FIGMA-BASED UI BASED FOR MARINE TRAVEL APP

AN INTERNSHIP TRAINING REPORT

submitted by

HAEMJEYENT A

in partial fulfilment for the award of the degree

of

BACHELOR OF ENGINEERING

in

COMPUTER SCIENCE AND ENGINEERING

K RAMAKRISHNAN COLLEGE OF TECHNOLOGY

(An Autonomous Institution, affiliated to Anna University Chennai, Approved by AICTE, New Delhi)
Samayapuram – 621 112

MAY 2025

FIGMA-BASED UI DESIGN FOR MARINE TRAVEL APP

AN INTERNSHIP TRAINING REPORT

submitted by

HAEMJEYENT A (811721104030)

in partial fulfilment for the award of the degree

of

BACHELOR OF ENGINEERING

in

COMPUTER SCIENCE AND ENGINEERING

K RAMAKRISHNAN COLLEGE OF TECHNOLOGY

(An Autonomous Institution, affiliated to Anna University Chennai, Approved by AICTE, New Delhi)
Samayapuram – 621 112

MAY 2025

K RAMAKRISHNAN COLLEGE TECHNOLOGY
(AUTONOMOUS)
SAMAYAPURAM - 621 112

BONAFIDE CERTIFICATE

Certified that this Industrial Training report Title "**FIGMA-BASED UI DESIGN FOR MARINE TRAVEL APP**" is the Bonafide work of "**HAEMJEYENT A (811721104030)**" who carried out the project work under supervision.

SIGNATURE

Dr.A Delphin Carolina Rani, M.E., Ph.D.,
HEAD OF THE DEPARTMENT
PROFESSOR
Department of Computer Science and Engineering
K.Ramakrishnan College of Technology
(Autonomous)
Samayapuram – 621 112

SIGNATURE

Mrs. V. Kalpana, M.E., (Ph.D).,
INTERNSHIP CO-ORDINATOR
ASSISTANT PROFESSOR
Department of Computer Science and Engineering
K.Ramakrishnan College of Technology
(Autonomous)
Samayapuram – 621 112

Submitted for the Industrial Training Report Paper Presentation held on _____

INTERNAL EXAMINER

DECLARATION

I hereby declare that the Internship Training report on **"FIGMA-BASED UI DESIGN FOR MARINE TRAVEL APP"** is the result of original work done by me to the best of my knowledge.

Signature

_____

HAEMJEYENT A

Place: Samayapuram.
Date:

ACKNOWLEDGEMENT

At this pleasing moment of having successfully complete our project, we wish to convey our sincere thanks and gratitude to our management of our college and our beloved chairman **Dr. K RAMAKRISHNAN B.E.,** who provided all the facilities to us.

I would like to express our sincere thanks to our Executive Director **Dr. S KUPPUSAMY, MBA, Ph.D.,** for forwarding us to do our project and offering adequate duration in completing our project.

I are also grateful to our Principal **Dr. N VASUDEVAN, M.Tech, Ph.D.,** for his constructive suggestions and encouragement during our project.

I wish to express our profound thanks to **Dr. A DELPHIN CAROLINA RANI, M.E., Ph.D.,** Head of the Computer Science and Engineering Department, for providing all necessary facilities for doing this project.

I extend our gratitude to all the faculty members of Computer Science and Engineering Department, **"K. RAMAKRISHNAN COLLEGE OF TECHNOLOGY"** and our parents for their kind help and valuable support to complete the project successfully.

TECHCMANTIX
TECHNOLOGIES PVT LTD

G18 & G19, Technology Park,
Bharathidasan University,
Khajamalai Campus,
Tiruchirappalli – 620 023

INTERNSHIP COMPLETION LETTER

To Whosoever It May Concern

We are glad to inform you that **Mr. HAEMJEYENT A, Reg. No: 811721104030 from K. RAMAKRISHNAN COLLEGE OF TECHNOLOGY, Trichy of final year BE (Computer Science)** has successfully completed his internship in **'UI/UX Design'** at **TECHCMANTIX TECHNOLOGIES PRIVATE LIMITED** from **16th April 2025 to 03rd May 2025.**

During his internship, he was exposed to the various activities in **UI/UX Design.**

We found him extremely inquisitive and hard working. He was very much interested to learn the functions of our core division and also willing to put his best efforts and get in to the depth of the subject to understand it better.

His association with us was very fruitful and we wish him all the best in his future endeavours.

