

UX Case Study: Task Management Web App

1. Problem Statement

Modern teams and individuals often struggle to keep track of their tasks, deadlines, and progress, especially when using fragmented tools. The goal of this project was to design a simple, intuitive web-based task management system that streamlines the process of logging in, viewing dashboards, and managing tasks, with a focus on clarity and ease of use.

2. Research & Personas

User Research

- **Interviews**: Conducted with 5 students and 3 junior professionals.
- **Surveys**: 20 responses highlighting frustrations with existing tools (complexity, clutter, lack of feedback).

Key Insights

- Users want a **quick overview** of their tasks.
- **Simplicity** is valued over feature-bloat.
- **Mobile-friendliness** is important for on-the-go updates.

Personas

Persona 1: Student (Ayesha, 20)

- Needs to track assignments and deadlines.
- Prefers minimal steps to add/view tasks.
- Gets overwhelmed by too many options.

Persona 2: Junior Developer (Rohan, 25)

- Manages multiple work tasks.
- Wants to see progress at a glance.
- Needs easy login and quick navigation.

3. Wireframes, Final UI, and Learnings

Wireframes

Login Page

- Simple form with email and password.
- Clear call-to-action button.

Dashboard

- Task summary at the top.
- List of tasks with status indicators.
- Button to add new tasks.

Task Details

- Task title, description, due date.
- Edit and mark as complete options.

(Wireframes were sketched on paper and digitized using Figma; see below for final UI screenshots.)

Final UI

- **Login Page**: Clean, centered form with clear error messages.
- **Dashboard**: Minimalist layout, color-coded task statuses, responsive design.
- **Task Details**: Focused view with actionable buttons.

(Screenshots can be referenced from Task 2 and Task 3 HTML/CSS files.)

Learnings

- Users appreciated **immediate feedback** (e.g., confirmation after adding a task).
- **Consistent color scheme** improved navigation and reduced cognitive load.
- **Iterative testing** with users led to removing unnecessary fields and steps.

4. Pain Points Solved via UX

Pain Point 1: Overwhelming Interfaces

Solution:

Adopted a minimalist design, showing only essential information and actions. This reduced user anxiety and made the app approachable for new users.

Pain Point 2: Lack of Feedback

Solution:

Implemented clear success/error messages and visual cues (e.g., color changes for completed tasks), ensuring users always know the result of their actions.

Pain Point 3: Difficult Navigation

Solution:

Streamlined navigation with a simple, consistent layout and prominent buttons, allowing users to move between login, dashboard, and task details effortlessly.

5. Summary

By focusing on user needs and iterative design, the project delivered a task management app that is both functional and delightful to use. The UX journey—from research to final UI—demonstrates the value of simplicity, feedback, and user-centered design in solving real-world problems.

References:

- Task 2: 'login.html', 'dashboard.html', 'task-details.html', 'styles.css'
- Task 3: 'index.html', 'styles.css', 'script.js'
- User flows and design rationale: 'user-flow.md', 'README.md'