

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:** A standard text field used to enter user email.
 - o Commonly found in almost all applications.
2. **Password Input Field:** Used to securely enter password.
 - o Characters are hidden for privacy.
3. **Login Button:** 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.



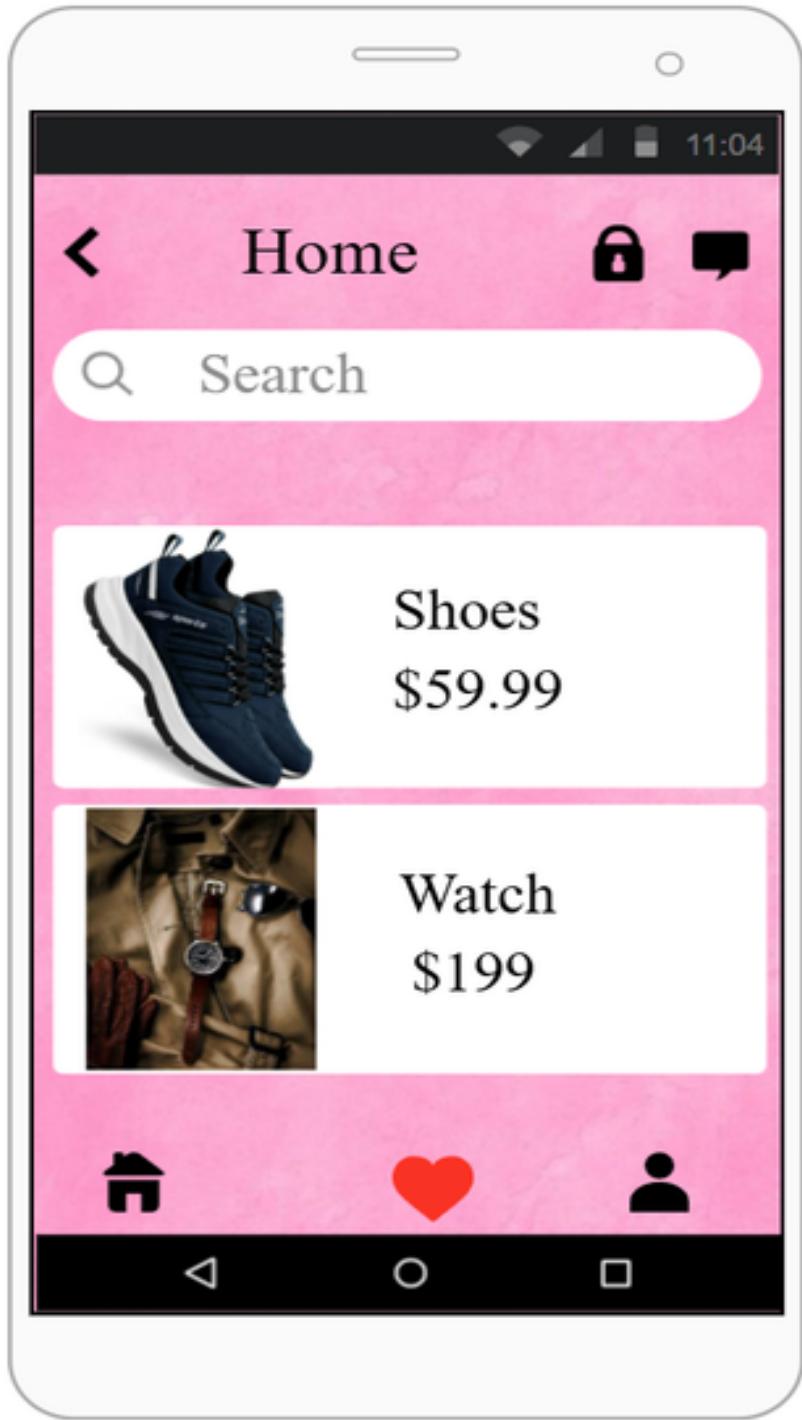
SCREEN 3: HOME PAGE

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

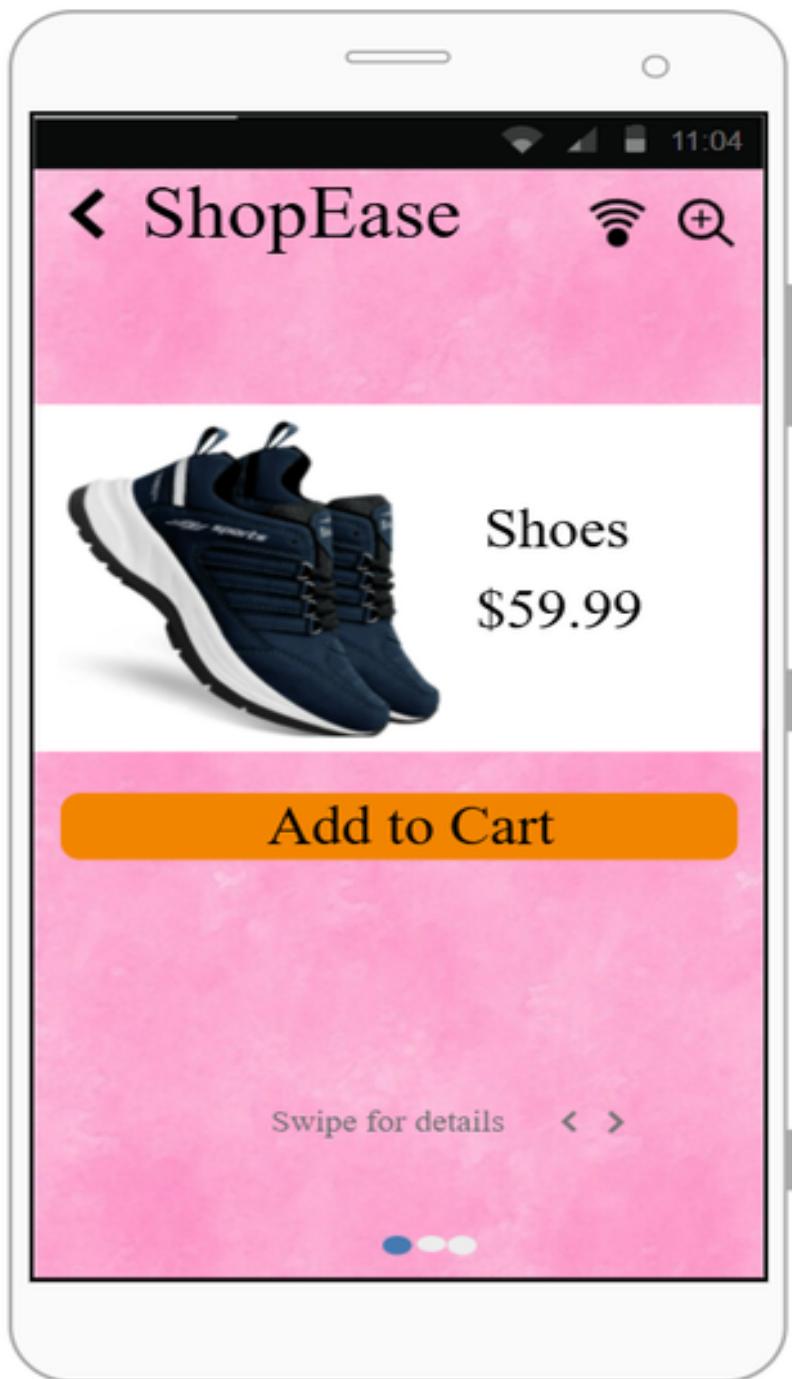
Familiar Elements:

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.



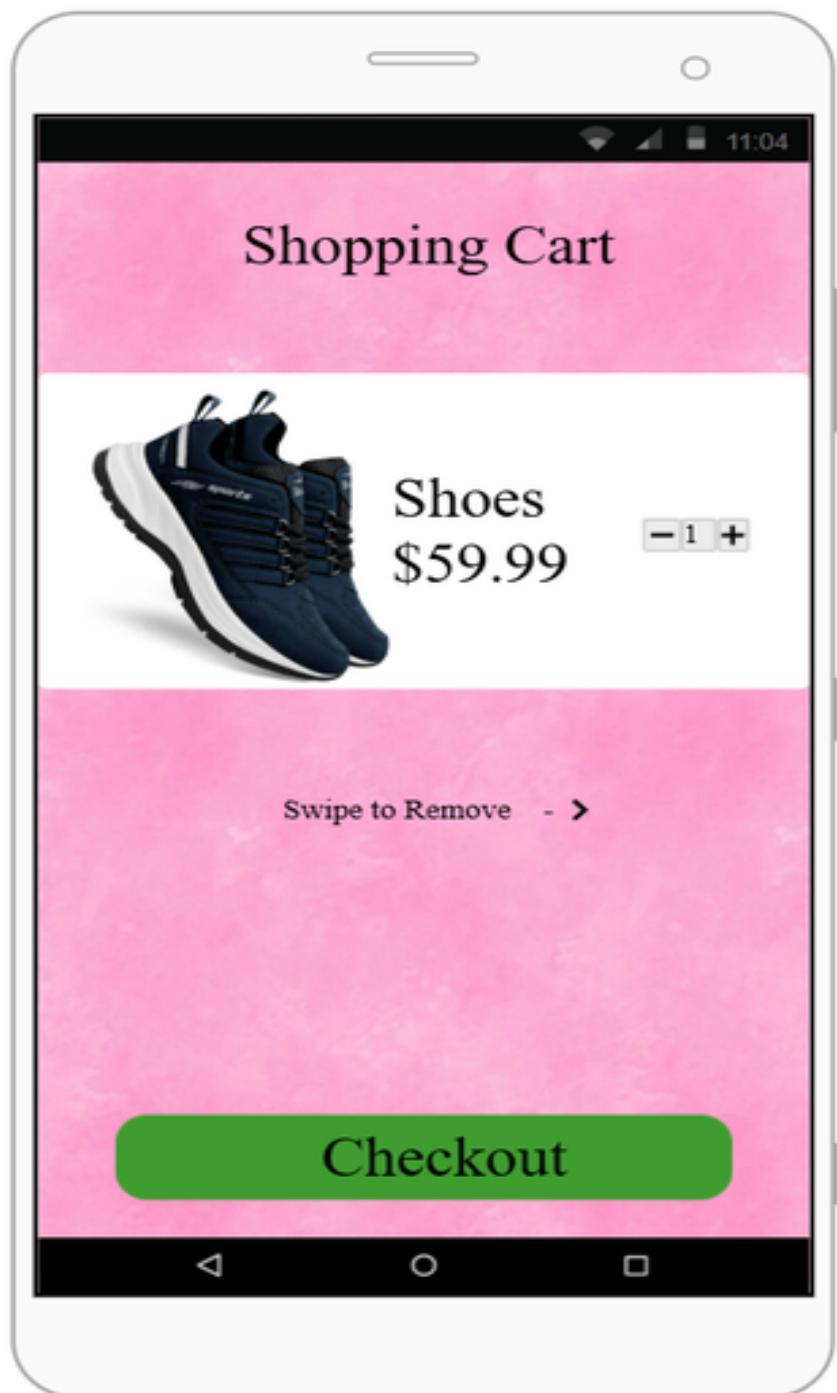
SCREEN 5: CART PAGE

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.