Sincerely,

Techcmantix Technologies Pvt Ltd * India * date .....

L.S. DIVYAPRAKASH
Chief Executive Officer

PHONE: +91 – 431 – 2332350
MOBILE: +91 – 91595 22333

EMAIL: info@techcmantix.com
WEBSITE: www.techcmantix.com

ABSTRACT

The Ship Ticket reservation system is the one best opportunities for those who cannot afford enough time to get their tickets reserved standing in long queues. People can book tickets through online at any time of a day or night. The project objective is to design the app screens for booking ship tickets through online. To do this project, Figma software is used. User is required to login into the system and needs any online payment such as credit card for booking the ship tickets. Tickets can be collected at the counter but all the excitement vanishes after standing in hours in long queues to get the tickets booked. Ticket reservation is done through online payment. The online ticket booking works with the help of diagrams and illustrations. Designing will be done within the frames for which the interactions are connected with one and other. The final prototype is built in Figma which shows some functionality like how it works.

TABLE OF CONTENTS

LIST OF FIGURES

CHAPTER 1

INTRODUCTION

1.1 UI DESIGN:

The “UI” in UI design stands for “user interface.” The user interface is the graphical layout of an application. User interface (UI) is anything a user may interact with to use a digital product or service is nothing but the design of user interfaces for machines and software, such as computers, home appliances, mobile devices, and other electronic devices, with the focus on maximizing usability and the user experience**.**

User interface (UI) design is the process designers use to build interfaces in software or computerized devices, focusing on looks or style. Designers aim to create interfaces which users find easy to use and pleasurable. UI design refers to graphical user interfaces. It is a real time user interface. It is a graphical representation of data.

It consists of the button’s users click on, the text they read, the images, sliders, text entry fields, and all the rest of the items the user interacts with. This includes screen layout, transitions, interface animations and every single micro-interaction as shown in the figure 1.1. Designers decide what the application is going to look like. They have to choose color schemes and button shapes — the width of lines and the fonts used for text.

Fig. 1.1: Graphical UI Design

1.2 UX DESIGN:

"UX" stands for "user experience" A user's experience of the app is determined by how they interact with it as shown in the figure 1.2. Is the experience smooth and intuitive or clunky and confusing? Does navigating the app feel logical or does it feel arbitrary? Does interacting with the app give people the sense that they're efficiently accomplishing the tasks they set out to achieve or does it feel like a struggle? User experience is determined by how easy or difficult it is to interact with the user interface elements that the UI designers have created.

"User Experience Design (UXD or UED) is a design process whose sole objective is to design a system that offers a great experience to its users. Thus, UXD embraces the theories of number of disciplines such as user interface design, usability, accessibility, information architecture, and Human Computer Interaction.

UX design is particularly interested in user expectations. All of the experiences and interactions that users have had with every application they've used in their lives have helped set their expectations for how interfaces are supposed to work. If a UX designer isn't intimately familiar with these expectations, they could inadvertently design an interface interaction that seems logical to them but breaks commonly accepted conventions. Users don't like when an interface behaves very differently than they were expecting, and this could negatively impact their experience.

Fig. 1.2: Tasks done in UX Design

1.3 ROLE OF UI DESIGNER

The role of UI designers is more relevant to the visual representation of information. UI designers should have graphic design, visual design, and branding design skills to create interfaces that have a good look and feel. Usually, UI designers take the user flow and wireframes for individual screens/pages created by UX designers (skeleton of design) and turn it into something aesthetically pleasing (dressing-up the skeleton).

Being a good designer means a few things, such as:

- Attention to detail. Good designers know that “The devil is in the detail,” and they are continually perfecting even tiny elements of their solutions.
- Good problem-solving skills. No matter what you do in design, you always solve a specific problem. Designers should be ready to spend enough time finding a proper solution.

But there are a few specific things that are relevant for UI designer:

- Competitive analysis: It analyzes and conducts competitive analysis of products and visual design decisions that they make.
- Responsive design: Ensure UI design looks great on any screen size and resolution.
- Communication. Usually, UI designer works closely with UX designers and engineering team. Communication skills required to understand technical feasibility (whether the team can implement the design)

1.4 ROLE OF UX DESIGNER

UX design is a human-first way of designing products. UX designers are responsible for analyzing the target audience's needs and ensuring that the company creates products that meet those needs. UX design is a multidisciplinary field where UX designers can be involved in different areas of product development such as product research, ideation, prototyping, testing.

UX designer's responsibilities usually include:

- Understanding users. UX design usually starts with extensive research that has a goal to understand the target audience, their wants, and needs. Empathy is a crucial skill for UX designers. It helps UX designers to understand and uncover the latent needs and emotions of the people they are designing for.
- Creating a design strategy. Design strategy includes understanding the purpose of a product, mapping a logical journey.
- Analyzing the design of interactions. UX designers analyze how people use products – their interaction habits, personal preferences, and shortcuts they use while interacting with UI. All insights are used in proposing better design solutions.
- Creating wireframes and prototypes. UX designers often need to create wireframes or prototypes using UX software to propose their ideas to design team.

1.5 QUALITIES OF A WELL-DEFINED USER INTERFACE DESIGN

Simplicity:

- User Interface design should be simple.
- Less number of mouse clicks and keystrokes are required to accomplish this task.
- It is important that new features only add if there is compelling need for them and they add significant values to the application.

Consistency:

- The user interface should have a more consistency.
- Consistency also prevents online designers' information chaos, ambiguity and instability.
- We should apply typeface, style and size convention in a consistent manner to all screen components that will add screen learning and improve screen readability. In this we can provide permanent objects as unchanging reference points around which the user can navigate.

Intuitiveness:

- The most important quality of good user interface design is intuitive.
- Intuitive user interface design is one that is easy to learn so that user can pick it up quickly and easily.
- Icons and labels should be concise and cogent. A clear unambiguous icon can help to make user interface intuitive and a good practice is make labels conform to the terminology that the application supports.

Prevention:

- A good user interface design should prevent users from performing an in-appropriate task and this is accomplished by disabling or "graying cut" certain elements under certain conditions.

Forgiveness:

- This quality can encourage users to use the software in a full extent.
- Designers should provide users with a way out when users find themselves somewhere they should not go.

Graphical User Interface Design:

- A graphic user interface design provides screen displays that create an operating environment for the user and form an explicit visual and functional context for user's actions.
- It includes standard objects like buttons, icons, text, field, windows, images, pull-down and pop-up screen menus.

1.6 DESIGN PRINCIPLES AND THEIR IMPORTANCE

Definition:

Design is an art form, a method of human expression that follows a system of highly developed procedures in order to imbue objects, performances, and experiences with significance.

Contrast:

Contrast refers to how different elements are in a design, particularly adjacent elements. These differences make various elements stand out. Contrast is also a very important aspect of creating accessible designs. Insufficient contrast can make text content in particular very difficult to read, especially for people with visual impairments.

Balance:

Every element of a design—typography, colours, images, shapes, patterns, etc.—carries a visual weight. Some elements are heavy and draw the eye, while other elements are lighter.

There are two basic types of balance: symmetrical and asymmetrical. Symmetrical designs layout elements of equal weight on either side of an imaginary center line. Asymmetrical balance uses elements of differing weights, often laid out in relation to a line that is not centered within the overall design.

Emphasis:

Emphasis deals with the parts of a design that are meant to stand out. In most cases, this means the most important information the design is meant to convey.

Emphasis can also be used to reduce the impact of certain information. This is most apparent in instances where “fine print” is used for ancillary information in a design. Tiny typography tucked away at the bottom of a page carries much less weight than almost anything else in a design and is therefore deemphasized.

Proportion:

Proportion is one of the easier design principles to understand. Simply put, it’s the size of elements in relation to one another. Proportion signals what’s important in a design and what isn’t. Larger elements are more important, smaller elements less.

Hierarchy:

Hierarchy is another principle of design that directly relates to how well content can be processed by people using a website. It refers to the importance of elements within a design.

Hierarchy is most easily illustrated through titles and headings in a design. The title of a page should be given the most importance, and therefore should be immediately recognizable as the most important element on a page. Headings and subheadings should be formatted in a way that shows their importance in relation to each other as well as in relation to the title and body copy.

Repetition:

Repetition is a great way to reinforce an idea. It's also a great way to unify a design that brings together a lot of different elements. Repetition can be done in a number of ways: via repeating the same colors, typefaces, shapes, or other elements of a design.

Repetitions are used in the format of the headings. Each design principle is formatted the same as the others in this section, signaling to readers that they're all of equal importance and that they're all related. Consistent headings unify these elements across the page.

White space:

White space—also referred to as "negative space"— is the areas of a design that do not include any design elements. The space is, effectively, empty. Many beginning designers feel the need to pack every pixel with some type of "design" and overlook the value of white space. But white space serves many important purposes in a design, foremost being giving elements of the design room to *breathe*. Negative space can also help highlight specific content or specific parts of a design.

