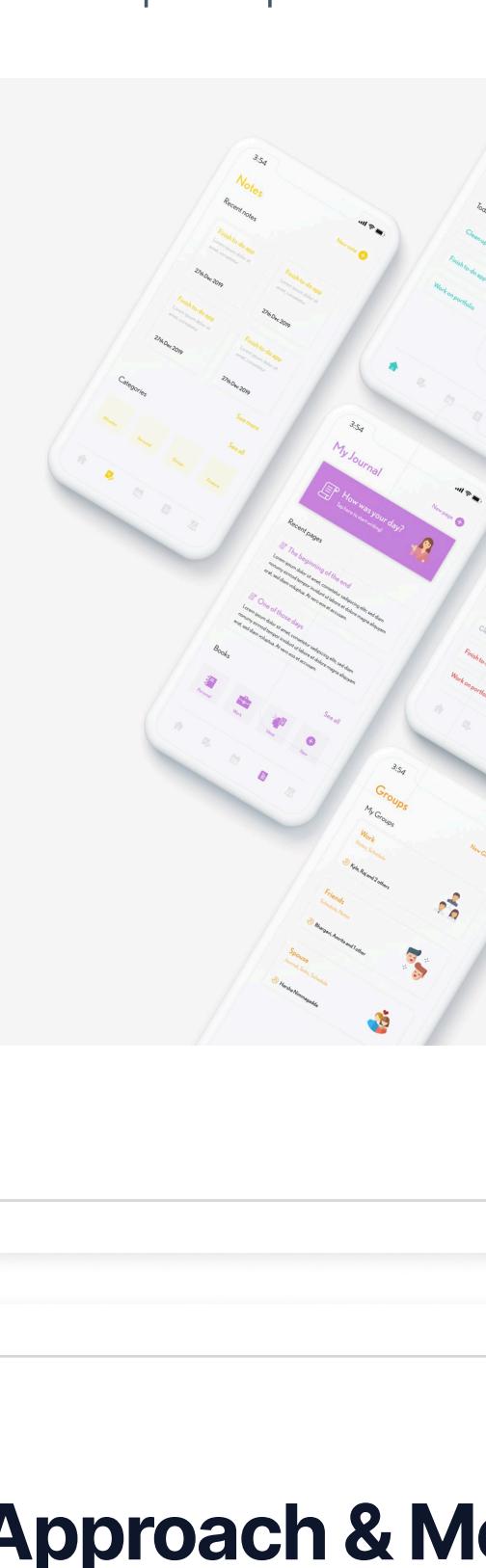


Infinite Case Study

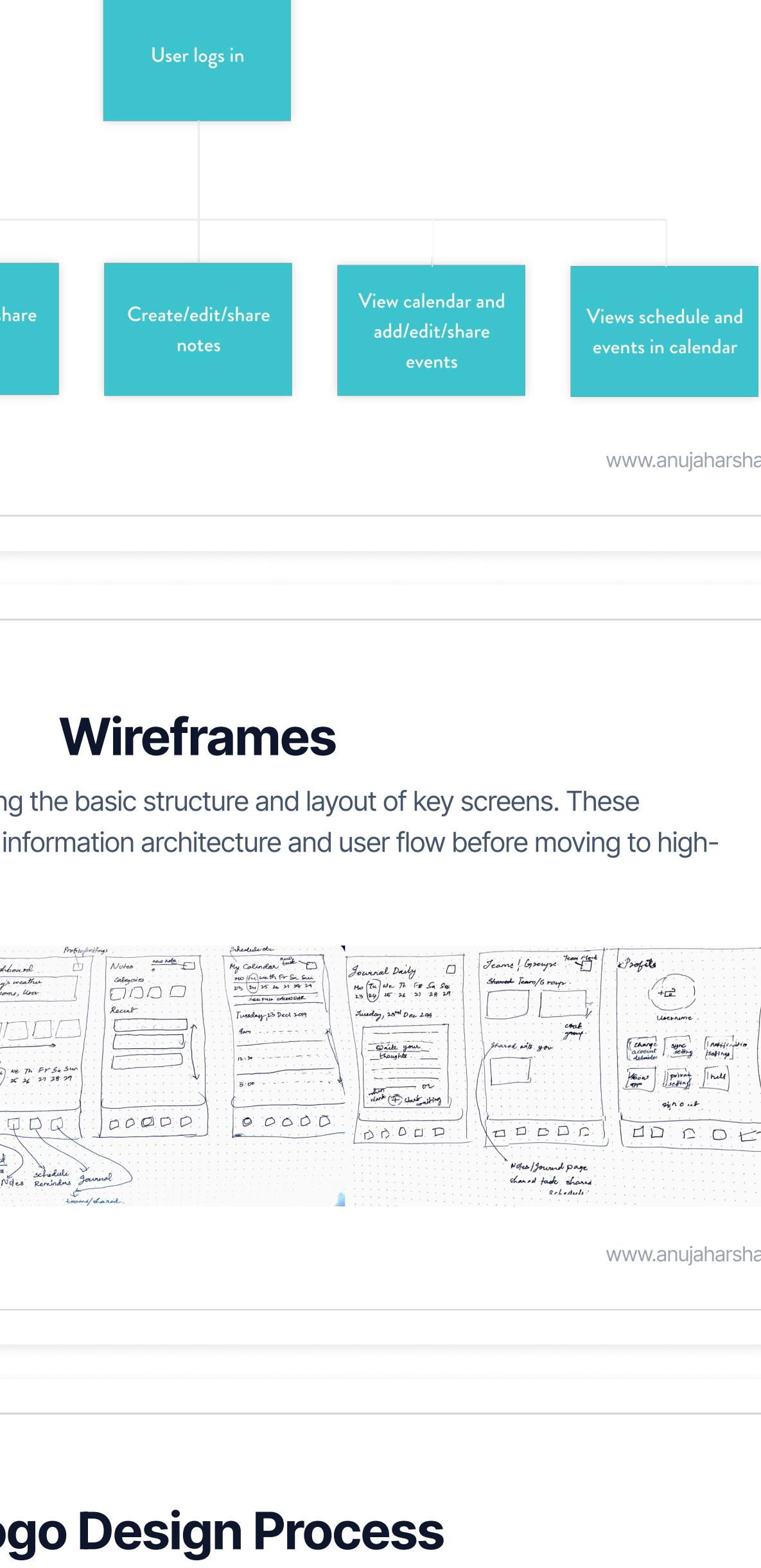
A comprehensive design case study documenting the end-to-end process of creating a modern digital product, from initial research to final implementation.



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Project Overview

Introduction to the Infinite project, outlining the challenge, objectives, constraints, and the overall vision that guided the design and development process.



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Design Approach & Methodology

An in-depth look at the design process, research methodologies, and strategic approach used to solve user problems and achieve business objectives.

Infinite is an all-round productivity app for people who like to keep their schedule, notes and all things organized and synced at all times, everywhere. Users can create notes, write daily journals, manage to-do lists and daily schedules and also they can create groups to share specific schedules or notes with their respective groups or team, friends and family.

As an avid mobile user and UX designer, I use a lot of applications. I'm a meticulous person and I used all kinds of productivity apps like notes, to-do apps, calendar, journaling apps and so on to stay organized and get everything done. I was really having issues with using so many apps and not having enough sync between them and sharing specific schedules or notes with anyone is a hassle. I was looking for something that let's me do everything. Hence, began the Infinite's journey. Also, I wanted to name Infinite-endless productivity seemed very spot on since the app is supposed to provide endless productivity without any hurdles. I wanted to design a very minimalist app, easy to navigate, and having a flawless task flow with almost no effort spent in how to use the application. Because the best user experience is when a user opens an app and is immediately able to navigate through it without having to put any effort in figuring out how the app really works and what can they do with it. Now it's a breeze to share a particular schedule with a group, for ex : it takes only two taps to share my meeting schedule with my work team, and two taps to share my party planning notes with my friends.

