

EX NO:11

## MICRO INTERACTION IN FIGMA

DATE:

### Aim:

- To create a micro interaction for Cricketrix app in figma.

### Description:

- Open the Figma app and load the project named Cricketrix.
- Design one screen, then create a variant by duplicating it and making changes like color adjustments or adding features.
- This demonstrates the before and after state of a UI interaction (e.g., toggling a like or star button).
- Select both screens and click “Create Component” to convert them into a reusable component.
- The new component will appear in the **Assets** panel on the left side of Figma.
- Now, you’re ready to animate the interaction between the two variants.
- Click the Prototype tab located on the right-hand side of the Figma interface.
- Use the blue connector line to link the first frame to the second.
- Choose “On Tap” or “On Click” as the interaction trigger to initiate the animation.
- Set the animation style to “Smart Animate” to ensure a smooth and fluid transition between the states.

EX NO:12	PORTFOLIO
DATE:	

**Aim:**

- To create a portfolio for Cricketrix app in figma.

**Description:**

- Selected the most effective and visually appealing mockups for both mobile and desktop versions of the Cricketrix app.
- Crafted user-friendly screens that are intuitive and simple to navigate.
- Maintained visual consistency by using a unified set of colors and typography throughout the app.
- Ensured responsive design so the app works well on smartphones, tablets, and desktop computers
- Designed interfaces for live scores, news updates, shopping, and ticket booking sections.
- Integrated interactive elements like clickable buttons and navigation links for user testing and flow demonstration.
- Applied smooth transitions and animations (e.g., slide-in and fade effects) to enhance screen changes.
- Provided concise descriptions for each screen to explain its purpose and functionality.
- Included high-resolution previews of all essential screens to highlight UI details.
- Prepared all necessary assets for upload—screen visuals, Figma design links, and a complete project overview.
- Successfully uploaded the final project files to GitHub for public access and version control. (link-<https://github.com/anushrithangaraj/UID-PROJECT-CRICKETRIX-UI-UX-.git>)

EX NO:10

DATE:

## PROTOTYPE FOR MOCKUP MOBILE AND WEB APPLICATION

### Aim:

- To create a prototype for Cricketrix mobile and web application.

### Description:

- Navigate to the Prototype tab in Figma.
- Select buttons or UI components and drag the blue connector node to the corresponding destination screen.
- After defining the interaction, choose a trigger like On Click, Tap, etc.
- Then, assign an appropriate navigation action to define the transition.
- For transitions, use effects such as Slide In, Smart Animate, **or** Instant.
- Make sure the UI is fully responsive and functions smoothly on mobile, tablet, and desktop screen sizes.
- Utilize Auto Layout to ensure flexible and adaptive element alignment.
- Enhance the user experience by adding visual feedback and smooth, appealing transitions.