

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
  - CO<sub>2</sub> saved
  - “Reserve Now”
- **Reservation Flow**
  - Timer
  - Quantity
  - Payment summary
- **Active Orders**
  - Timer
  - Navigation
  - QR Code
- **Profile + Impact Dashboard**

### 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)

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