

**Project Report**

on

**Title of the Project**

Submitted

In Partial Fulfillment of

**MASTER OF COMPUTER APPLICATIONS (MCA)**

**Submitted by:**

Kartik Rawat  
24/SCA/MCA/024

**Under the Supervision of:**

(Name of Project Guide, Designation)



**School of Computer Applications  
Manav Rachna International Institute of Research and Studies  
(DEEMED TO BE UNIVERSITY)**

Sector-43, Aravalli Hills

Faridabad – 121001

**June 2025**

## **Declaration**

I do hereby declare that this project work entitled “UI/UX DESIGNER” submitted by me for the partial fulfillment of the requirement for the award of **MASTER OF COMPUTER APPLICATIONS** is a record of my own work. The report embodies the finding based on my study and observation and has not been submitted earlier for the award of any degree or diploma to any Institute or University.

### **SIGNATURE**

Name: KARTIK RAWAT  
Roll No:24/SCA/MCA/024  
Date: JUNE 2025

## **Certificate from the Guide**

This is to certify that the project report entitled “UI/UX DESIGN” submitted in partial fulfillment of the degree of **MASTER OF COMPUTER APPLICATIONS** to Manav Rachna International Institute of Research and Studies, Faridabad is carried out by Mr. KARTIK RAWAT (24/SCA/MCA/024), under my guidance.

### **Signature of the Guide**

Name: Certificate from the Guide

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### **Signature of the Guide**

Name:

Date:

### **Head of Department**

Name:

Date:

## **ACKNOWLEDGEMENT**

I gratefully acknowledge the opportunity provided by **CodSoft** to undertake this virtual internship in UI/UX Design. The well-structured tasks and real-world exposure significantly contributed to the development of my practical design skills and professional growth.

My extreme gratitude to **Dr. Raj Kumar, Associate Professor & TPO**, who guided us throughout the project. Without his willing disposition, spirit of accommodation, frankness, timely clarification, and above all, faith in us, this project could not have been completed in due time. His readiness to discuss all important matters at work deserves special appreciation.

I would like to extend my sincere gratitude to **Prof. (Dr.) Suhail Javed Quraishi – HOD, Prof. (Dr.) Rashmi Agrawal – Associate Dean, and Prof. (Dr.) Brijesh Kumar – Dean** for their valuable teachings and advice. I thank all the department faculty members and non-teaching staff for their cooperation and support.

This opportunity marks a major milestone in my career development. I will strive to apply the skills and knowledge gained in the best possible way and continue to work on their improvement to achieve my professional goals. I hope to maintain this spirit of learning and collaboration in the future.

# **INDEX**

<b>Section</b>	<b>Page No.</b>
Introduction	6
System Study	7
Feasibility Study	8
Project Monitoring System	9
System Analysis	10
System Design	11
Input / Output Form Design	13
System Testing	15
System Implementation	16
Documentation	16
Scope of the Project	16
Bibliography	16

# **VI. Introduction**

## **a) About Organization**

CodSoft is a software development and design company that specializes in delivering cutting-edge solutions in web and mobile application development. It places a strong emphasis on innovation, user-centered design, and intuitive user experiences. During my internship, I worked in the UI/UX Design division, where I was assigned real-world tasks to sharpen my design thinking, prototyping, and visual communication skills.

## **b) Aims & Objectives**

- To understand the UI/UX design workflow and implement industry-standard practices.
- To design interfaces that offer both visual appeal and intuitive navigation.
- To improve user interaction through responsive, minimal, and goal-oriented design strategies.
- To enhance my proficiency in tools like Figma while building user-focused products.

## **c) Manpower**

Intern: Kartik Rawat (UI/UX Designer Intern)

Roll Number: 24/SCA/MCA/024

Project Guide: [To be filled in manually]

Tools Used: Figma

## **VII. System Study**

### **a) Existing System along with limitations**

Prior to the implementation of modern UI/UX design practices, many apps and websites suffered from outdated, cluttered, and unintuitive interfaces. Users often struggled with complex navigation, lack of categorization, and poor visual appeal, which led to low user engagement and retention.

### **b) Proposed System along with advantages**

The proposed system focuses on a clean, user-friendly design approach for:

- Mobile App Signup Flow
- Restaurant Menu UI
- E-commerce Website UI

Advantages include better user engagement, reduced bounce rates, improved aesthetics, and fully responsive design.