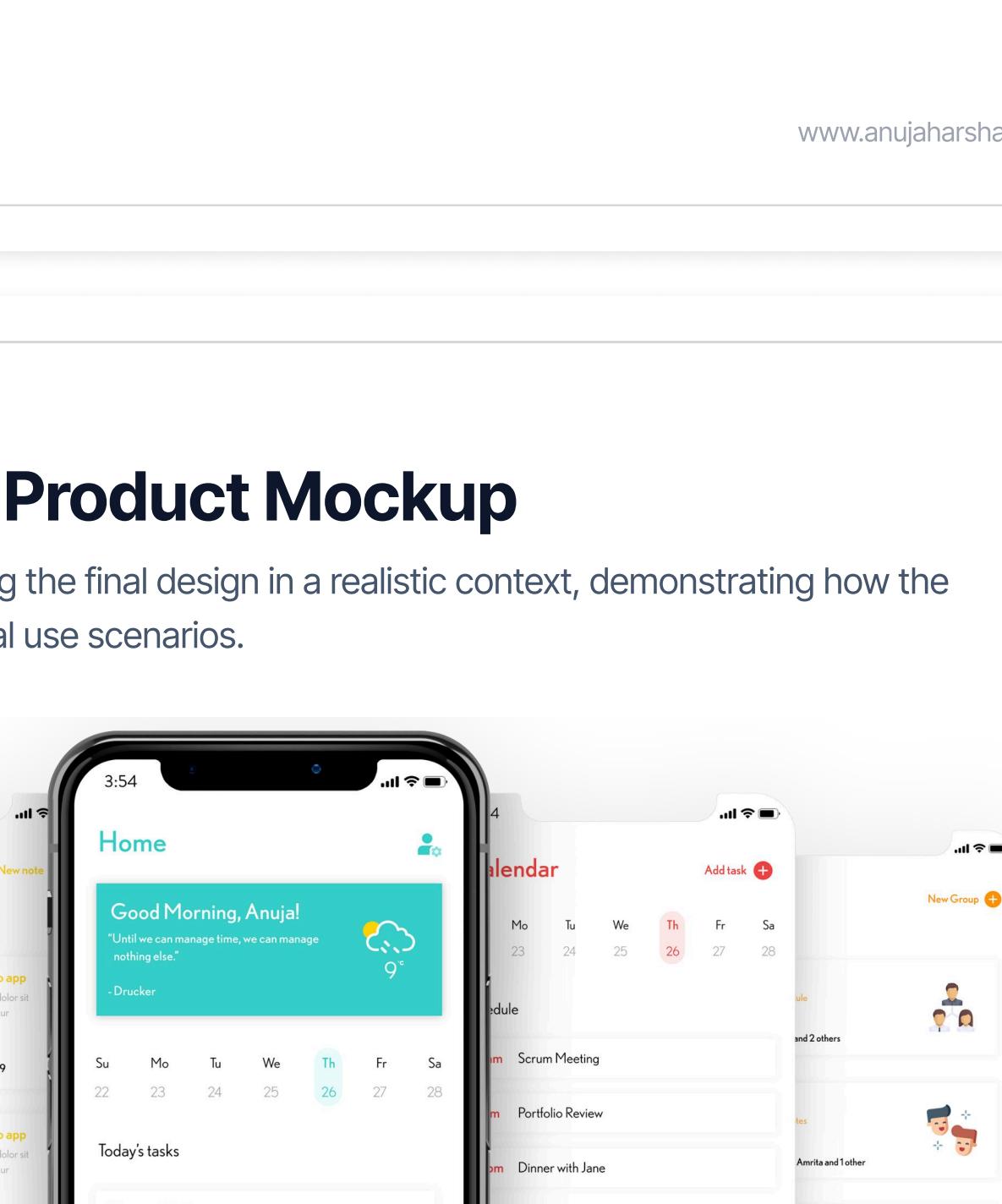
It took me a week to design, iterate and prototype this app. It was a very swift process. I was so clear in my mind about what I really wanted from the app and how it should look and feel like, it was almost a no-brainer when it came to designing the user experience of the app and deciding on what features to include. The logo of the app has it's own story behind it. This application portrays my ability to conceptualize, create, design and prototype an application in no time and displaying my designing capabilities.

