UI/UX Mentor Challenge – Medium Level

You are expected to think like a **problem solver**, not just a screen decorator.

🧠 Challenge Title

Design a Task & Focus Management App (Mobile or Web)

📌 Problem Statement

Design a **Task & Focus Management application** for students or early professionals who struggle with:

- task overload
- poor prioritization
- distractions

The app should help users:

- plan tasks
- stay focused
- track progress

You are free to define the exact feature set, but **your design decisions must be intentional and explainable**.

🎯 Core User Goals

- Quickly understand what to work on next
- Avoid feeling overwhelmed
- Stay focused on one task at a time
- Get a sense of progress and completion

📱 Required Screens (Minimum)

You must design **at least 5 screens**:

1. **Onboarding / First-time Experience**

   - Explain what the app does in 2–3 steps

2. **Task List / Dashboard**

   - View all tasks
   - Indicate priority or urgency clearly

3. **Add**

   - Title
   - Description
   - Priority
   - Due date (optional)

4. **Focus Mode**

   - A distraction-free screen for working on a single task

5. **Progress / Summary**

   - Show completed tasks
   - Simple progress indicator (daily or weekly)

🧩 UX Requirements (Very Important)

- Clear visual hierarchy
- Obvious primary actions
- Minimal cognitive load
- Sensible spacing & typography
- Consistent components

Do **not** overdesign. Simplicity wins.

🎨 UI Guidelines

- Use any design tool (Figma preferred)
- You may use a design system, but **custom thinking is required**
- Color choices should support focus, not distract
- Accessibility is a plus (contrast, font size, clarity)

🧠 What You Must Explain (Mandatory)

In a short write-up (inside Figma or a README):

- Who is the target user?
- Why did you choose this layout?
- How does your design reduce overwhelm?
- One UX decision you're proud of

📂 Submission Guidelines

- Share a **Figma link**
- Ensure viewing access is enabled
- Include:
  - Wireframes or final designs
  - Short explanation of your design thinking

🚫 What Not to Do

- No copied Dribbble/UI kits without explanation
- No purely visual designs with zero UX reasoning
- No cluttered dashboards with everything everywhere

🎯 Evaluation Criteria

- UX clarity & reasoning
- Simplicity and usability
- Visual hierarchy
- Consistency
- Ability to explain decisions

Deadline: As communicated
Reminder: Pretty ≠ usable. Think like a user.