

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: Prof. (Dr.) anupriya jain

Date:

Head of Department

Name: Prof. (Dr.) Suhail Javed Quraishi

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.

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VI. Introduction

a) About Organization

CodSoft is a dynamic and forward-thinking software development and design company committed to delivering high-quality, innovative solutions tailored to the evolving needs of the digital world. With a strong emphasis on modern technology stacks, intuitive design principles, and customer satisfaction, CodSoft has carved a niche in both **web and mobile application development**. The organization focuses on leveraging cutting-edge technologies and creative design methodologies to create seamless and impactful user experiences.

The company's design philosophy revolves around **user-centered development**, placing the end-user at the core of every product decision. This ensures the final product is not only technically sound but also visually engaging, accessible, and easy to use. CodSoft encourages a collaborative and creative work culture, giving interns and employees real-world challenges that foster continuous learning and practical exposure.

During my internship at CodSoft, I was placed in the **UI/UX Design Division**, where I had the opportunity to apply theoretical concepts in real-life scenarios. I contributed to design projects that required strong **design thinking**, strategic planning, **user research**, wireframing, prototyping, and feedback incorporation. This role significantly enhanced my ability to think like a designer and solve user problems efficiently through visuals and interaction flows.



b) Aims & Objectives

The primary goals and objectives of my internship at CodSoft were designed to give me hands-on experience with industry-level projects and improve my understanding of UI/UX methodologies. The key aims included:

- **To understand the end-to-end UI/UX design workflow:** This included exposure to various stages of design such as user research, ideation, wireframing, prototyping, user testing, and final handoff to development teams. Each stage was aligned with industry-standard best practices to give me a holistic understanding of the design lifecycle.
- **To apply design principles that ensure both aesthetics and functionality:** I aimed to create visually appealing interfaces that are not only attractive but also easy to navigate. This objective focused on improving usability, accessibility, and overall user satisfaction.
- **To enhance user interaction through responsive, minimalistic, and task-oriented design:** I focused on designing interfaces that work effectively across devices and provide clear, concise, and purposeful user journeys. This included applying grid systems, consistent iconography, proper typography hierarchy, and color psychology.
- **To strengthen my command over design tools, especially Figma:** Throughout the internship, I actively used **Figma** for creating wireframes, prototypes, and high-fidelity UI designs. I also explored components, auto-layout, constraints, design systems, and collaborative workflows within the tool to boost my productivity and efficiency.
- **To improve communication and collaboration skills:** As part of a team, I learned to present my design ideas, receive feedback constructively, and iterate based on suggestions. This helped me understand how UI/UX designers collaborate with developers, product managers, and other stakeholders.

c) Manpower

- **Intern Name:** Kartik Rawat
- **Role:** UI/UX Designer Intern
- **Roll Number:** 24/SCA/MCA/024
- **Internship Duration:** [Add duration, e.g., 16th June 2025 – 16th July 2025]

- **Department:** UI/UX Design
- **Tools & Technologies Used:**
- **Figma** – for wireframing, prototyping, and interface design

VII. System Study

a) Existing System along with limitations

Before the adoption of modern UI/UX design standards, many digital platforms—including mobile apps and websites—were plagued by poorly structured interfaces that negatively impacted user experience. These outdated systems often exhibited the following limitations:

- **Cluttered Layouts:** Many interfaces were overwhelmed with too much information displayed on a single screen, making it difficult for users to focus on key actions or content.
- **Poor Navigation:** Menus and navigation flows were often confusing or non-intuitive, resulting in users getting lost or abandoning tasks midway.
- **Lack of Visual Hierarchy:** Without proper use of spacing, font sizes, color contrast, or grouping, users found it hard to understand what actions were primary or secondary.
- **Non-Responsive Design:** Older systems failed to adapt to different screen sizes, leading to poor usability on mobile devices and tablets.
- **Low Aesthetic Value:** The visual appeal was minimal or outdated, often discouraging new users from continuing with the product.
- **User Drop-offs:** Due to frustrating design, users were more likely to exit the application or website quickly, leading to high bounce rates and low engagement levels.

