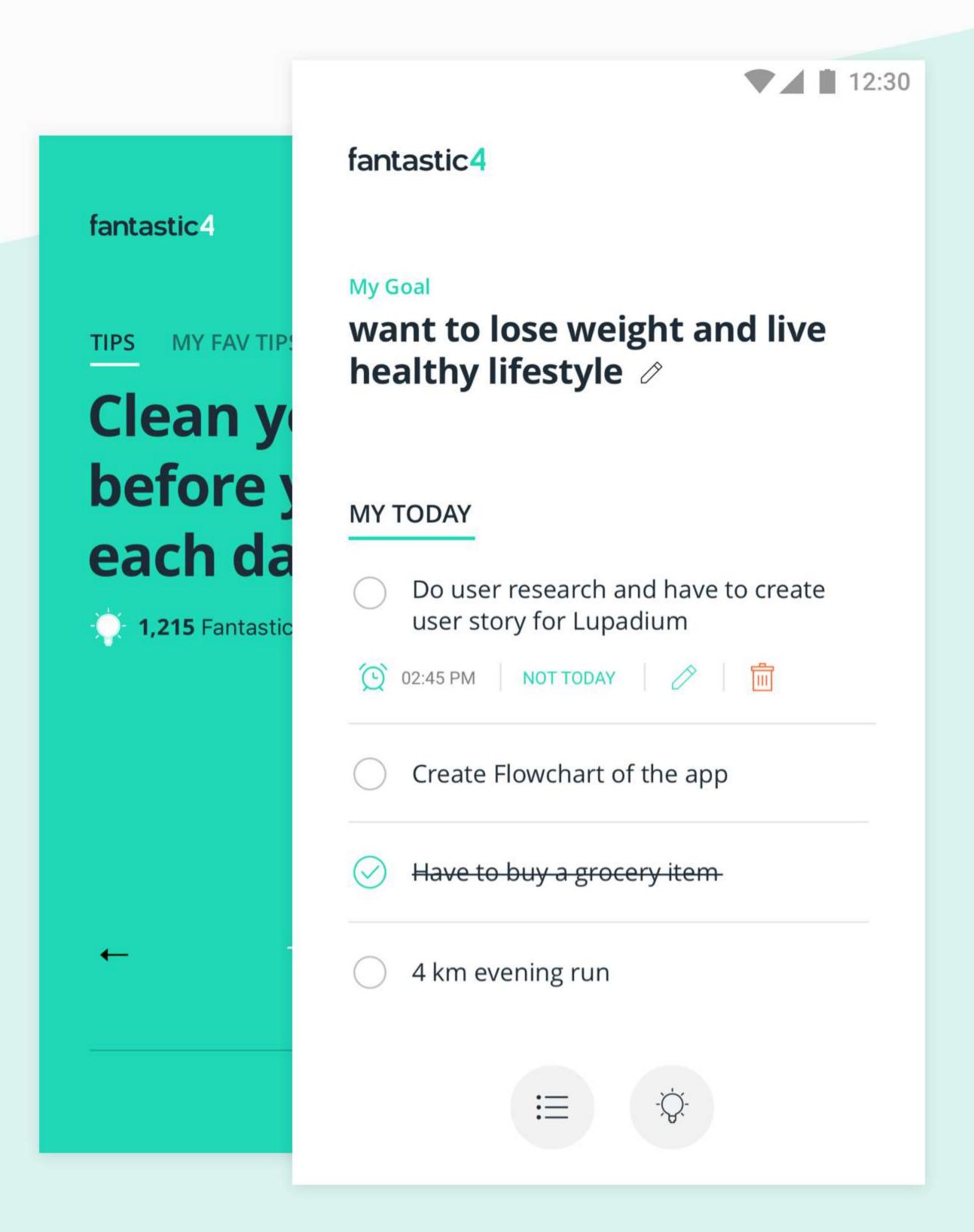
fantastic4

Only Achievement Matters

Fastastic4 which is a daily task management application. User is able to set only 4 tasks in a day. Alongside all these, the app will have a tips section, where the user will get tips on focus and do things perfectly.

My Role: UX Design





Why others Fail

Most of the task manager app fails because we feel so frustrated after using it 2-3 weeks.

Cause we add so many tasks in a day, which is not practically possible to accomplish. Also, we don't know how to set the priority task.