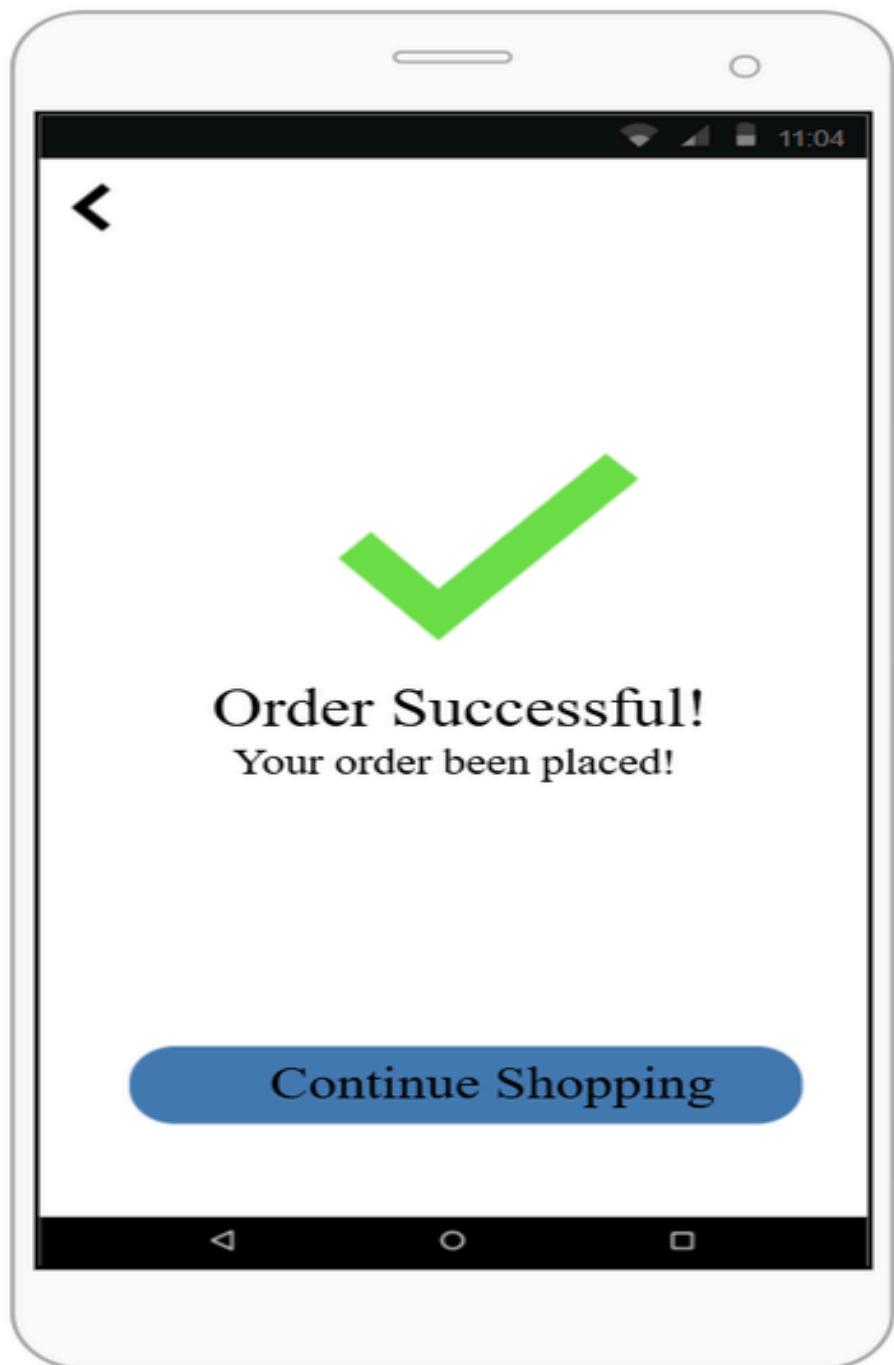
SCREEN 6: ORDER CONFIRMATION PAGE

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/>