VYBE – Mood-Based Music Streaming App

1. Project Description

VYBE is a mood-based music streaming application UI/UX project designed to enhance music discovery through emotional personalization. Unlike traditional music platforms that rely heavily on genres and charts, VYBE allows users to select their current emotional state and instantly receive music recommendations aligned with their mood. The project focuses on creating a simple, immersive, and user-friendly experience for new users.

2. Problem Statement

Many existing music streaming applications offer vast libraries but often overwhelm users with complex navigation and excessive options. Users frequently struggle to find music that matches their current mood, leading to a less engaging experience. There is a need for a music platform that prioritizes emotional context and intuitive discovery.

3. Project Objectives

• Design a mood-based music streaming app interface.
• Create a simple and intuitive UI suitable for new users.
• Develop a consistent design system with emotion-driven color themes.
• Build a high-fidelity clickable prototype demonstrating user flow.
• Ensure visual consistency across multiple screens and moods.

4. Unique Concept

The core concept of VYBE is emotion-first music discovery. Users select an emotion such as Happy, Energetic, or Calm, and the interface adapts visually while presenting music curated for that mood. This approach strengthens emotional connection and improves user engagement.

5. Screens Designed

The following key screens were designed:
• Emotion Selection Screen
• Onboarding Screen
• Login / Sign-Up Screen (including OTP login)
• Home Screen (Mood-based variants)
• Search Screen
• Playlist Screen
• User Profile Screen

6. Working Prototype

A high-fidelity clickable prototype was created using Figma. The working prototype demonstrates three emotional states:
• Happy
• Energetic
• Calm
Each emotion changes the color theme while maintaining the same layout and navigation structure, ensuring familiarity and usability.

7. Design System

Typography:
• Headings: Jockey One
• Body Text: Karla

Color Scheme:
• Dark background for immersive experience
• Mood-based accent colors for emotional personalization

Icons and Components:
• Simple line icons
• Reusable components and consistent spacing

8. Tools Used

• Figma (UI Design and Prototyping)
• Figma Components and Variants
• Interactive Prototyping and Overlays

9. Learning Outcomes

• Improved understanding of user-centered design principles.
• Learned to design mood-based UI systems using color psychology.
• Gained experience in creating reusable components and variants.
• Enhanced skills in building interactive prototypes.
• Developed better visual hierarchy and consistency in mobile UI design.

10. Reflection

This project helped in understanding how emotional context can significantly enhance user experience. Designing multiple mood-based variants while maintaining consistency was challenging yet rewarding. The process strengthened skills in planning, prototyping, and presenting UI/UX concepts professionally.

11. Conclusion

VYBE successfully demonstrates a mood-based approach to music streaming with a clean, intuitive interface. The project highlights the importance of emotional personalization, usability, and consistency in modern app design. It serves as a strong foundation for future enhancements and real-world application development.