
		<p>Total: 2 Females: 0 Males: 2</p>
		
		<p>Total: 2 Females: 0 Males: 2</p>

	 Total: 1500.00 Spent: 0.00 Remaining: 1500.00	 Total: 1500.00 Paid: 0.00 Due to pay: 1500.00
Competitor Mobile apps	<ul style="list-style-type: none"> • Event Manager - AllEvents.in • Revelry - Event Planner • Event Planner - Guests, To-do, Budget Management 	
Good design	1. Navigation is simple from one page to another 2. Overview of the event details in the home page	
1.		
2.		
3.		
4.		

Design issues	1. Buttons and icons are not user friendly 2. UI is not informative 3. Small details are not considered up to a professional 4. The details such as guests, to do list and shopping list are not displayed in an event specific manner 5. Statistical information are not presented in a graphical view 6. The color themes used are not up to the professional standards 7. Texts, buttons etc. are not aligned well 8. Irrelevant(not functioning) details are presented in certain places
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