CANTEEN APP

AIM:

To create a HOBBY APP using figma.

PROCEDURE:

1. define the Concept and Content:

* Decide on the core features of your hobby app (e.g., tracking activities, showcasing projects, connecting with other hobbyists).
* Plan out key screens such as Home, Activity Tracker, Projects/Gallery, Profile, and Community.

2. Set Up the Frame:

* Open Figma and create a new design file.
* Use the Frame Tool (F) to create a mobile frame (e.g., iPhone 14 - 390 x 844 pixels).
* Set up frames for different screens of your app (e.g., Home, Projects, Profile).

3. Design the Home Screen:

* Create a simple and engaging Home Screen with quick access to key features.
* Use Cards or Icons for different hobbies or activities.
* Include a Search bar and Menu icon at the top for easy navigation.

4. Create an Activity Tracker:

* Design a screen for tracking hobby-related activities (e.g., hours spent, milestones reached).
* Use Charts (e.g., line, pie) or Progress bars to visually represent progress.
* Add buttons for starting, pausing, or logging activities.

5. Build the Projects/Gallery Screen:

* Design a screen that showcases user projects or hobbies in a grid or list layout.
* Create Image placeholders or use real images to simulate project entries.
* Include buttons like Add New Project or Edit Project.

6. Design the Profile Screen:

* Create a Profile screen where users can view and edit their information (e.g., profile picture, bio, hobbies).
* Include sections for Achievements, Favorite activities, and Connections with other hobbyists.

7. Add a Community/Explore Feature:

* Design a screen that allows users to connect with others in the community.
* Include a Feed or Explore section to showcase other users' projects, articles, or events.
* Add buttons for Liking, Commenting, and Sharing content.

8. Set Up Navigation:

* Add a Bottom Navigation bar with icons or text for key screens like Home, Tracker, Projects, Profile, and Community.
* Ensure the icons are clear and intuitive (e.g., home icon for Home, person icon for Profile).

9. Apply Consistent Styling:

* Choose a color palette and typography that reflects the app's theme (e.g., vibrant for creative hobbies, calm for relaxing hobbies).
* Apply consistent styling to buttons, text, and backgrounds across all screens using Styles in Figma.

10. Prototype and Test:

* Switch to Prototype mode in Figma and link the screens with interactions (e.g., tap to navigate between screens).
* Add simple animations for a smooth user experience.
* Use Preview mode to test the app's flow and make adjustments as needed.

RESULT:

Thus, the hobby app successfully created by using the figma.

SCREENSHOT:

