**Assignment 1 Software Engineering course**

**Deadline : 26th October 2023**

This assignment aims to design and prototype a mobile application in Figma. The prototype should be interactive, enabling users to explore the various screens and features of the app.

**Requirements:**

Select a mobile application concept that you are passionate about.

Identify the intended users and their requirements for the application.

Design a user interface that is easy to use and navigate.

Create a prototype of the application in Figma.

The prototype should be interactive and allow users to navigate through the different screens and features of the application.

**SUBMISSION IN CLASS:**

**You have to take screenshots of the prototype you made and then add into Word file and then submit that file in hard form containing all requirements mentioned above.**