Please Visit my url to see the complete case study of this project and the functional prototype www.anujaharsha.com

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User Journey Map

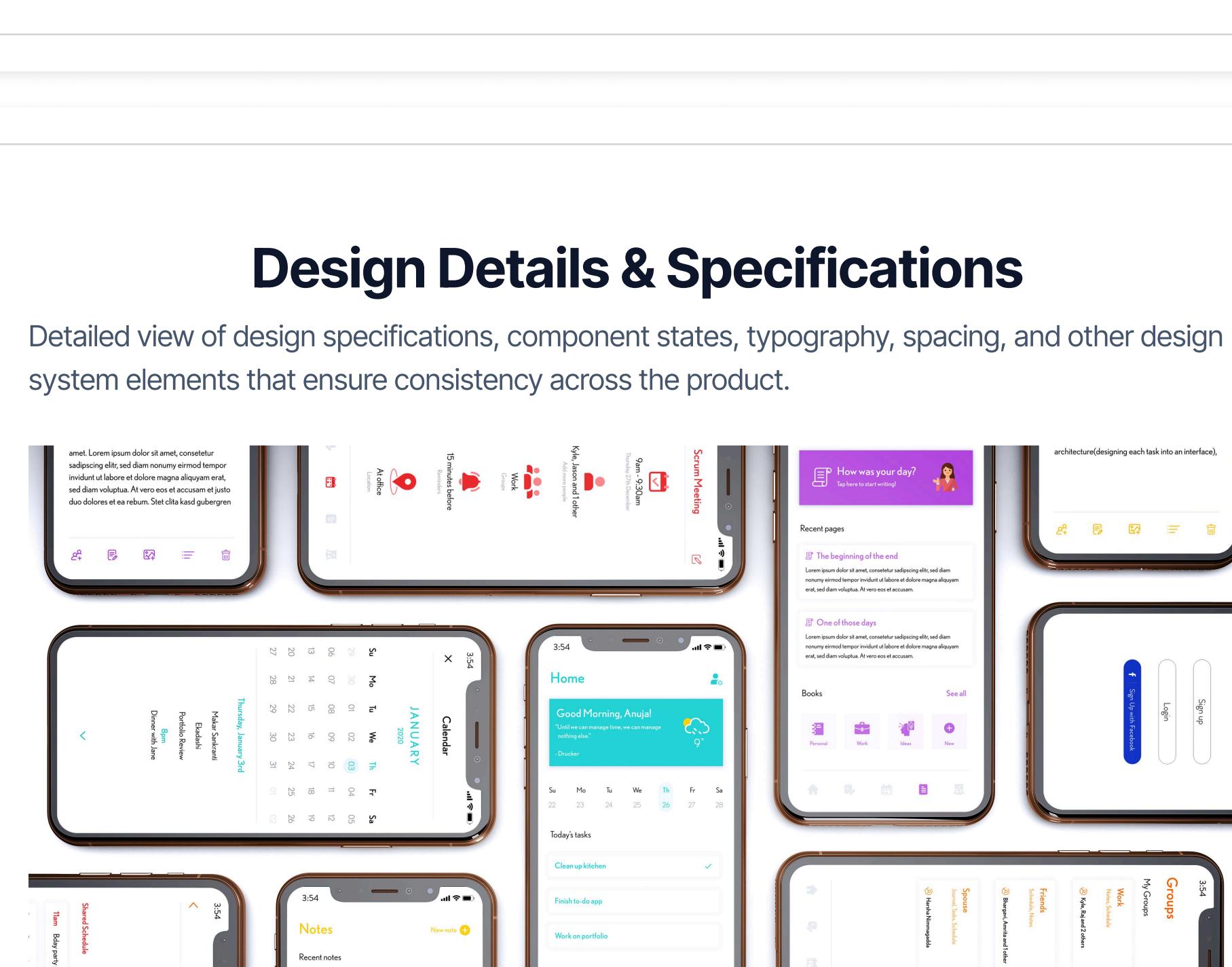
Detailed mapping of the user's path through the application, identifying key touchpoints, pain points, and opportunities for improvement to create a seamless user experience.