Overall, the lack of user-centered design practices made these systems inefficient and unpleasant to use, especially in competitive environments like e-commerce and service-based applications.

b) Proposed System along with advantages

The proposed system aims to replace the outdated design model with a **modern, clean, and highly intuitive UI/UX framework** that enhances both the look and functionality of the product. As part of my internship at CodSoft, I worked on redesigning and conceptualizing the following key modules:

- **Mobile App Signup Flow:** A seamless and visually guided user registration interface with clear input fields, visual cues, and progress indicators to simplify onboarding.
- **Restaurant Menu UI:** A minimal and organized menu layout showcasing dishes with high-quality visuals, prices, and filters for easier navigation and ordering.
- **E-commerce Website UI:** A modern shopping experience with clear categorization, product cards, intuitive search and filter options, and smooth checkout processes.

Advantages of the Proposed System:

- **✓ Enhanced User Engagement:** Simplified navigation and visual consistency encourage users to explore more features and spend more time on the platform.
- **✓ Reduced Bounce Rates:** A better first impression through clean layouts and fast-loading responsive screens helps retain visitors.
- **✓ Improved Aesthetics:** The use of modern UI trends like neumorphism, flat design, and micro-interactions enhances visual appeal.
- **✓ Fully Responsive Design:** The new system ensures compatibility across all devices and screen sizes, improving accessibility and reach.
- **✓ Higher Usability:** Clear call-to-action buttons, guided flows, and feedback-based design help users complete tasks more efficiently.
- **✓ User-Centered Approach:** The entire interface is built around the needs, expectations, and feedback of target users, resulting in better satisfaction and conversion rates.

VIII. Feasibility Study

a) Technical Feasibility

The project was entirely executed using **Figma**, a robust and cloud-based UI/UX design tool that supports collaborative and real-time interface designing. The

technical requirements to carry out the internship tasks were minimal, involving only a device with internet connectivity and a modern web browser. Since Figma runs entirely in the cloud and does not require installation or system-specific configurations, it ensured maximum accessibility and ease of use.

The platform is known for its intuitive interface, advanced prototyping capabilities, and seamless collaboration features, which made it ideal for efficiently executing the design tasks. Additionally, because it is lightweight and browser-based, there was **no need for high-end computing resources**, making the overall technical feasibility extremely high.

Key Points:

- Cloud-based and platform-independent.
- No need for high-performance hardware or operating system constraints.
- Supports real-time collaboration and version control.
- Easily accessible from anywhere, ensuring flexibility in working hours and location.

b) Behavioural Feasibility

The design outcomes of the internship were carefully crafted keeping in mind **user psychology, behavior patterns, and interaction expectations**. The goal was to provide intuitive, goal-oriented, and aesthetically pleasing interfaces that users could interact with effortlessly. By following principles of minimalism, consistency, and clarity, the designs encouraged ease of use and familiarity.

The layouts were aligned with industry-standard UX practices, ensuring that users could:

- Quickly understand the interface layout.
- Navigate without confusion.
- Accomplish their tasks (like signing up, browsing menus, or purchasing items) with minimal learning curve.

These behavioral considerations ensured that the end designs would be **welcomed by users and require little to no adaptation**, making the solution behaviorally feasible and user-ready.

c) Economic Feasibility

The economic feasibility of the internship project was highly favorable. All work was conducted using **Figma's free plan**, which includes powerful tools for wireframing, prototyping, and collaborative feedback—all without any subscription or licensing costs. This eliminated the need for purchasing professional software or licenses.

Furthermore, since the project did not require any investment in physical infrastructure, high-end computers, or external resources, **there were virtually zero financial expenses involved**. This makes the overall project execution not only cost-effective but also sustainable for long-term use and educational purposes.

Cost Factors Considered:

- No paid software tools were required.
- No additional hardware purchases were needed.
- Internet and browser access were the only technical necessities.
- Ideal for budget-conscious environments such as student internships or academic projects.

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

The design requirements were clearly defined to ensure consistency, usability, and visual appeal across platforms. Below are the specifications that guided the UI/UX development process:

- **Platform:**

All designs were created using **Figma**, a collaborative, web-based design tool that supports wireframing, prototyping, and real-time feedback.