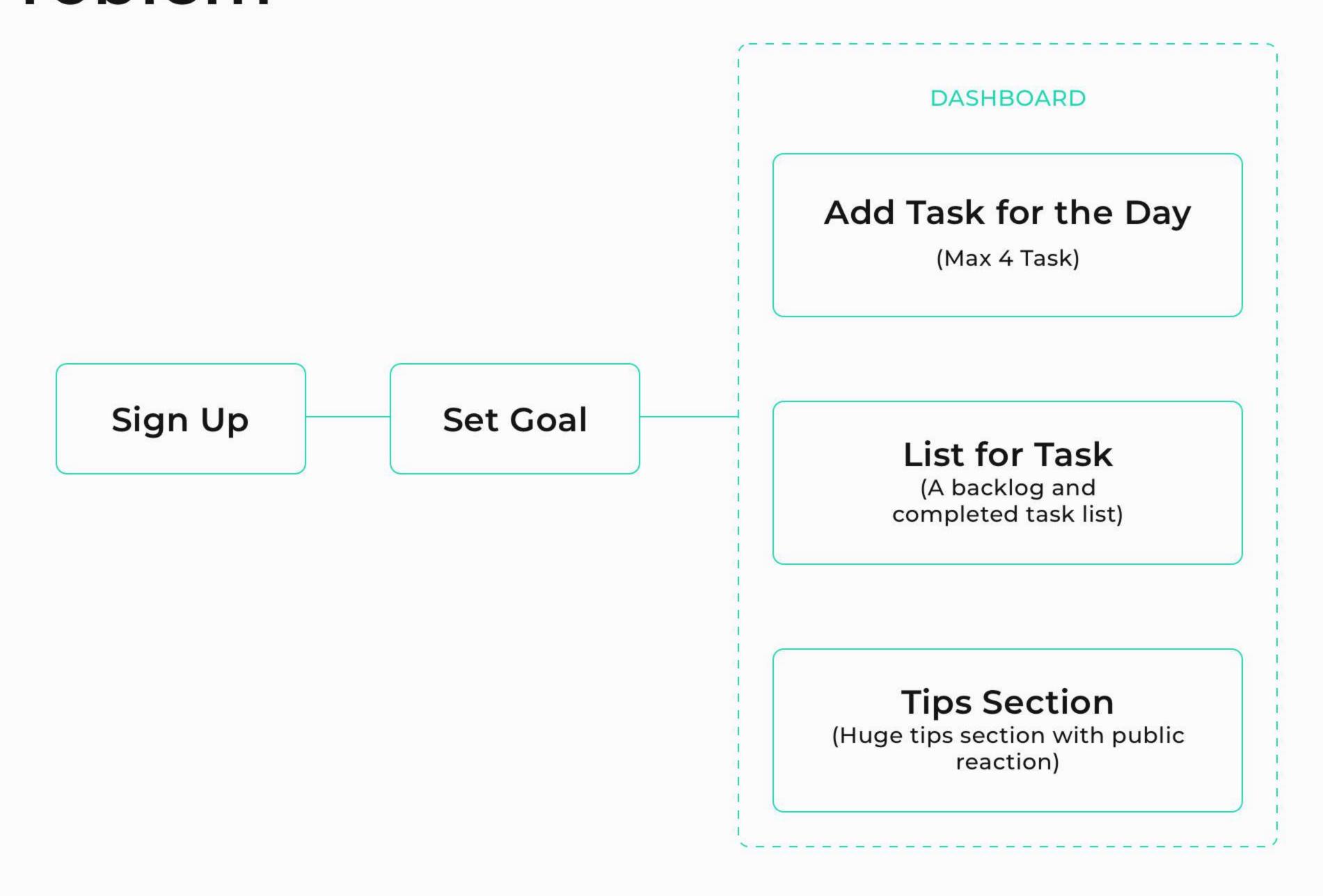
Because nobody ever cares about users vision or goal.