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Wireframes

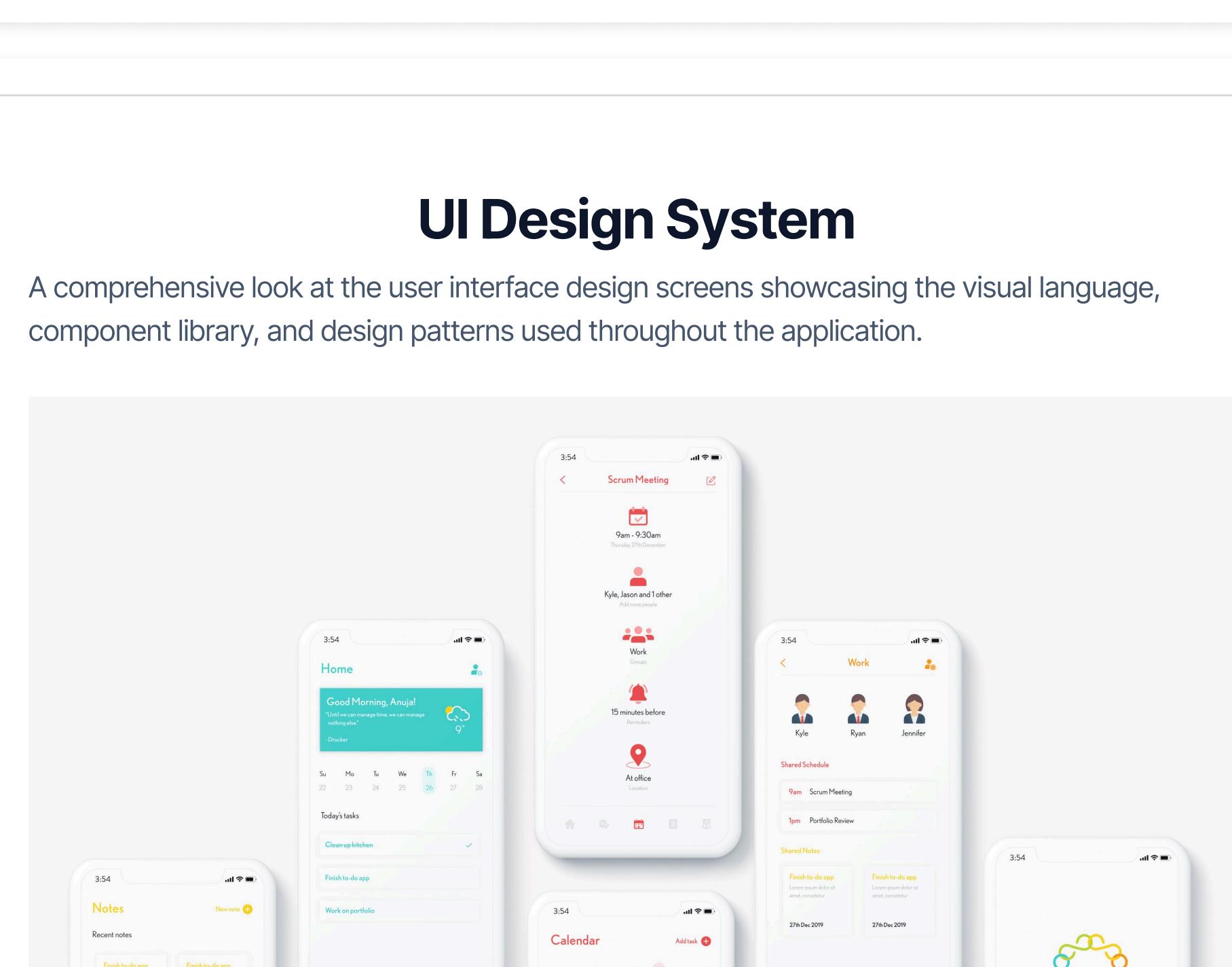
Low-fidelity wireframes illustrating the basic structure and layout of key screens. These wireframes helped establish the information architecture and user flow before moving to high-fidelity designs.



