TASK MANAGER

1. Project Overview

This Task Manager Web App was developed during a 1-month UI/UX Design Internship at **HyprDevs**. The project focused on designing a minimal, functional web interface that helps users manage daily tasks efficiently. This case study presents the complete UX journey, from wireframing to high-fidelity UI design.

2. Problem Statement

Modern task management tools often overload users with excessive features and cluttered interfaces. The goal was to create a focused, user-friendly web app where users can quickly add, view, and manage their tasks with minimal effort.

3. Goals

- Build a clean and intuitive layout with clear task categories
- Streamline the login and onboarding process
- Prioritize simplicity and usability over complexity

4. Research Summary

Competitor Analysis:

I reviewed similar platforms including **Todoist**, **Microsoft To-Do**, and **Trello** to understand user needs:

- Users prefer clean dashboards with categorized tasks
- Clarity and minimal design reduce cognitive overload
- Instant task creation is a critical feature

5. User Flow

Homepage → Login → Dashboard → Task Detail

The flow is linear and intuitive, reducing friction from signup to task completion.

6. Wireframes

Low-fidelity wireframes were designed in grayscale for:

- Homepage
- Login Page
- Dashboard
- Task Detail Page

They focused solely on structure and functionality before any visual styling.

7. Final UI Design

The final UI design applies the principles of modern, accessible interfaces with a navy-blue theme, soft backgrounds, and strong typographic hierarchy. Each screen was developed in **Figma**, based on the components and design system from Task 1.

Key Screens:

- **Login Page**: Simple form layout with clean button
- **Dashboard**: Sidebar navigation with categories like “Today”, “Upcoming”, “Completed”; central task card layout

- **Task Detail**: Clear title, description, due date, and action buttons for editing or deleting tasks

📎 **View High-Fidelity UI:**
Click to View Figma File

8. UX Solutions: Pain Points Addressed

Pain Point	UX Solution
Overwhelming dashboards	Simplified 3-section layout in dashboard
Confusing navigation	Clean sidebar with labeled categories
Tedious task access/edit process	Quick-access Task Cards and Detail views

9. Key Learnings

- Using Figma components greatly improved design efficiency
- A design system ensures visual consistency across all screens
- Wireframing first helped clarify the structure before styling
- Designing with accessibility in mind (spacing, contrast, font size) improved usability

10. Tools Used

- **Figma** – for layout, design system, and high-fidelity UI
- **Google Docs** – for case study documentation

11. Next Steps

- Make layout responsive for mobile view
- Introduce due-date notifications and reminders
- Allow drag-and-drop task reordering
- Conduct usability testing with real users

12. Submission Summary

Deliverable	Status
Wireframes (Task 2)	☑ Submitted
High-Fidelity UI (Task 3)	☑ Figma Link
UX Case Study (Task 4)	☑ (This Document)