PWA UX Report

This feedback is a short version, since a lot of the key pages in the PWA are missing, the Report will be renewed once the PWA project has been resumed and more pages have been added to the App, so I can receive a more thorough user experience. The first part of the feedback was primarily to check if the color pallet looks good and if the button sizes are user friendly
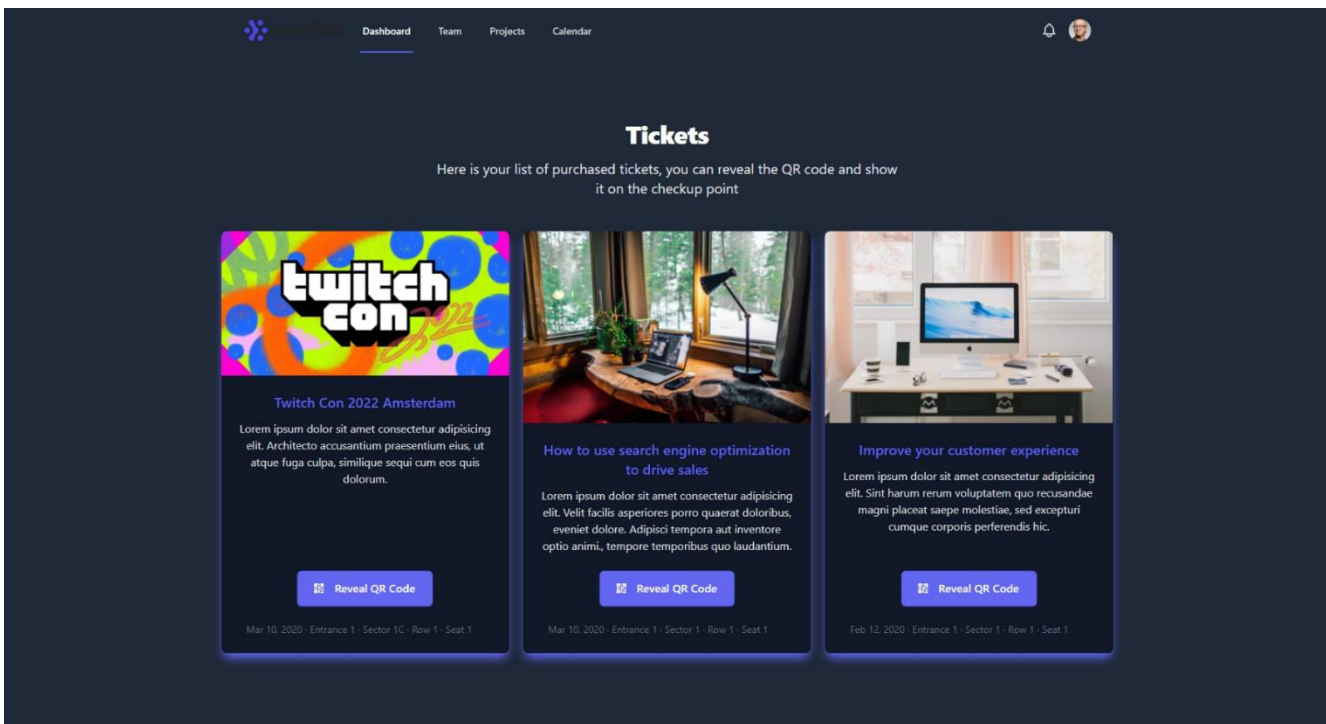
Subtitle Text Here

The UX had multiple alterations, based on user feedback and noticeable issues.