Variety:

Variety in design is used to create visual interest. Without variety, a design can very quickly become monotonous, causing the user to lose interest. Variety can be created in a variety of ways, through colour, typography, images, shapes, and virtually any other design element. Variety should reinforce the other elements of a design and be used alongside them to create a more interesting and aesthetically pleasing outcome that improves the user's experience.

1.7 DESIGN PRINCIPLES AND THEIR IMPORTANCE

1.7.1 SYSTEM ARCHITECTURE DIAGRAM

When client uses the application for the first time, he/she has to register, the next time login entered username and password will check with the user records in users table in database. In booking ship interface city table associated with spinner tools in ship book activity layout that the user chooses ‘from’ and ‘destination’ cities.

In the ship table the admin can add new ships available and update ship dates. After user book and confirm the ship reservation all information will be saved in book table. A message will appear to user tell him the booking is done successfully. Admin of system has ability to update ship information by adding new ship, change user information or booking information, contact with user if there is an error or ship cancellation or any an emergency.

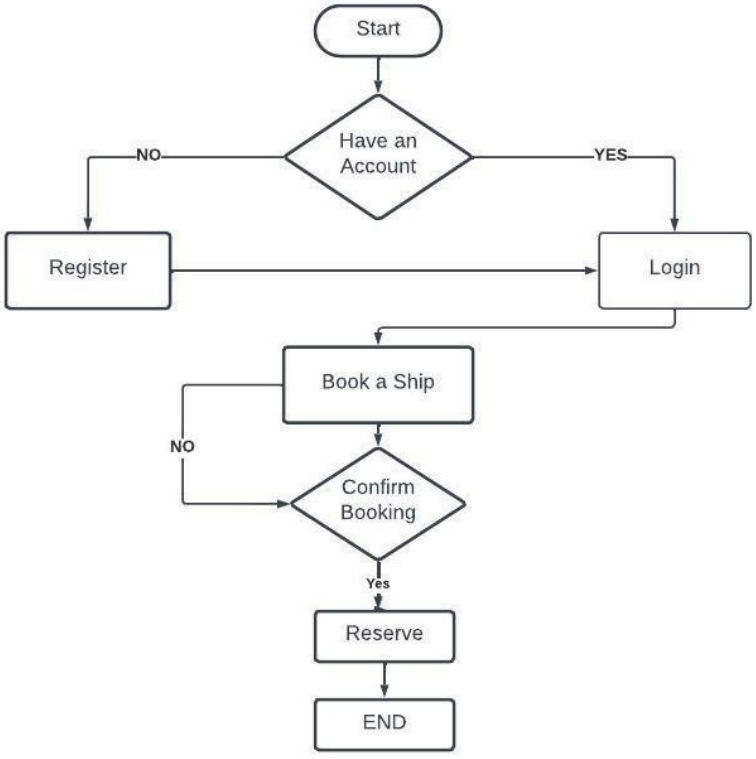

Fig. 1.3: System Architecture

CHAPTER 2
LITERATURE SURVEY

2.1 REVIEW OF LITERATURE SURVEY

Title : Mobile application for ship reservation system.
Author: Oyelade 0. J. in (2009), Olaniyi in (2010), Pranjali Kharwade (2014).

Oyelade proposed system was produced utilizing the Wireless Markup Language (WML) as frontend, MySQL 4.0 database administration framework as back-end and PHP (Hypertext Preprocessor) as the server-side scripting language, while Olaniyi depended on .NET framework and MY SQL 2005 database management system for the back-end. And Pranjali introduced android application for ticket reservation and validation using mobile tower network. The system used SQL lite database and served as medium for people to book a ticket to travel through metros or locals.

Title : Development of a Mobile Airline Reservation System
Author : Overlade 0. J., Fatumo SA, Azeta A.A. and Ayo CK in (2009).

Currently, numerous individuals and organizations are grasping the mobile ship reservation system. Reservation systems had been actualized in numerous parts of the world for quite a long time, at first from manual to electronic reservation system. Portable, ship, transport ticketing and mechanized reservation systems are adequately expanding in the market. Because of the wild rivalry in the sea area, associations inside this segment are creating systems that will enhance their services to customers.

