

USER INTERFACE DESIGN

EXPERIMENT-4

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SCREEN-1: SPLASH SCREEN

Familiar Elements:

1. App Logo – Centre of Screen:
 - o A common element displayed when the application starts.
 - o It represents the brand identity of the app.
2. App Name Text – Below Logo:
 - o Most applications display their name during launch.
 - o Helps users identify the application immediately.

Unfamiliar Elements:

1. **Gradient Background Animation:**
 - o Instead of a plain background, a gradient animation is used.
 - o It creates a modern and visually attractive first impression.



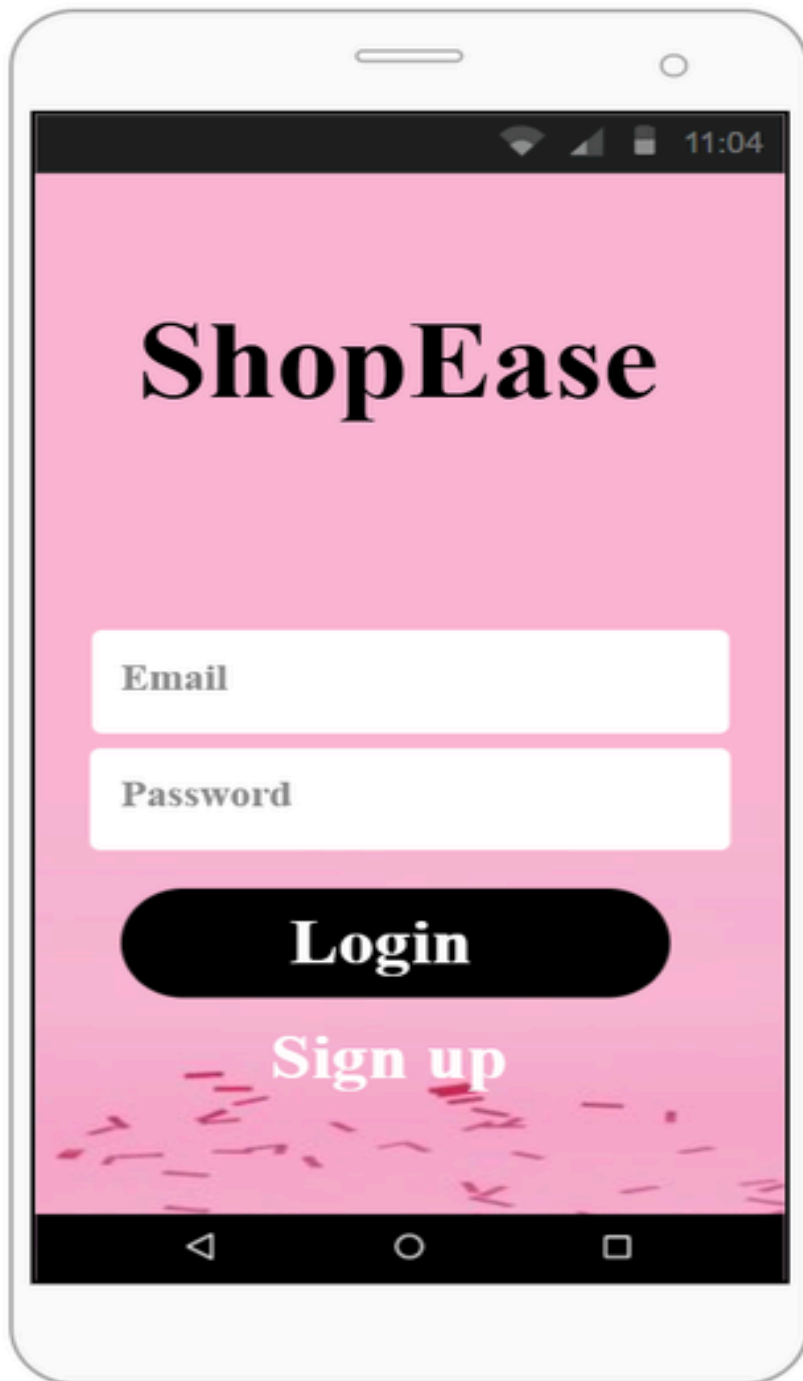
SCREEN 2: LOGIN PAGE

Familiar Elements:

1. **Email Input Field:**o A standard text field used to enter user email.o Commonly found in almost all applications.
2. **Password Input Field:**o Used to securely enter password.o Characters are hidden for privacy.
3. **Login Button:**o Clicking it allows the user to proceed to the home screen.

Unfamiliar Elements:

1. **Rounded Input Field Design:**
 - o Instead of normal rectangular fields, rounded corners are used.
 - o Gives a modern and soft UI appearance.
2. **Animated Button Effect:**
 - o Button slightly changes when tapped.
 - o Enhances user interaction experience.



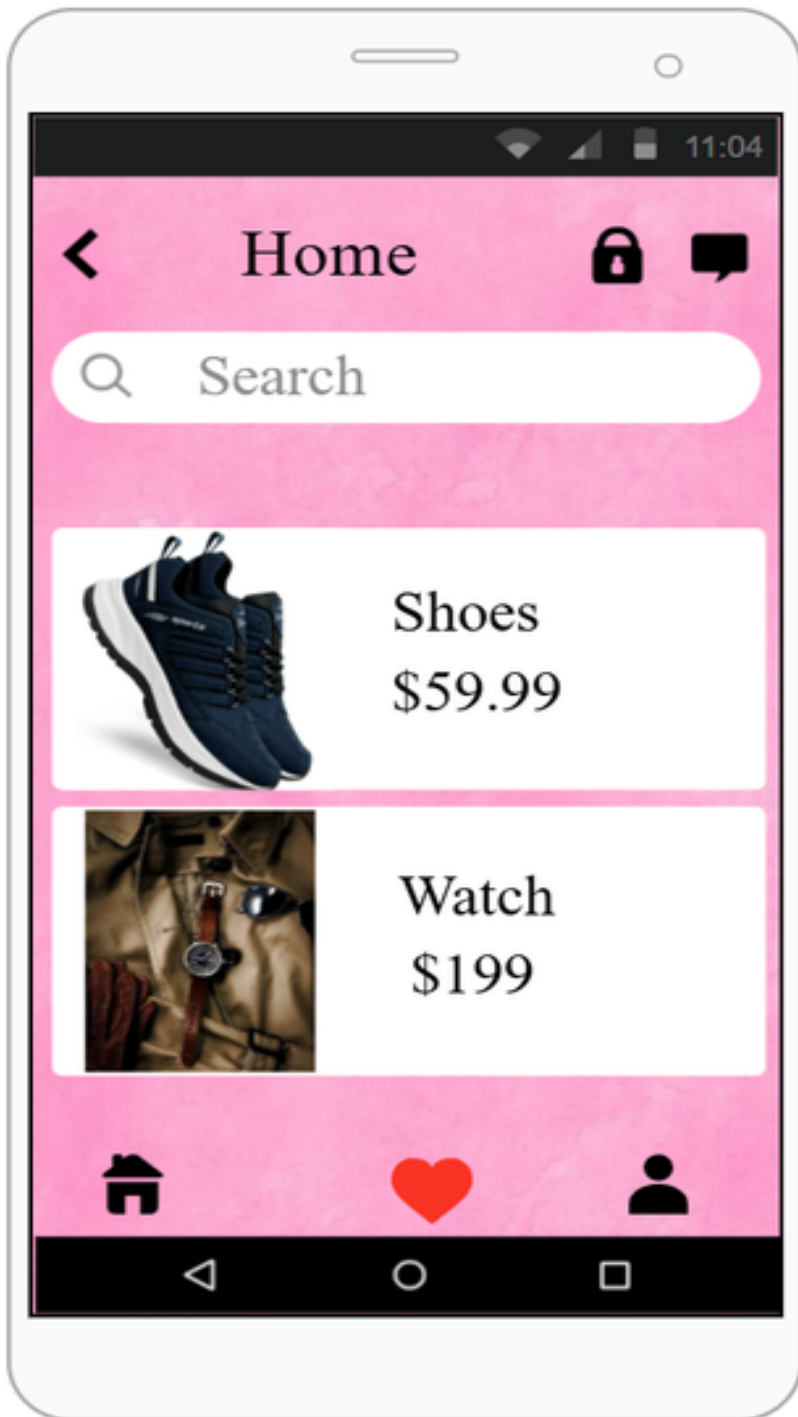
SCREEN 3: HOME PAGE

Familiar Elements:

1. **Search Icon (🔍):**o A widely recognized symbol for search functionality.o Helps users quickly find products.
2. **Product Cards (Image + Price):**o Standard layout used in shopping applications.o Displays product details clearly.
3. **Bottom Navigation Bar:**o Contains icons like Home, Cart, and Profile.o Common navigation pattern in mobile apps.

Unfamiliar Elements:

1. **Horizontal Product Scrolling:**o Products scroll sideways instead of vertically.o Slightly different from traditional layouts.
2. **Floating Category Icons:**o Circular floating icons used for category selection.o Adds uniqueness to the design.



SCREEN 4: PRODUCT DETAILS PAGE

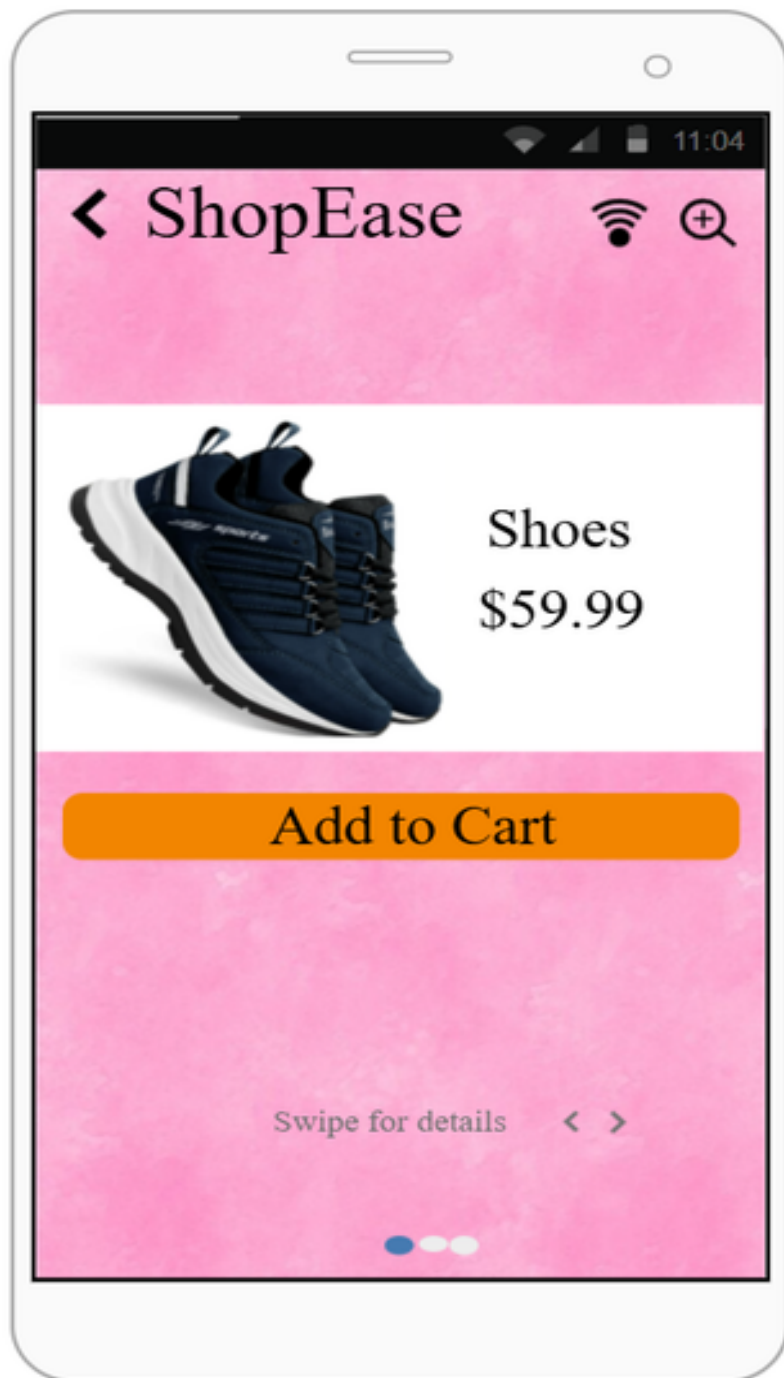
Familiar Elements:

1. **Back Arrow (←):**o Used to return to the previous screen.o Common navigation element.
2. **Add to Cart Button:**o Used to add selected product to cart.o Standard feature in e-commerce apps.

Unfamiliar Elements:

1. **Swipe Gesture for Additional Details:**o Users swipe to view extra product information.o Different from normal scrolling method.

2. **Image Transition Animation:**
 - o Product image changes with animation.
 - o Makes interface more interactive.



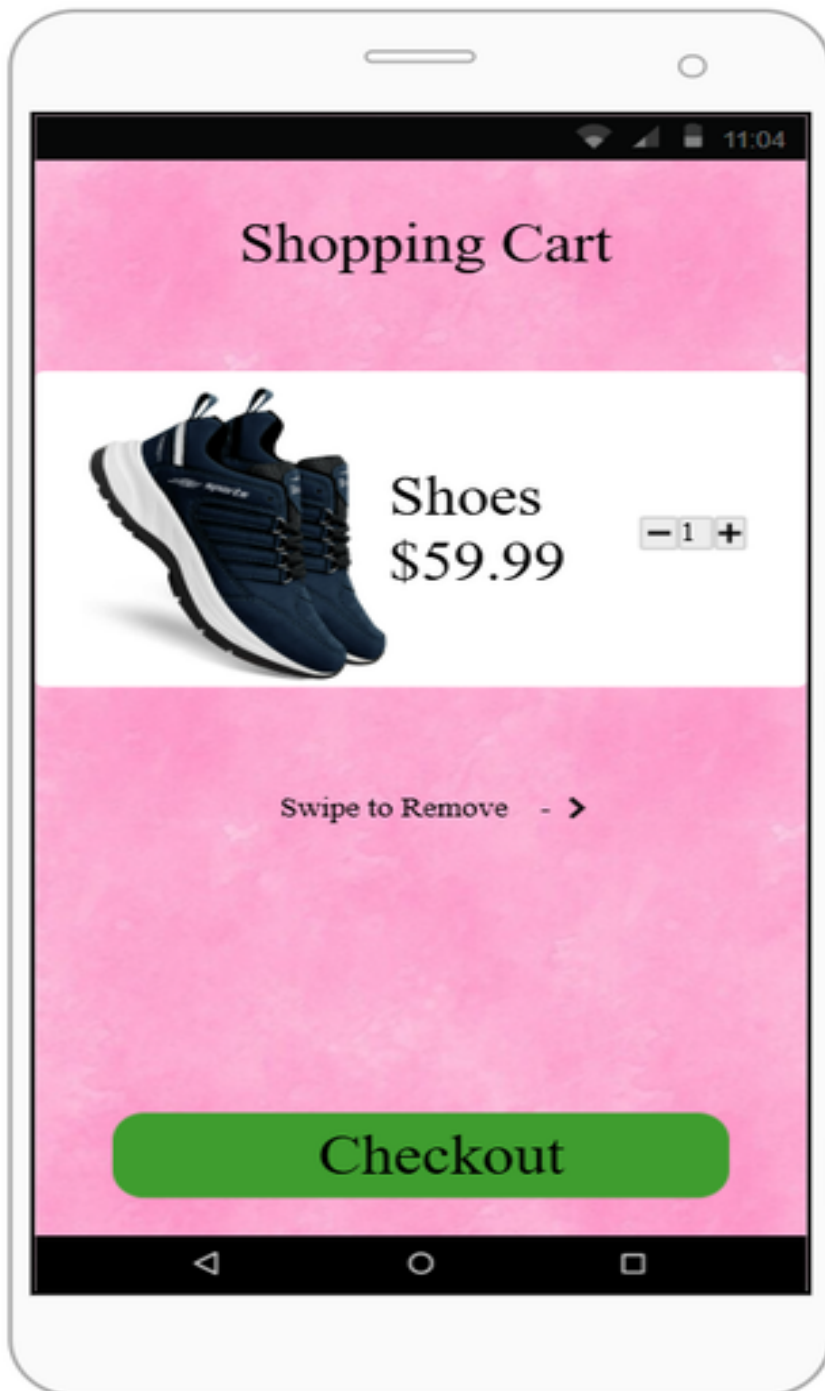
SCREEN 5: CART PAGE

Familiar Elements:

1. **Quantity Increase/Decrease (+ / -):**
 - o Allows users to modify product quantity.
 - o Common shopping cart feature.
2. **Checkout Button:**
 - o Used to proceed to payment.
 - o Standard action button in e-commerce apps.

Unfamiliar Elements:

1. **Swipe to Remove Option:**
 - o Product can be removed by swiping.
 - o Alternative to delete button.
2. **Slide Animation on Removal:**
 - o Product smoothly slides out when removed.
 - o Improves user experience.