## **VIII. Feasibility Study**

### **a) Technical Feasibility**

The entire internship was completed using Figma, a web-based UI/UX design tool that is efficient and easily accessible. It required only a standard browser and internet connection, with no need for high-end hardware.

### **b) Behavioural Feasibility**

The designs were aligned with common user behaviors and expectations. By using minimal and clear design principles, users were able to navigate easily and perform tasks more efficiently.

### **c) Economic Feasibility**

The use of Figma's free version meant that the project incurred no cost. No additional hardware or software was needed, making the project highly economical.

# IX. Project Monitoring System

## a) Gantt Chart (16 June – 10 July)

The internship project at CodSoft was carefully planned and executed between 16th June and 10th July 2025. The timeline was broken into distinct tasks, each with specific deliverables. Project monitoring was done on a weekly basis, with daily micro-tasks handled via personal checklists and Figma version control.

Date	Activity	Task
16 June	Internship Onboarding & Understanding Tasks	All Tasks
17–18 June	UI/UX Research, Trend Analysis	All Tasks
19–21 June	Wireframing (Low-Fidelity Sketches)	Task 1 – Signup Flow
22–24 June	High-Fidelity Design & Prototyping	Task 1 – Signup Flow
25–27 June	Visual Layouts & UI Elements	Task 2 – Restaurant Menu
28–30 June	Responsive Design & Feedback Iteration	Task 2 – Restaurant Menu
1–4 July	Research & Wireframe for E-commerce Platform	Task 3 – E-commerce Website
5–7 July	High-Fidelity UI Screens & Navigation Flow	Task 3 – E-commerce Website
8 July	Final Review and Revisions	All Tasks
9 July	Documentation and Report Formatting	Report Prep
10 July	Final Submission to College	Project Wrap-up

# X. System Analysis

## a) Requirement Specification

Platform: Figma

Device Target: Mobile & Web

Design Goals: Clean, responsive, user-friendly interfaces

Font Type: Sans-serif (Poppins, Inter)

Color Scheme: High contrast with modern pastel accents

## b) System Flowcharts

Example (Signup Flow):

Start → Open App → Click Sign Up → Enter Details → Submit → Success → Dashboard

## c) DFDs / ERDs (up to Level 2)

DFDs were not necessary for this project as it focused solely on front-end design. However, user flow diagrams were used.

# XI. System Design

## (a) File/Data Design

Each design task was structured logically using Figma components, frames, and layers, similar to how classes are structured in code. The layout was modular and reusable for scalability and consistency.

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- Signup Flow Design:

- Main Frame contains the overall screen layout (header, form, footer).
  - Components include input fields (name, email, password), buttons, and labels.
  - Variants were used to show input states (focused, error, success).
- 

- Restaurant Menu Design:

- Main Frame divided into categorized sections (Starters, Main Course, Drinks).
  - Card Components used for each dish with image, price, and name.
  - Navigation Bar designed with tabs for easy category access.
- 

- E-commerce Website UI:

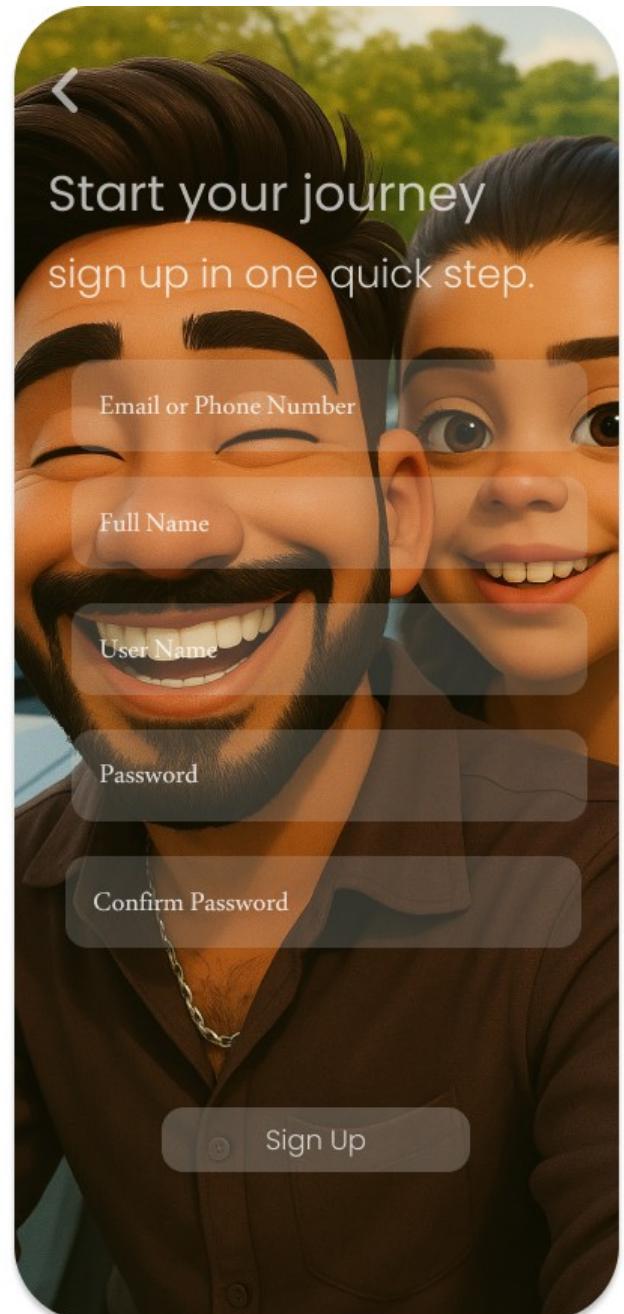
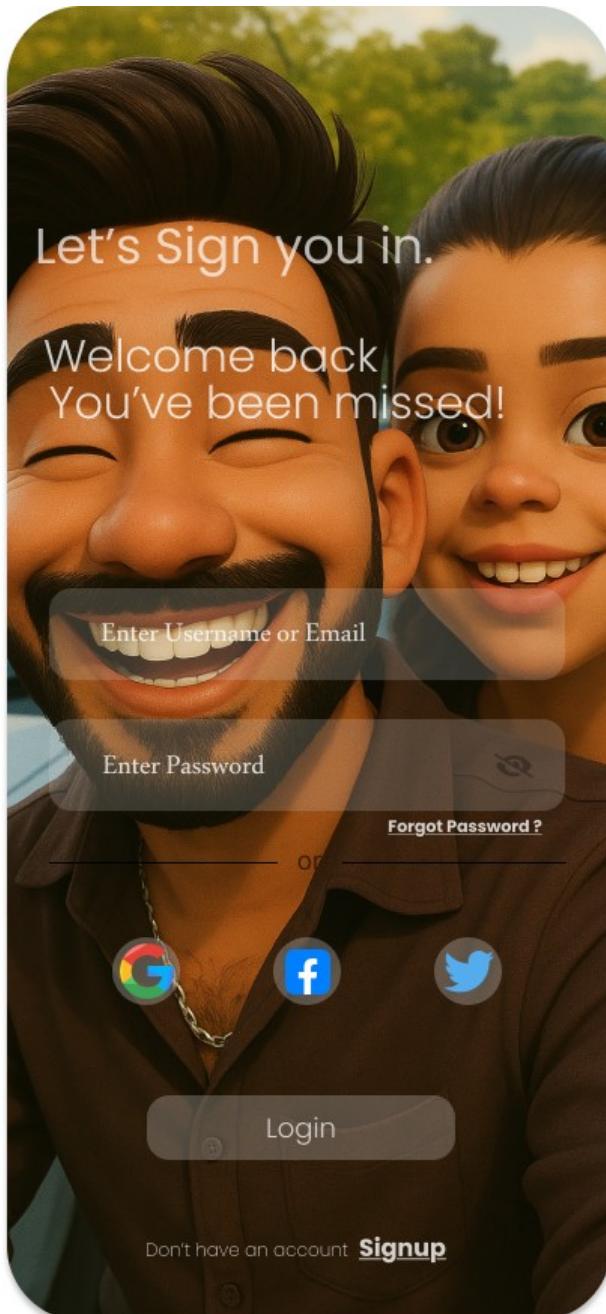
- Frames for Home, Product Listing, and Product Details pages.
  - Product Card Components with image, title, price, and "Add to Cart" button.
  - Header and Footer built as reusable master components.
- 

All design files followed a consistent naming convention, used auto-layout for responsive scaling, and were built to follow modern UI/UX principles, ensuring the designs were clean, reusable, and scalable for real-world applications.