Subsequently, a mechanized seat reservation system has kept on being an open territory of research. The target of this paper is to build up a portable sea situate reservation system that will help general society in picking up a simpler and speedier path for situate reservation and furnishing them with more alternatives to book a ticket for traveling on real time.

CHAPTER 3

AIM AND SCOPE OF THE PRESENT INVESTIGATION

3.1 AIM OF THE PROJECT:

The main objective of this project is to design the ship booking app screens using Figma software which is a mobile application, called **SHIP BOOKING APP** where user can search ships, reserve ticket, can pay through online transactions for ticket confirmation and also cancel it when they needed and the interactions can be done by connecting the links between two frames.

3.2 SCOPE OF THE PROJECT:

- It plays an important role in cruise companies to maximize sales of tickets, increased the number of valuable customers and also improving the brand image of the company
- It saves time and less hectic
- Internet access is acquired
- It will be more convenient for customers to book the ships

3.3 PROJECT IMPLEMENTATION

- Open the Figma software.
- Create multiple frames on the screen. Rename the frames according to the task done on that particular frame.
- Try using different tools within the frame such as rectangle, ellipse, polygon, arrow, line and so on.
- Click on the tool (rectangle, ellipse, polygon, arrow, line and so on) for twice and use pen to edit the specific tool to any form that is needed.
- Some changes can be done in order to meet the customer needs/requirements such as text size, spacings in between the text, alignment, colors and so on.

- Filling the color in the design can be done in many ways like placing image within it, by adding solid colors and so on.
- Importing the icons can be done by right clicking on the screen and click on plugins then move to browse in community where there are some apps to be installed to import icons directly on to the screen which can be editable and has clarity. Use unsplashed to insert beautiful images on to the screen.
- Interactions can be done by connecting two frames which help to interact one frame with another.
- Use the comment tool for giving feedback and to tweak the designs.
- Login into the account with password or OTP in the app . If the user doesn't remember the password, then the user needs to reset the password or the user can also choose the option to login with OTP. If the user doesn't receive the OTP, click on
- If the user doesn't have any account, then the user must register in the app to book the ship in further process.
- After logging in, the page redirects to the home page of the app. Click on the book ship button and search the ship for the particular destination and press on search ship button for listing the available ships.
- Click on the available ships and get the details of the ship. Add the passenger details into the fields and then move onto the payment process and confirm the booking. After the confirmation of booking a ship, view the booked ticket. The ticket can be downloaded as a pdf.
- If the user is willing to change the password, then the user needs to update the password.

3.3.1 Software Requirements:

Windows 8.1 or Later or Apple MacOS 10.12 and later,
Any Chrome OS or Linux OS that Supports the browsers,

Figma Desktop App for Windows or MacOS.

3.3.2 Hardware Requirements:

Processor: Intel Core i5 7th Gen or More,

Ethernet Connection (LAN) or a Wireless adapter (Wi-Fi),

Hard Drive: Minimum 32 GB; Recommended 64GB or more,

Memory (RAM): Minimum 1GB; Recommended 4GB or above.

CHAPTER 4

EXPERIMENTAL OR MATERIALS AND METHODS, ALGORITHMS USED

4.1 FIGMA

Figma is a vector graphics editor and prototyping tool which is primarily web-based, with additional offline features enabled by desktop applications for macOS and Windows. The Figma mobile app for Android and iOS allows viewing and interacting with Figma prototypes in real-time mobile devices. Figma, In Vision, and Marvel are all examples of online collaboration tools that designers and developers use to build digital products.

4.2 TOOLS IN FIGMA

The toolbar contains a variety of tools and functions you might use when in Figma. What appears in the toolbar depends on what you have selected on the canvas. Access the toolbar at the top of your screen in Figma.

4.2.1 MENU

Click the menu icon to access the main menu. The menu contains Figma's search feature and various other functions organized in the menu. Search by name, or browse by general section (e.g. file, Edit, View, etc). If there is a keyboard shortcut for the function you're trying to perform, Figma will list it next to the setting.

- Back to Files: Open the file Browser in the current location.
- File: Perform file-level permissions, including importing and exporting.
- Edit: Access undo/redo, copy/paste, and advanced selection functions.
- View: Control view settings for layout grids and rulers, perform zoom functions, and navigate within a file.
- Object: Apply object-level functions like grouping, framing, rotating, and more.
- Text: Format text with bolds or italics, and set size, height, and spacing.
- Arrange: Tidy up objects with alignment and distribution functions.

