

LawVriksh Frontend Assignment — Phase 1 (UX & Motion Design)

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Date: August 22, 2025
Reference: Provided Figma dashboard design

1. Problem & Target User

Persona: Legal Operations Manager at a mid-sized law firm who manages cases, tasks, and team workload.
Problem Statement: The current dashboard feels static and cluttered, making it hard to spot priorities quickly. It lacks clear hierarchy, feedback, and intuitive navigation.
User Goals:

- Identify urgent cases/tasks within seconds of landing.
- Take quick actions (assign, update, filter) with minimal steps.
- Track overall progress, risks, and compliance clearly.

Pain Points:

- Information overload; nothing stands out.
- Weak feedback (no clear loading/error/success states).
- Small/inefficient action buttons and filters.

2. UX Principles Applied

UX Law	Application	Change
Hick's Law	Fewer choices = faster decisions	Quick filters: My items, Due this week, At risk
Fitts's Law	Larger, closer hit targets	Bigger buttons, row-end actions
Miller's Law	Group info into 3 zones	KPIs, Worklist, Insights
Jakob's Law	Familiar dashboard patterns	Sidebar nav, KPI cards, tables, toast
Aesthetic–Usability	Clean, minimal, white space	4 KPI cards max, strong contrast
Doherty Threshold	Feedback < 400 ms	Optimistic UI + progress loaders

3. Key Design Regions

- Header: Greeting, date, search, notifications.
- Sidebar: Grouped navigation (Dashboard, Cases, Tasks, Admin).
- KPIs: 1 primary + 3 secondary metrics; staggered animations.
- Filters: Quick chips (3 presets) + modal for advanced filters.
- Worklist: Hover/focus states; inline status pills; right-aligned actions.
- Insights: Minimal charts with smooth transitions.

4. Motion Design (Micro-interactions)

- Greeting + icons fade in (220 ms).
- KPI cards staggered entry (60 ms stagger, 200 ms each).
- Hover scale + shadow on KPI cards (160 ms).
- Filter chip ripple (180 ms).
- Inline status toggle → instant optimistic feedback + spinner fallback.
- Toast slide-in for success/error (220 ms).
- Modal open/close ease-in/out (220–260 ms).

5. States & Accessibility

- Loading: Skeletons for cards/lists, shimmer effect.
- Empty: Illustration + CTA ('Create first case').
- Error: Inline banner + retry button.
- Success: Toast confirmation + subtle highlight.
- Responsive: Desktop (4 KPI grid), Tablet (2 KPIs), Mobile (carousel).
- Accessibility: Color contrast $\geq 4.5:1$, focus rings, ARIA roles, large hit targets.

6. Visual Language

- Typography: Inter/System stack (28/20/16/14 sizes).
- Spacing: 8-pt grid, 16–24 px gutters.
- Colors: Accent for primary KPI; semantic tokens (success, warning, danger).
- Elevation: Card hover → level 2 shadow; modal → level 3.

7. Phase-1 Deliverables

- Phase1_Report.pdf (this document).
- Annotated Screens PDF — highlights hierarchy, grouping, hotspots, accessibility.