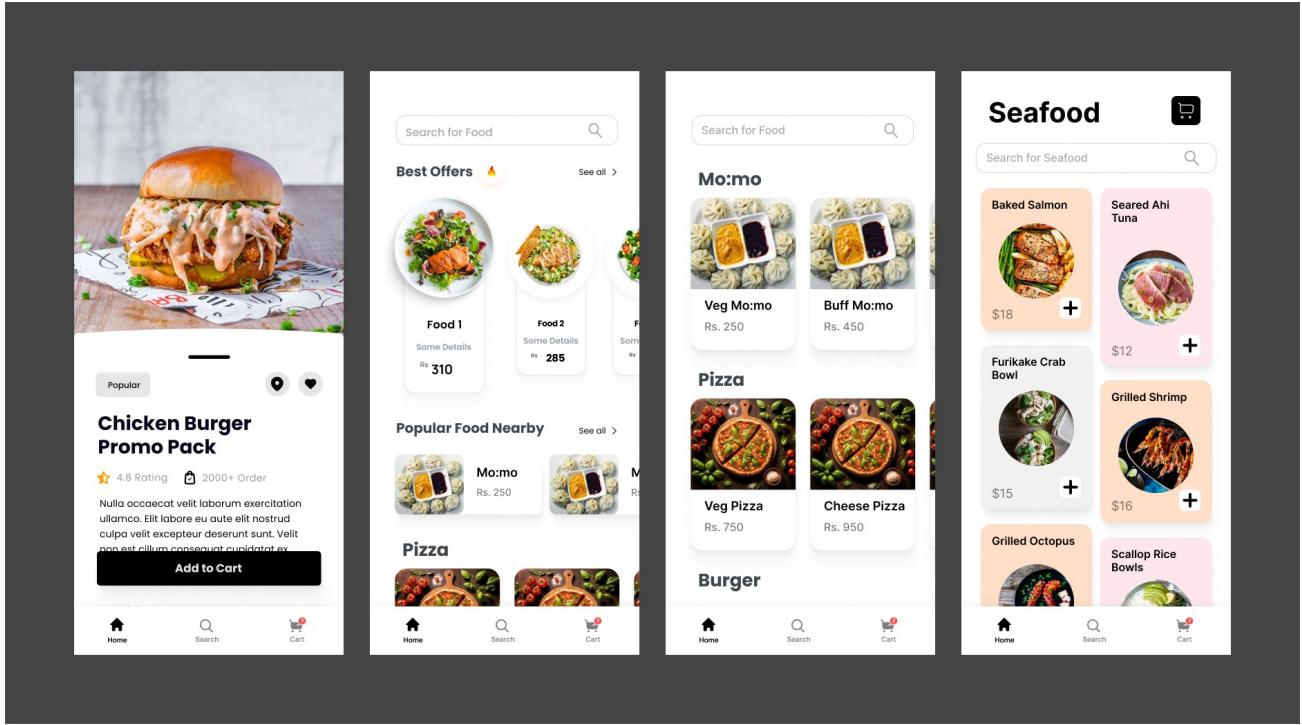
# XII. Input / Output Form Design

## a) Screen Design

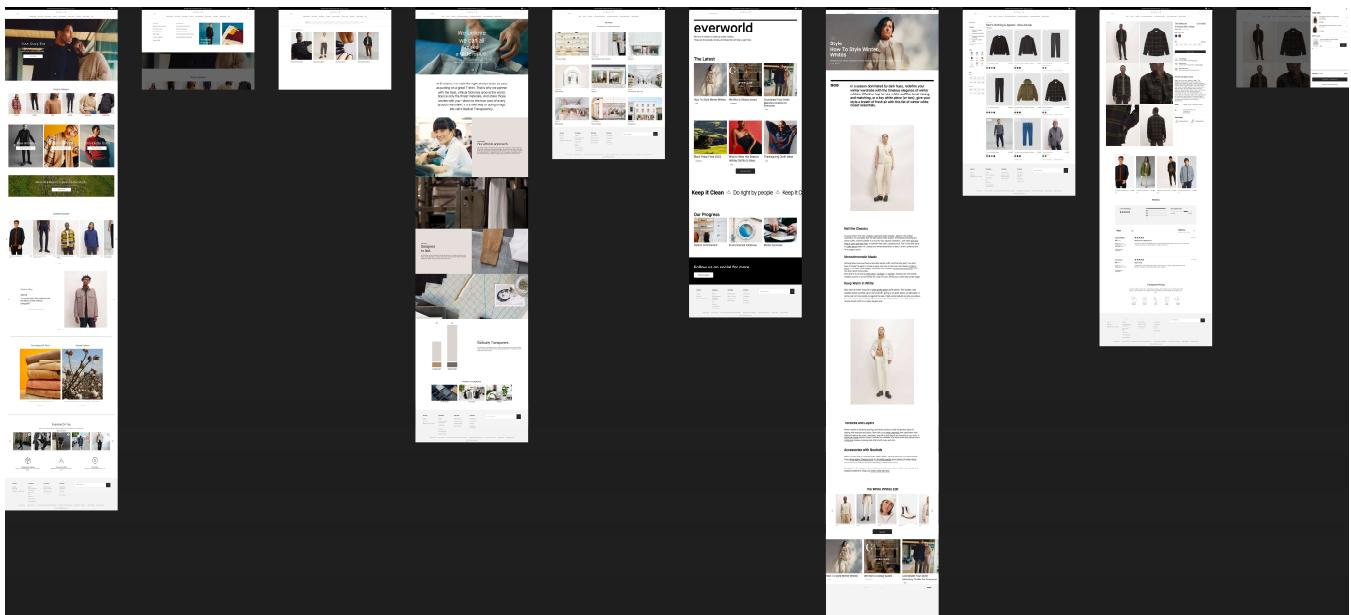
- Signup Flow



- Restaurant Menu



- E-commerce Website



## b) Report Design

This project did not include backend report generation. However, visual summaries such as user feedback, task timelines, and component checklists were tracked and documented within the Figma workspace.

## XIII. System Testing

### (a) Preparation of Test Data

To evaluate the usability and effectiveness of the designs, mock data and user profiles were used to simulate real-world interactions. These included:

- Dummy email addresses, usernames, and passwords for the Signup Flow
- Sample dish names, prices, and categories for the Restaurant Menu UI
- Placeholder product images, prices, and titles for the E-commerce interface

Each screen was designed with realistic data to represent how a user would interact with the final system.

### (b) Testing with Peer Review (Live Feedback)

Since the prototypes were created in Figma, they were shared with peers and friends for usability testing through Figma's "View Only" interactive links.

Reviewers were asked to perform basic tasks like:

- Signing up using the form
- Navigating through the restaurant menu categories
- Browsing and selecting products on the e-commerce layout

Feedback was collected on:

- Visual clarity

- Ease of navigation
- Responsiveness and layout consistency
- Intuitiveness of interactions

Improvements were made based on this feedback such as adjusting padding, improving text alignment, and optimizing button placements.

