# UI/UX Designer

The Design is designed for the kids. The main aim of the ATM design is to understand the kids and user friendly to the kids.

1. The initial screen shows some of the interactions with the machine so the kids easily can do the transaction with the ATM.
2. The next screen captures the user photo for security purposes and stores it in the backend.
3. The next screen shows the button which kid want's to do the transaction with the machine. There are 3 activities which user can perform like Save money where user can save or credit their money next one is Takeoff where user debit their money and next balance where he/she checks their money.
4. If the user chooses the save option then one message has occurred which addresses the user to put their money in the yellow box.
5. Then the screen shows the money credited message.
6. If the user wishes to Take off option then the screen shows three buttons of money which the user can debit from the account the buttons are 50rs, 100rs, and 500rs.
7. If the user wishes any one of the buttons then a fingerprint is taken off from the user. a fingerprint is used for security purposes as well as user can forget their PIN so a fingerprint is the best option to authenticate the user and perform the transactions.
8. After that one message is a popup that shows an acknowledgment message to the user about the to debit or not debit their money.
9. If the user chooses the Balance option then the machine takes the fingerprint of the user and then shows the account balance of the user.
10. If the user did one of the transitions then the screen shows the message where the user cannot debit their money because the number of transactions exceeded.

**ATM Design Link**: https://www.figma.com/file/DBRCKFLHT3DY39n0cYtMRe/kids-ATM?node-id=0%3A1

**Wireframe Design Link:** https://www.figma.com/file/rPhKQPwK15celKNCEqCSlp/kid-Account-wireframe?node-id=0%3A1