For example, I had to change some of the color pallet and add few additional background effects to prevent the text to clash and disappear with the background, also to add a sense of "3D" effect on the cards for the tickets
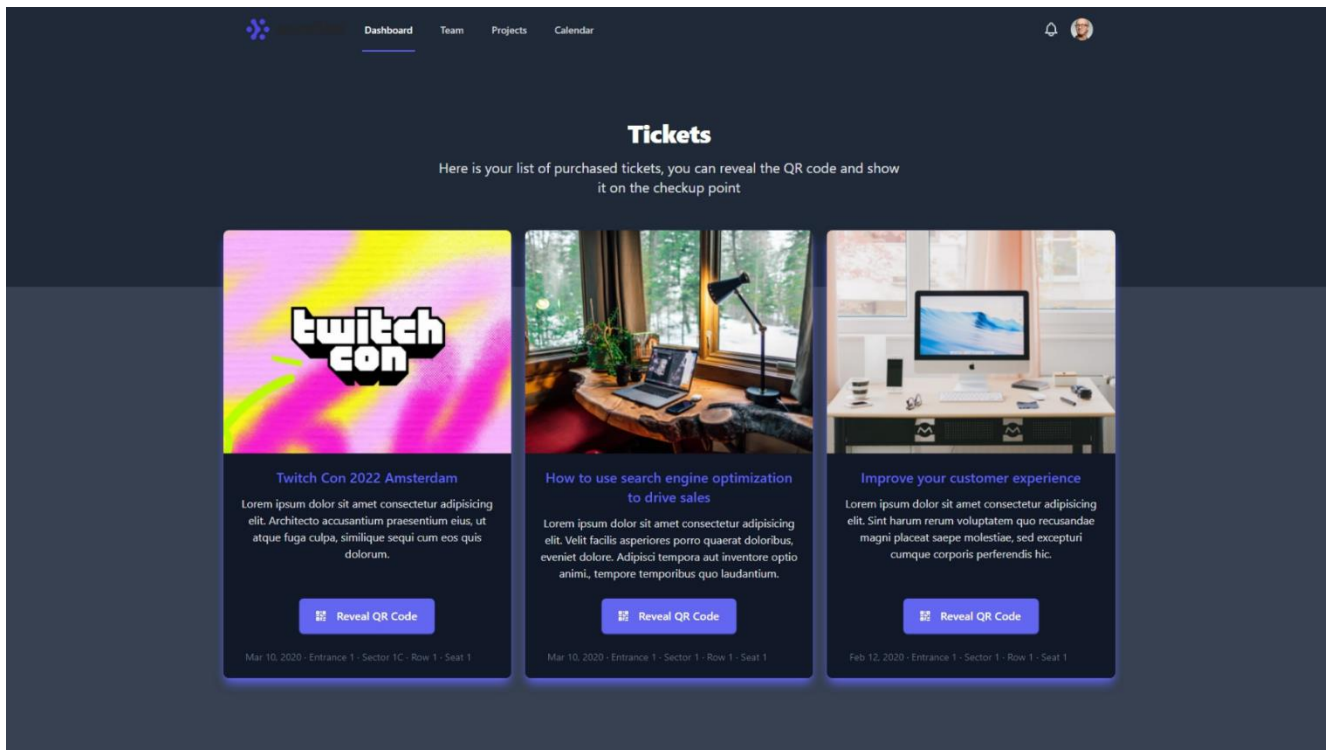
Old Version

- The issue was that the background was becoming too close with the foreground and the eye can get distracted at times
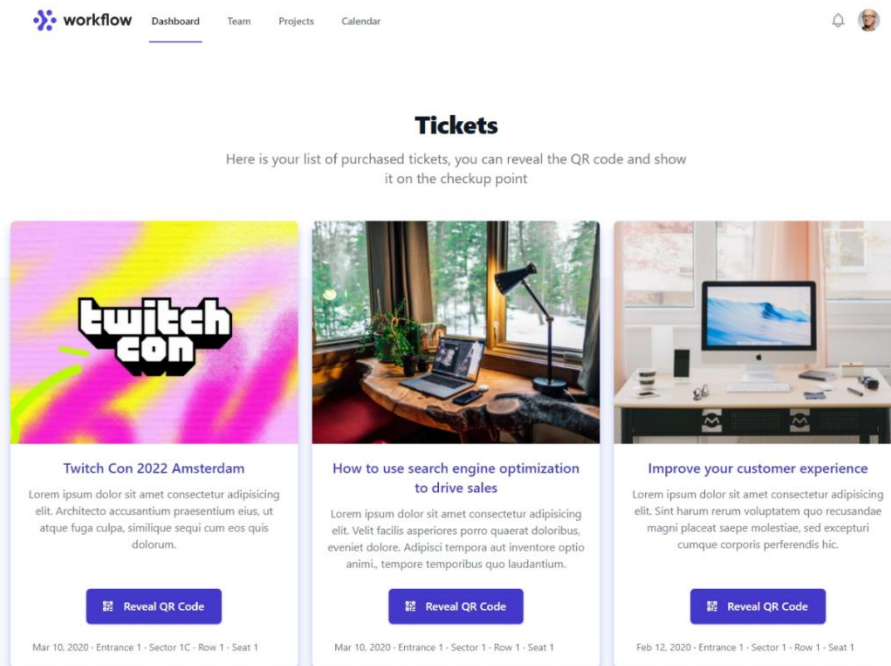-

  Some pictures looked slightly off as well, this is of course, because there is no cropping procedure, but I managed to do some bug fixes and the images look more unified

New Version

The slight change in the background, gave it really good separation. The shadow effect is also more noticeable, and it adds to the effect.

Of course, the app has Dark and Light theme, but since the light theme didn't have any issues, I didn't put any of the feedback, here is the example of the exact same page in light theme

To be frankly honest it does have a nicer shadow effect, but that is the optical illusion that the white background allows the cards shadow to look elevated instead of glowing, which was mentioned by another user during the feedback process

There are still some fixes to do like after Reveal QR code, the button generates the QR code, but the text doesn't change from "Reveal QR code" to "Hide QR code", but that will be fixed after the project is resumed, which means after the IOS Project