- **Device Target:**

- **Mobile Devices** (Smartphones, primarily Android and iOS)
- **Web Platforms** (Responsive layouts for desktop and tablet browsers)

- **Design Goals:**

- To create **clean and minimal interfaces** with a focus on usability.
- Ensure **responsive design**, allowing the UI to adapt seamlessly across different screen sizes.
- Promote **user-friendly navigation** through intuitive layouts, logical flow, and minimal clutter.
- Encourage task completion with **goal-driven interface structure**.

- **Typography:**

- **Font Type:** Sans-serif

- **Fonts Used:**

- *Poppins* for headings and emphasis

- *Inter* for body text and labels

These fonts were selected for their readability, modern appearance, and compatibility across browsers.

- **Color Scheme:**

A combination of **high-contrast elements** for accessibility and **modern pastel**

accent colors for aesthetic value. The palette was designed to maintain visual harmony while ensuring clarity and emphasis on key elements like buttons and alerts.

b) System Flowcharts

To ensure smooth navigation and task completion, system flowcharts were designed for primary user interactions. Below is an example of a simplified **Signup Flowchart**:

Start



Open Application



Click on "Sign Up" Button



Enter User Details (Name, Email, Password)



Click on "Submit"



Validation Check (Client-side & UX Feedback)



If Success → Redirect to Dashboard

Else → Show Error Message

c) DFDs / ERDs (up to Level 2)

Since the project was entirely **front-end UI/UX focused**, traditional **Data Flow Diagrams (DFDs)** and **Entity-Relationship Diagrams (ERDs)** were not applicable or necessary.

However, **user flow diagrams** were used as an alternative to visually map out the various steps and interactions a user would perform within the designed interfaces. These flows helped:

- Clarify screen-to-screen navigation

- Identify and remove friction points in task completion
- Improve the overall structure of the interface

Example User Flows Designed:

- Signup Flow
- Menu Browsing Flow (for Restaurant UI)
- Product Search & Checkout Flow (for E-commerce UI)

These user flows formed the backbone of the prototypes, ensuring logical, user-centric design that aligned with real-world expectations.

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.

- 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:

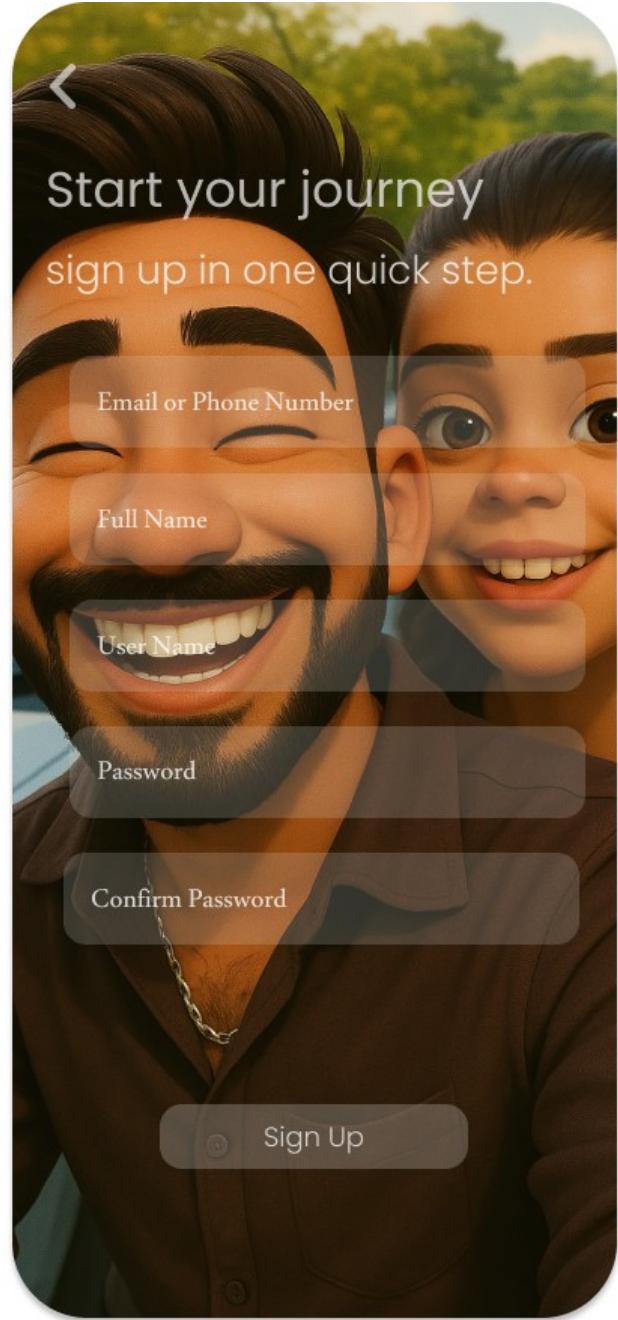
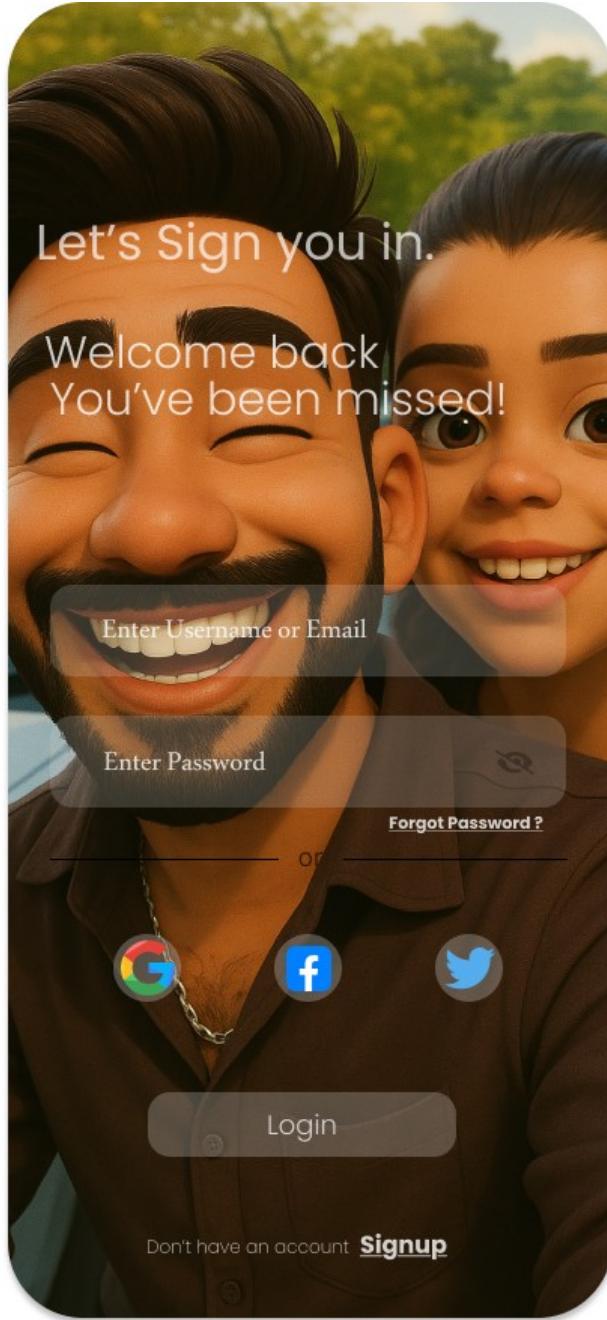
- Frames for Home, Product Listing, and Product Details pages.
 - Product Card Components with image, title, price, and "Add to Cart" button.
 - Header and Footer built as reusable master components.
-

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.