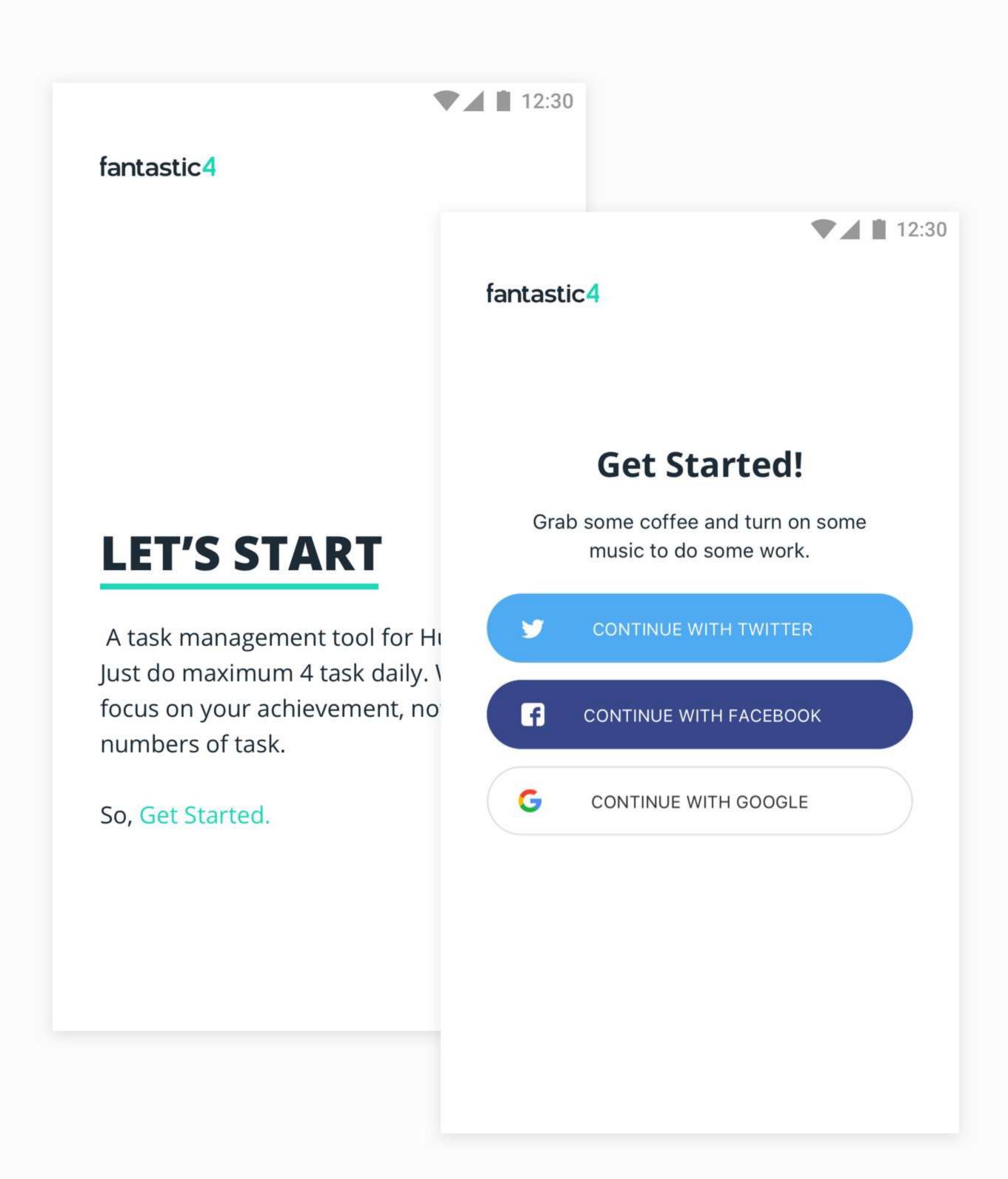


How we fix the issue

- It only focuses on Achievement
- Figure-out how to set and prioritize Task
- Number is just a Number
- Guide user by Tips how to laser focus

