# 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 | Lakwimana Mobile App |
| Name: | Lakwimana |
| Developer | Eranga |
| Purpose: | To provide customers with mobile shopping services |
| Screenshot: | C:\Users\Umesh Ranthilina\AppData\Local\Microsoft\Windows\INetCache\Content.Word\index1.jpg  C:\Users\Umesh Ranthilina\AppData\Local\Microsoft\Windows\INetCache\Content.Word\index8.jpg  C:\Users\Umesh Ranthilina\AppData\Local\Microsoft\Windows\INetCache\Content.Word\index6.jpg  C:\Users\Umesh Ranthilina\AppData\Local\Microsoft\Windows\INetCache\Content.Word\11.jpg |
| Competitor Mobile apps | Daraz ,ebay, kapruka, aliexpress |
| Good design  1. User    2. Product    3.Cart  4.Delivery | Home pages attractive  Contact us is good  Filters in search bar  Simple design easy to handle  Real time tracking |
| Design issues  1.User  2.Product  3.Shopping  4.Delivery | No Login  No Registration  No view profile  Home page too complex for the average user.  Categories not attractive and hard on the eyes  Item Description not satisfactoryno return button to go to previous pages  Description not satisfactory  No WishList  Cannot remove/edit items on the cart  Some pages are unseeable  Reviews are not here  Pages are not coherent |