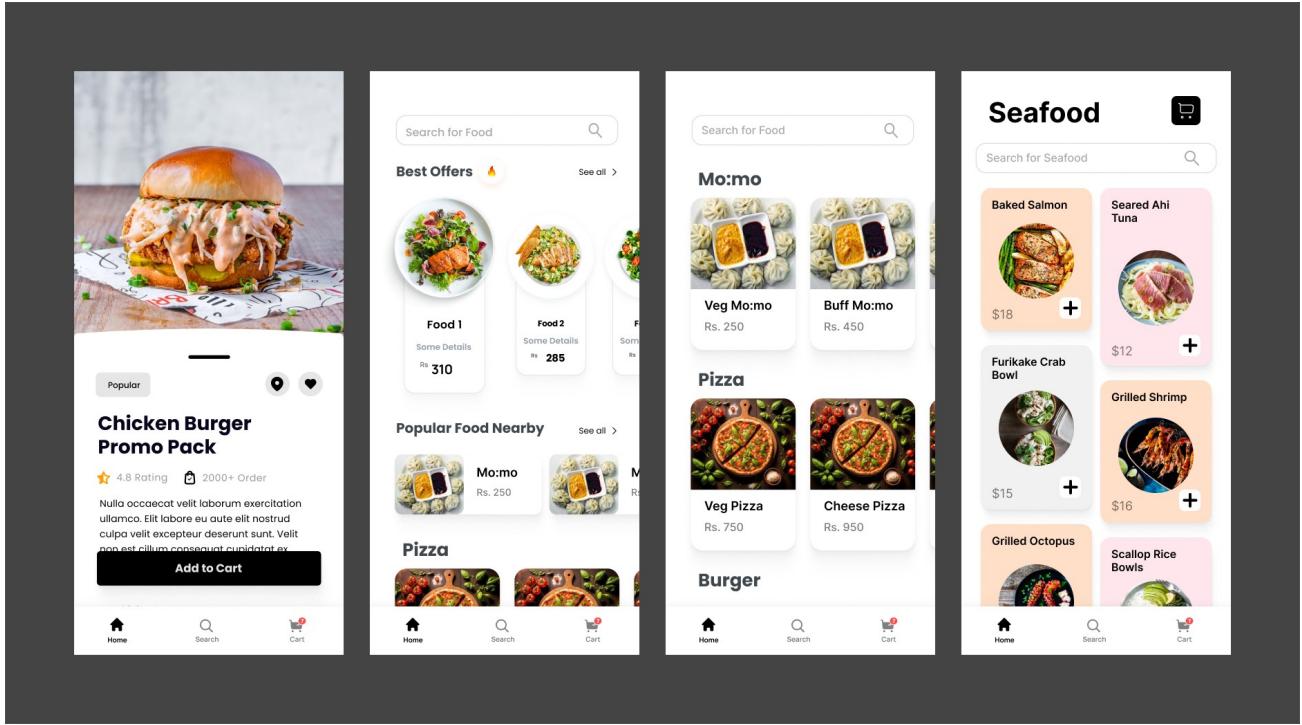
XII. Input / Output Form Design

a) Screen Design

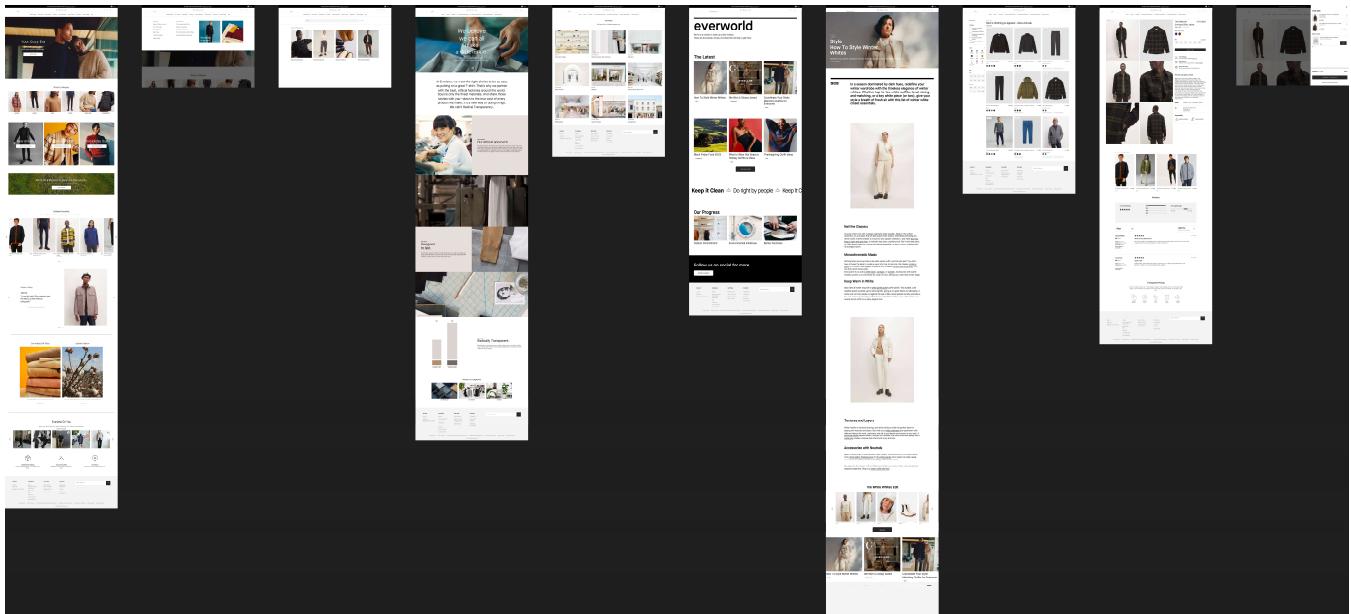
- Signup Flow



- 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	Pass
Navigation between menu categories	Smooth switching and consistent layout	Pass
Product layout readability (E-commerce UI)	Product info is clear and well-aligned	Pass
CTA button visibility (e.g., Sign Up, Add to Cart)	High visibility and appropriate placement	Pass
Mobile responsiveness mockups (visual only)	Layout adapts in design mockups	Pass

XIV. System Implementation

a) Hardware and Software Requirements

To ensure smooth execution of the design tasks and optimal performance of design tools, the following hardware and software requirements were necessary:

Hardware Requirements:

The system required for performing the internship tasks must be capable of handling cloud-based design tools and multitasking. The recommended hardware configuration is as follows:

- Device Type: Laptop or Desktop Computer
- Minimum RAM: 8 GB (to support browser-based tools and multiple design tabs)
- Processor: Intel Core i3 / i5 or equivalent (for smooth performance while multitasking)
- Display: Minimum 13" screen with 1366x768 resolution (Full HD preferred for accurate design scaling)
- Internet Connectivity: Stable broadband or Wi-Fi connection (for accessing cloud tools and collaboration in real-time)
- Input Devices: Keyboard and mouse/trackpad for interaction with the design software

Software Requirements:

Since the internship was focused on UI/UX design using cloud tools, the software requirements were minimal and included only widely available applications:

- Web Browser:
 - Google Chrome (preferred for compatibility and performance)
 - Alternatively: Mozilla Firefox, Microsoft Edge, or Safari
- Design Tool:

- Figma (Web Version) – Used for creating wireframes, prototypes, UI layouts, and user flows.
No installation required; runs entirely in the browser.
- Optional Productivity Tools:
 - Google Drive / Google Docs – for documentation and sharing design files
 - Slack / Email – for communication and feedback (depending on the organization)