Simple Solution for Complex Problem



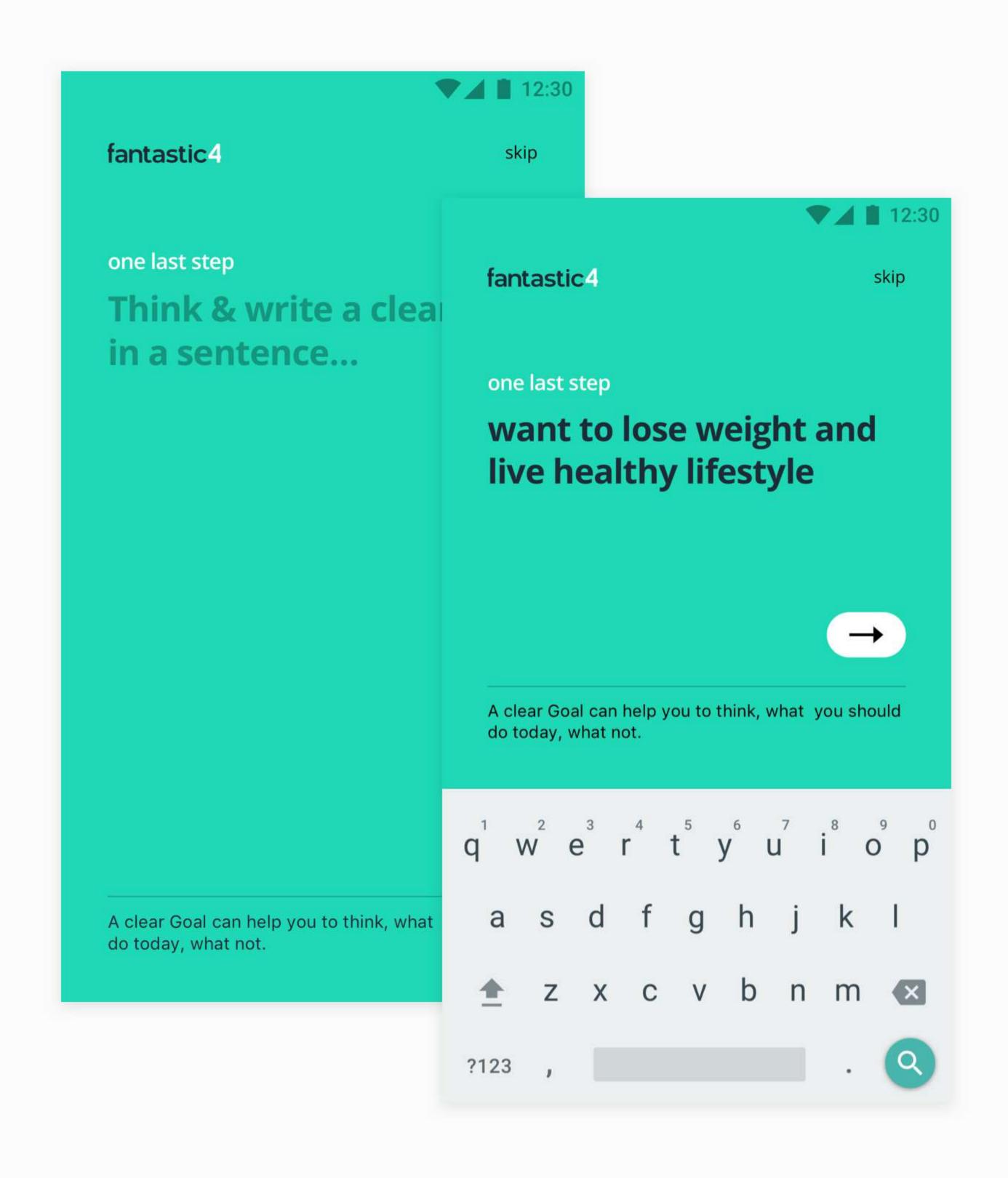


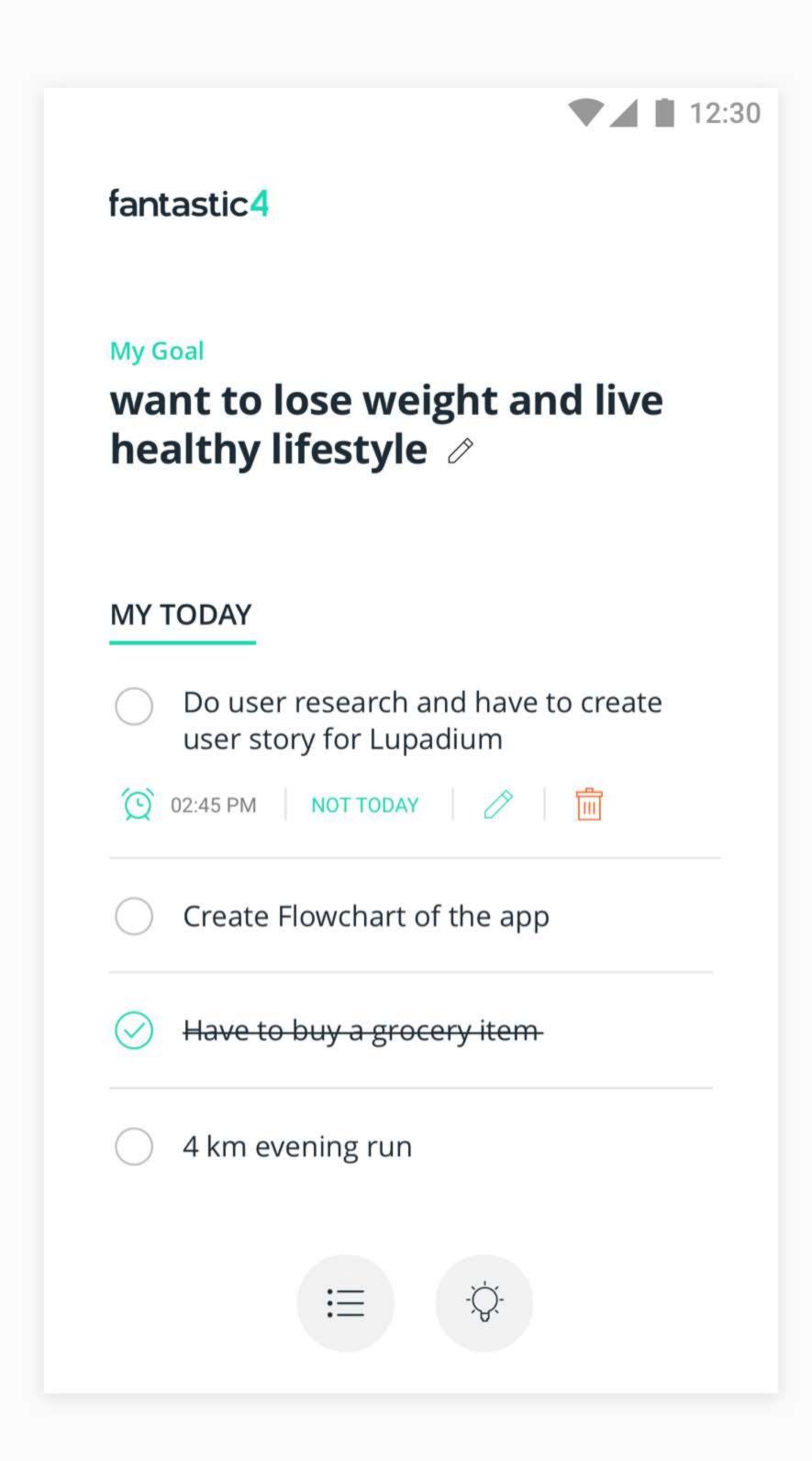
Straight-Forward Onboarding

A user always uses a task manager app to save their precious time. So it should not take much time to onboard into its system. In Fantastic 4, it's welcoming, easy and very straight-forward and simple to onboard its user. Just know what it is, where its focus on and signup.

Set Goal to Focus More

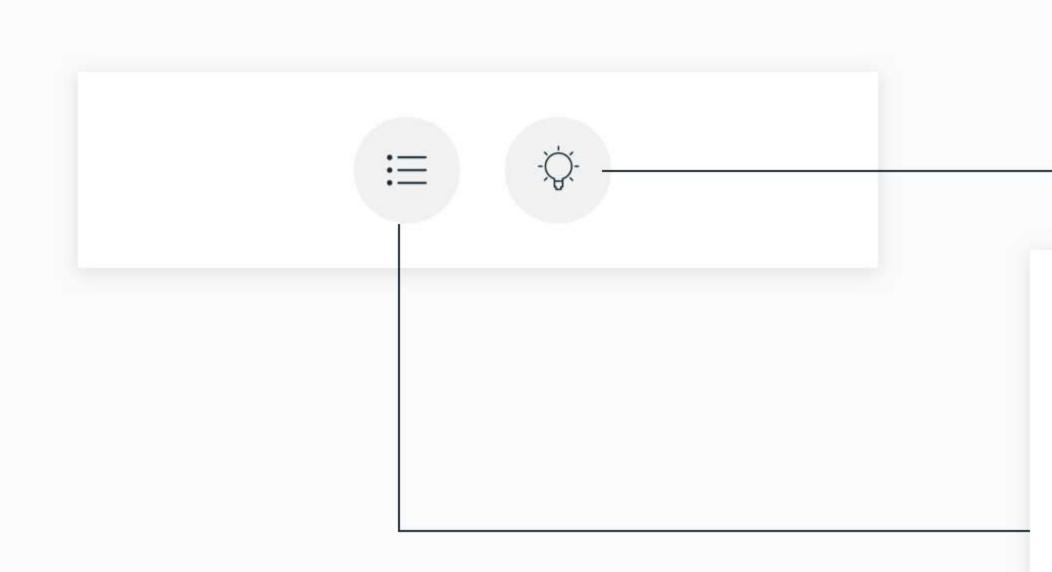
To be more productive and do things right or set tasks efficiently user should have a proper Goal. It will help us to focus and add the right task in a day.





Clean & Minimal

Fantastic 4 is fully focused on the principle - Less is More. Increasing the simplicity and using minimul element, a quick run-through gives a sense of whether the design actually provides value, is easy to use, and feels well-crafted.



Control According to Need and Comfort

The control and the navigation system is designed as per its necessity. It's not conventional like other application but location of it makes it more