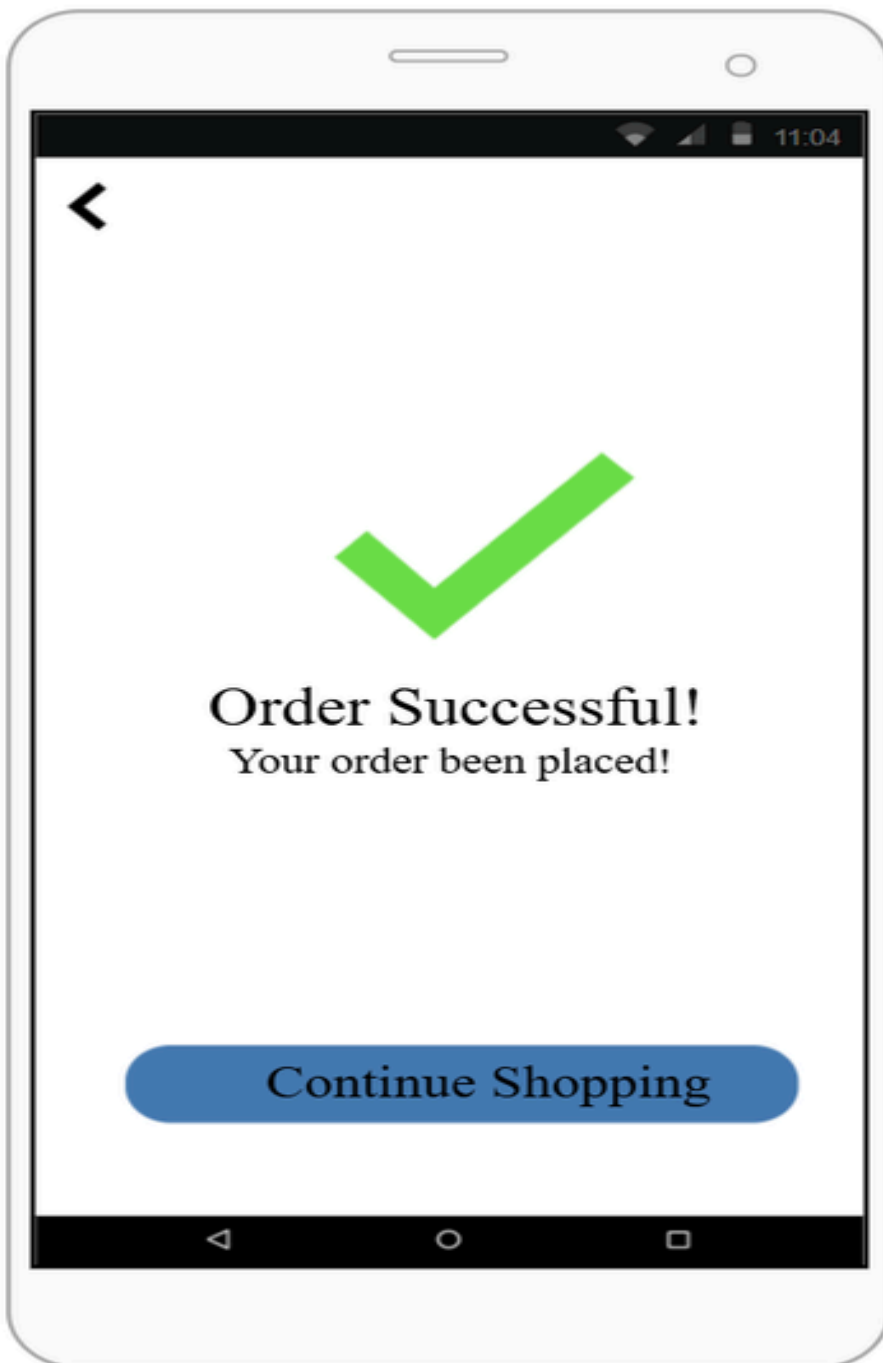
SCREEN 6: ORDER CONFIRMATION PAGE

Familiar Elements:

1. **Green Tick Mark (✓):**o Universal symbol indicating success.o Used in most applications after successful action.
2. **Confirmation Message:**o Displays “Order Successful” text.o Informs user that transaction is completed.

Unfamiliar Elements:

1. **Confetti Animation Effect:**o Celebration animation after order completion.o Creates emotional satisfaction.
2. **Full-Screen Success Display:**o Entire screen focuses on confirmation message.o Enhances visual impact.



PROTOTYPE LINK:

<https://pr.to/LX4L8Y/>