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Logo Design Process

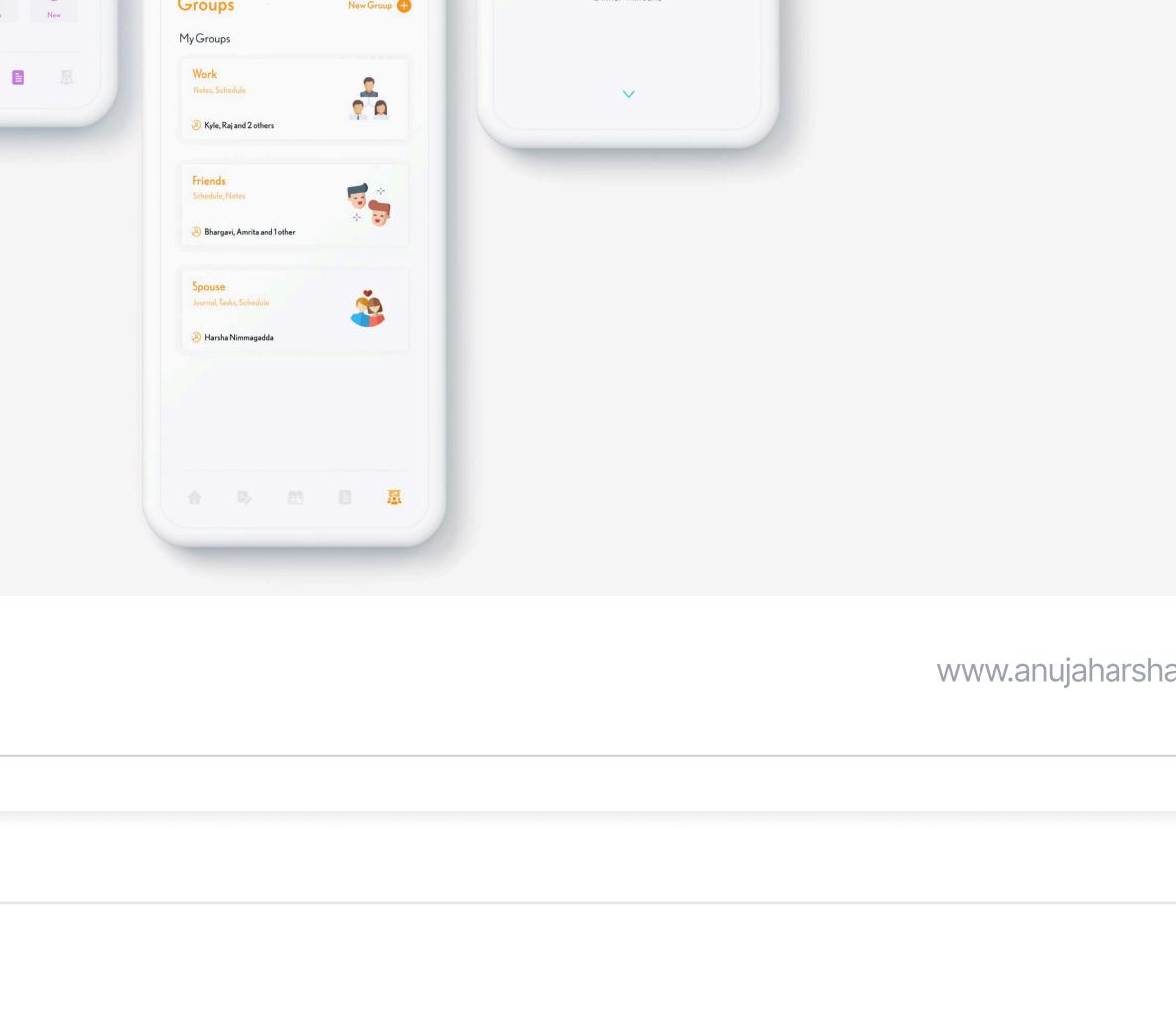
Exploring the creative journey from concept to final logo design. This section showcases the iterative process, design explorations, and refinements that led to the final brand identity for Infinite.