## (c) Test Cases with Results

Test Case	Expected Output	Status
Signup form completion under 30 seconds	User completes without confusion	<input checked="" type="checkbox"/> Pass
Navigation between menu categories	Smooth switching and consistent layout	<input checked="" type="checkbox"/> Pass
Product layout readability (E-commerce UI)	Product info is clear and well-aligned	<input checked="" type="checkbox"/> Pass
CTA button visibility (e.g., Sign Up, Add to Cart)	High visibility and appropriate placement	<input checked="" type="checkbox"/> Pass
Mobile responsiveness mockups (visual only)	Layout adapts in design mockups	<input checked="" type="checkbox"/> Pass

## **XIV. System Implementation**

### **a) System Requirements (Hardware/Software)**

Hardware:

- Laptop/Desktop with minimum 8 GB RAM, i3/i5 processor
- Stable internet connection

Software:

- Google Chrome or any modern browser
- Figma (Web Version)

## **XV. Documentation**

Each project file in Figma was named systematically and divided into frames, components, and pages. Proper layer naming conventions were followed. Notes were added next to screens for explanation and feedback.

## **XVI. Scope of the Project**

The designs created during this internship have high potential for real-world application. They can be integrated into working products or serve as UI/UX templates for development teams. Future scope includes dynamic design systems, accessibility improvements, and integration into live applications.

## **XVII. Bibliography**

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- <https://www.dribbble.com/>
- Google Fonts
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