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 UI/UX designs developed during this internship hold significant potential for real-world application across various platforms. Each design module—whether for mobile apps, restaurant menus, or e-commerce websites—was created with a strong emphasis on usability, aesthetics, and responsiveness. These design assets are not just academic exercises but can be directly integrated into **production-level software** or serve as **reference templates** for front-end and development teams.

Immediate Applicability:

- The designs can be handed off to developers for seamless implementation using frameworks such as **React**, **Flutter**, or **HTML/CSS with JavaScript**.
- They can be adapted or reused in **multiple domains** like food delivery apps, retail platforms, and onboarding portals.
- All prototypes were built using **scalable components and responsive layouts**, ensuring ease of adaptation to various device types and screen sizes.

Future Scope and Enhancements:

- **Dynamic Design Systems:** The static components created during the internship can be extended into a dynamic, reusable **design system** with token-based theming, making it easier to maintain consistency in large-scale projects.

- **Accessibility Improvements:** Future iterations can focus on implementing **WCAG guidelines**, including better contrast ratios, keyboard navigation, and screen reader compatibility to ensure inclusive design.
- **Interactive Prototypes:** Integration with tools like **Framer** or advanced Figma prototyping plugins can bring more life to the prototypes through real-time animations and interactions.
- **Developer Handoff & Integration:** The designs can be exported directly into developer tools like **Zeplin** or **Figma Dev Mode**, speeding up the front-end development process.
- **Live Application Testing:** With slight modification, the designs can be implemented into **beta versions of mobile or web apps**, enabling user testing and feedback collection for further refinement.

XVII. Bibliography

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

BRA