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Concept Mind Map

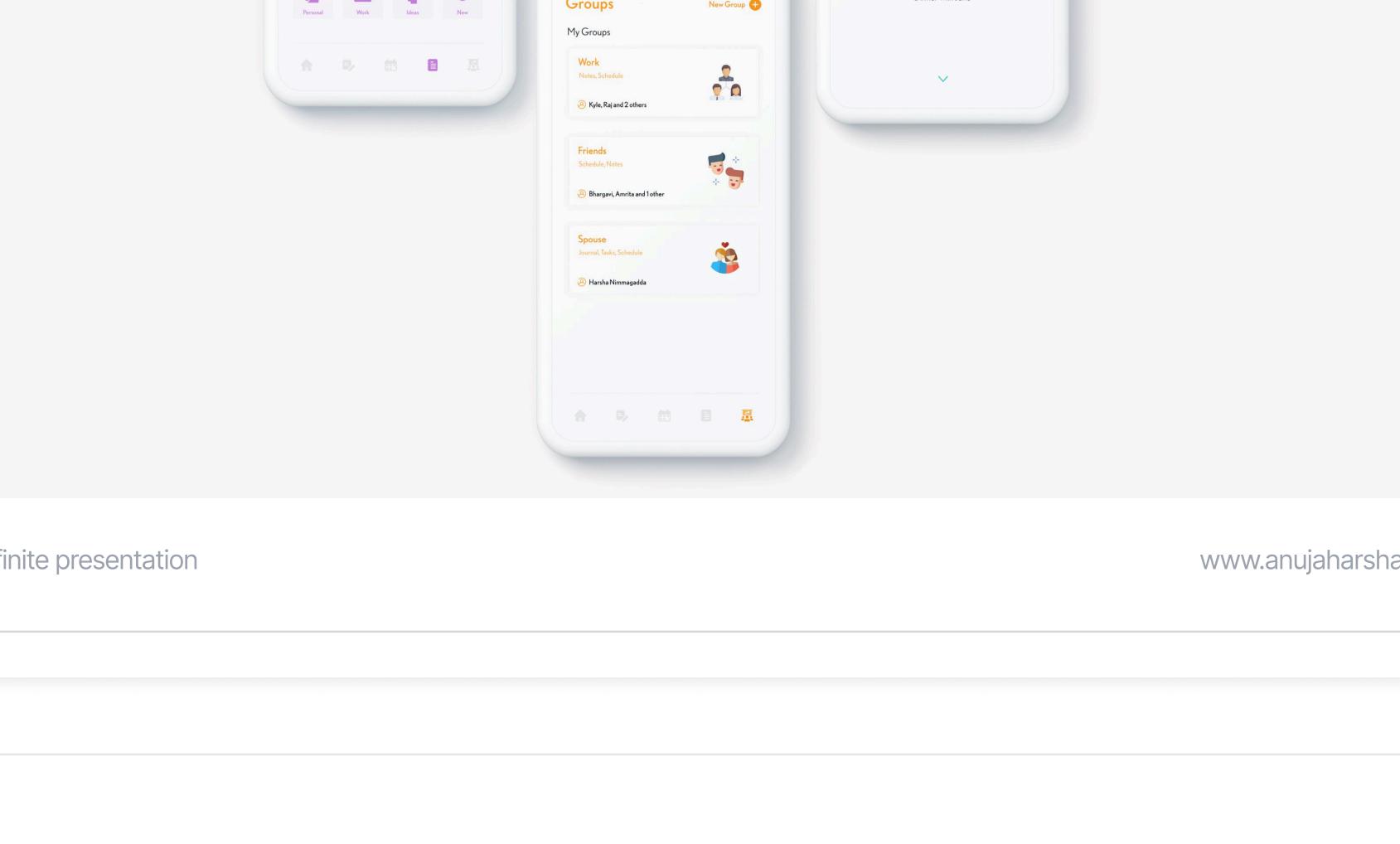
A visual brainstorming tool that explores the relationships between different concepts, features, and ideas that shaped the project's strategic direction and feature prioritization.



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User Persona

Meet our primary user persona. This research-driven profile helps guide design decisions by representing the needs, goals, behaviors, and pain points of our target audience.



Katherine Wolf - Mid 40s
Bio: A Designer who works remotely and requires various productivity apps for her day-to-day activities.
Pain Points:
-Too many tasks and multiple apps to manage them.
-No sync between the apps and difficulty in managing the day-to-day tasks.
-Issues in sharing and scheduling, too many tasks to manage without any communication between the apps.
Goals:
A go-to platform where everything is in one place seamlessly integrated.

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Product Mockup

High-fidelity mockup showcasing the final design in a realistic context, demonstrating how the interface looks and feels in actual use scenarios.

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Design Details & Specifications

Detailed view of design specifications, component states, typography, spacing, and other design system elements that ensure consistency across the product.

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UI Design System

A comprehensive look at the user interface design screens showcasing the visual language, component library, and design patterns used throughout the application.

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