# 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.

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| --- | --- |
| Mobile App | Nolimit |
| Name: | 2021S2\_REG\_WE\_25 |
| Developer | Zmessenger |
| Purpose: | This app is used to sell products of Nolimit online |
| Screenshot: |  |
| Competitor Mobile apps | Chenara Dodge, GFLock |
| Good design | 1. Sign up has \* marked in required text fields. This gives the user an idea that these fields are required. |
| Design issues | 1. Disproportionate navigation buttons. 2. Lack of usage of icons within buttons. 3. Inappropriate usage of images in place of buttons. 4. Pixelated images. 5. App interface does not stretch to fit the available screen space. 6. Boring User Interfaces 7. Outdated User Interfaces |