- Plugins: View, manage, and run any plugins you have installed.
- Integrations: View, manage, and use any applications you have connected.
- Preferences: Adjust your preferences.
- Libraries: Open the Library model.

4.2.2 MOVE AND SCALE TOOLS

When you open files in the Editor, Figma will select the Move Tool V by default. The Move tool allows you to select and reorder layers in the Layers Panel, or move objects around on the canvas. Click the arrow to the right of the Move Tool to access the Scale tool K. This allows you to resize entire objects or layers.

4.2.3 FRAME AND SLICE TOOLS

Use the keyboard shortcuts A or F to select the frame tool. Create a frame with your own dimensions in the canvas, or select a frame size from Figma's presets in the right-hand panel. Click the arrow next to the frame tool to access the Slice tool. The Slice tool allows you to specify a region of the screen you want to export. Use the keyboard shortcut S to select the Slice tool.

4.2.4 SHAPE TOOL

In addition to drawing your own shapes using the Pen Tool, there are number of default shapes you can use in Figma. Click the dropdown menu to choose from:

- Rectangle R
- Line L
- Star
- Place Image
- Arrow Shift L
- Ellipse O
- Polygon

4.2.5 PEN AND PENCIL TOOLS

The Pen tool P allows you create custom shapes and icons. Build complex Vector Networks using vector paths, anchor points, and bezier curves. The Pencil tool allows you to add freehand drawings or annotations to your design files. Figma will apply some basic smoothing to any paths you create with the Pencil tool. Press the Enter/Return key to edit the path and any anchor points in Vector Edit mode. (Windows: Shift P).

4.2.6 TEXT TOOL

Text is one of the crucial components of interface design. Everything from the placement and arrangement of text to the choice of font, has a part to play. Select the Text tool from the Toolbar, or press the T key to add text layers to your file.

- Click once in the canvas to add a text layer that grows horizontally.
- Click and drag to create a text layer that is fixed in size.

4.2.7 HAND TOOL

The Hand Tool allows you to click around within a file without accidentally activating hover outlines, making selections, or moving objects. If you're using Figma on a device with a touch screen, the Hand Tool allows you to pan around a file using your fingers.

4.2.8 COMMENT TOOL

The Comment tool allows you to quickly exchange ideas with collaborators. Use comments to respond to feedback, tweak your designs and iterate faster - all from the original design file. Comments are accessible to anyone with view or edit permissions to the file.

CHAPTER 5

RESULTS AND DISCUSSION, PERFOMANCE ANALYSIS

5.1 RESULT

The above steps have been executed and the desired result has been obtained successfully. The resulting Ship Booking App Screens have been successfully created using the software Figma.

5.2 DISCUISSION

In this project concerning the creation of Ship Booking App Screens, UI design has been performed using the software Figma. The purpose of UI is to enable a user to effectively control a computer or machine they are interacting with, and for feedback to be received in order to communicate effective completion of tasks.

5.3 PERFORMANCE ANALYSIS

The app screens developed are user-friendly and easy to work with. It created fewer problems, increases user involvement, perfects functionally and creates a strong link between your customers and our app.

- Acquisition of new customers.
- Increased customer engagement and retention.
- Brand loyalty.
- Increased productivity.
- Lower development and training costs.
- Lower customer support costs.

CHAPTER 6

CONCLUSIONS

Many frames are created for designing the application such as calendar for return, calendar for departure, travelers, class, book ships, payment, add passenger details, view more, search ships, landing page, login page, sign up, reset password, change password and so on. To develop a good design, the application needs to maintain the typography, spacing between the words/text and the coloring part in designing. It helps to easily understand and view the contents in detail with effective design. it is easy to book tickets. It saves more time and money. Provides every information about ship. It is available for both domestic and international airlines. It maximizes the efficiency. There are many apps based on ship booking. In this project, a prototype is being developed to know the functionality of the app that is designed for booking ship. The user must login into the app, if the user doesn't have an account, then the user is requested to sign up/register and the page redirects to the login page. The user must enter the email address and password to book the ship. After logged in, the user can book the ship by clicking "book ships" near the menu bar otherwise the user can directly click on the "Book ship" which appears on the screen. Select the dates the for departure and return. Choose the number of passengers to be travelled from one place to another. Choose the type of class. Click on search ships to get the list of ships which are available and unavailable. Choose the ship based on the needs. It asks the user to confirm the booking and then proceed to passenger details and it redirects to the payment page where the user needs to pay the amount for the ticket through any online payment and the ticket is booked successfully. The design of the application is done successfully.