

Hello!
Are You Ready?



UI/UX DESIGNING TASK



INTRODUCTION

We Know You Probably Skip Intros Like You Skip YouTube Ads...
But This One Is Actually Useful, So Stay With Us For A Minute.

- Think in flows, not screens.
- Keep it simple: Understand Ideate Organise Execute.
- Let your UI speak your personality — spacing, clarity, hierarchy, interaction.
- Follow the fundamentals: Consistency, Accessibility, Grid System, UX Logic, Microcopy.
- Don't overcomplicate — clean usable UI > fancy chaos.

Now breathe, open Figma... and have fun designing!

TASK 1

Designer Studio Platform (Web App UI/UX)

CONTENT DATA

Design a web-based design marketplace + smart editor, where businesses can:

- Browse templates
- Search by industry
- Customize designs in an online editor
- Apply their Brand Kit
- Use AI-based variations
- Purchase & download designs
- Save drafts & view history

Users include:

- Small business owners
- Marketing teams
- Agencies & freelancers

BRAND / PRODUCT OVERVIEW

A modern, fast, professional online design studio built for speed, creativity & convenience.
Style should feel: Clean • Premium • Accessible • Highly visual.

UI/UX GUIDELINES

Must design these core modules

1. Landing Page

- Hero search ("Search templates by industry or design type...")
- Browse Templates, Create Design, Login/Signup
- Popular Categories Grid
- This Month's Favourite Designs (6-8 cards)
- Top Trending Designer Creations
- AI Design Generator Banner
- Testimonials + Footer

2. Template Marketplace

- Filters: Industry, Category, Style, Color, Orientation, Free/Paid
- Template Cards with Preview + Customize

3. Template Preview Page

- Large Preview
- Template metadata
- Similar templates carousel

4. Smart Design Editor (MOST IMPORTANT)

- Left Tool Panel (text, shapes, photos, brand kit, AI suggestions)
- Canvas with guides
- Right Panel (colors, fonts, layers, spacing)

5. Checkout + Download Center

- Order summary
- Payment flow
- Final download

DELIVERABLES

- 12-18 high-fidelity screens
- Components & mini design system
- Prototype (optional)
- Micro-copy (mandatory)

TASK 2

FoodRescue Mobile App (UI/UX)

CONTENT DATA

Objective

Design a mobile app that helps users buy discounted surplus food and reduces food waste.

Important Screens (Choose 6-8)

- Splash + Onboarding (mission + benefits)
- Home
 - Map view or list view
 - Filters (distance, category, price, pickup time)
- Food Item Details
 - Discount info
 - Store details
 - CO₂ saved
 - "Reserve Now"
- Reservation Flow
 - Timer
 - Quantity
 - Payment summary
- Active Orders
 - Timer
 - Navigation
 - QR Code
- Profile + Impact Dashboard
 - Filter options
 - Stock list with trend indicators

Deliverables

- 6-8 mobile screens
- Clean UI + minimal flow
- Microcopy

TASK 3

Market Maya
(Algo Trading Dashboard UI)

TRIP DETAILS

Objective

Design a clean and modern trading dashboard for an algo-trading company.

Important Screens

- Main Dashboard
 - Portfolio value
 - Profit/Loss chart
 - Algo performance metrics
 - Live market ticker
- Algo Details
 - Win rate
 - Drawdown
 - Trade history
- Market Screener
 - Filter options
 - Stock list with trend indicators
- Order Panel
 - Buy and Sell actions
 - Stop-loss and Target fields
- Settings
 - User profile
 - API key management
 - Dark and Light mode toggle

Deliverables

- 8-10 high-fidelity UI screens
- Mini component system
- Microcopy (tooltips and alerts)

विजय मतः

