

Wooble UI/UX Design Internship Challenge

Choose any **ONE** of the following design challenges and submit your work as a project on Wooble.org

Important Instructions (Read Before Starting)

1. Original Work Only:

The project must be your own creation. You can take inspiration from design trends, but **copying or replicating existing UI directly is not allowed**. Your design should reflect your understanding, creativity, and thought process.

2. Profile Completion Required:

Before submitting, complete your **Wooble profile** - upload your display image, short bio, and at least one past project (if available). Incomplete profiles will **not be evaluated**.

3. Goal of the Challenge:

We're not looking for flashy visuals or overcomplicated screens. We want to see **how you think, how you simplify user problems, and how you translate logic into elegant visuals**.

4. Submission Format:

- Upload your final work as a **project on Wooble**
- Include **2–4 key screens** (desktop or mobile)
- Add a short description:
 - What was the problem you solved?
 - Why did you design it this way?
- You can also add your **Figma or Prototype link**
- Submit your **Wooble project link** on Unstop

Design Task Options

Option 1: Design Task – Restaurant Table Booking App

Objective

Design a **mobile app interface** that allows users to **discover restaurants nearby and book a table seamlessly** — without needing to call or wait in long queues.

We want to see how you combine **aesthetic design** with **practical UX thinking**.

Problem Statement

Most users face frustration while trying to book restaurant tables — unclear availability, long waiting times, and inconsistent user experiences across apps.

Your task is to **reimagine this flow** and design an app that feels fast, reliable, and visually engaging.

Key Screens to Design

You must design **at least 3–4 key screens** that visually explain the booking journey:

1. Home / Search Screen

- Show nearby restaurants
- Search bar, filters (cuisine, location, price range, ratings)
- Simple, visually appealing restaurant cards

2. Restaurant Detail Screen

- Menu preview, photos, reviews, ratings
- Booking option with date, time, guest count

3. Booking Confirmation Screen

- Summary of booking details
- Option to modify or cancel
- Clear success message

4. (Optional) – Booking History or My Reservations screen



Design Focus

- Clean, **modern visual hierarchy** (colors, spacing, typography)
- Smooth, intuitive **user flow**
- Subtle, functional **micro-interactions** (like hover, active states, transitions)
- **Consistency** — same design logic across all screens

Your goal: **make the app feel premium but easy to use** — like *Zomato meets Airbnb* in design language.



⚠ Submission Guidelines

- Upload your final designs as a **Wooble project**
 - Include:
 - 3–4 key screens (mobile view preferred)
 - Short **design description**: What problem you solved, your thought process, and inspiration
 - **Figma or prototype link** (optional but recommended)
 - Submit your **Wooble project link** on Unstop
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Rules

- **Original Work Only:** Copying from Dribbble or Behance will lead to disqualification. Inspiration is fine — imitation is not.
 - **Complete Profile:** Your Wooble profile must have your name, display image, and at least one project uploaded. Incomplete profiles won't be considered.
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Evaluation Criteria

Criteria	Weight	Description
Problem Understanding	25%	Did you design to solve a real user issue?
UX Flow & Logic	25%	Is the navigation seamless and meaningful?
Visual Design	25%	Is it clean, cohesive, and aesthetic?
Creativity & Originality	15%	Does it feel unique and personal?
Communication	10%	Did you clearly explain your design thought?

Pro Tip

Don't just make it "look good" — make it **make sense**.

We're looking for designers who can balance **logic, emotion, and visual storytelling**.

Option 2: Local Library Experience Reimagined

Objective

Design a digital experience for a local library that helps users discover, borrow, and engage with books effortlessly — whether they're visiting physically or browsing online.

The goal: make libraries relevant and exciting again for a generation that's forgotten their magic.

Problem Statement

Most local libraries are outdated in both design and experience.

People don't know what's available, there's no clear borrowing system, and the process feels slow or inaccessible.

Your task: reimagine how a modern user would interact with their library — both digitally and physically.

Think of it as "Goodreads × Swiggy × Community Hub" — a digital extension that brings people back to books.

Key Screens to Design

You must design at least 3–4 key screens that visualize your concept:

1. Home / Discover Screen

- **Highlight popular books, genres, and local events**
- **Smart search, filters (author, genre, availability)**
- **Community highlights or reading challenges**

2. Book Details Screen

- **Summary, author info, reviews, availability status**
- **Borrow / Reserve button**
- **"Add to Reading List" or "Save for Later"**

3. My Library / Borrowing Dashboard

- Active borrows, due dates, recommendations
- Option to extend or return digitally

4. (Optional) — Community Corner / Events Page

- Reading groups, book clubs, or local events calendar
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Design Focus

- Simple, friendly, and community-driven look
 - Natural typography, warm colors, and inviting layout
 - Balance digital convenience with human connection
 - Subtle micro-interactions that make browsing feel delightful
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Submission Guidelines

- Upload your work as a Wooble Project
 - Include:
 - 3–4 key screens (mobile preferred)
 - A short design summary — what problem you solved and your design approach
 - Optional Figma link or prototype
 - Submit your Wooble project link on Unstop
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Rules

- **Original Work Only:** Copying from Dribbble or Behance will lead to disqualification. Inspiration = Good. Duplication = Out.
 - **Complete Wooble Profile:** Must include your name, profile photo, and at least one uploaded project.
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Evaluation Criteria

Criteria	Weight	Description
Empathy & Problem Understanding	25%	Did you truly identify what users struggle with?
UX Flow & Usability	25%	Is navigation logical, simple, and efficient?
Visual Design	25%	Is it warm, consistent, and visually appealing?
Creativity & Concept	15%	Is the idea unique, memorable, and forward-thinking?
Presentation & Process	10%	Is your design story clear and well documented?

Pro Tip

Don't just digitize the library. Re-enchant it.

Your design should make people *want* to visit, browse, and belong — whether that's through great UI, community interaction, or the quiet charm of discovering a good book.

Option 3: Community Events Discovery App

Objective

Design a mobile app experience that helps users discover, explore, and participate in local community events — like workshops, talks, exhibitions, or volunteering drives.

Your goal: build a design that inspires belonging and makes participation effortless.

Problem Statement

People want to connect, learn, and explore — but most don't know *what's happening nearby*.

Events often get buried in WhatsApp groups, scattered social media posts, or word-of-mouth.

Your task: reimagine the “local events discovery” experience — one that feels visual, inspiring, and emotionally engaging while staying functional and easy to navigate.

Key Screens to Design

You must design at least 3–4 key screens that clearly communicate the app flow:

1. Event Feed / Discover Page

- Cards or tiles for events nearby
- Category filters (music, tech, art, volunteering, etc.)
- Option to “Save” or “Interested”

2. Event Detail Page

- Visual banner, event description, organizer details
- Date, time, location (map integration feel)
- “Join” or “RSVP” button

3. RSVP / Join Flow

- Simple interaction to confirm participation
- Optional: add to calendar or share with friends

4. *(Optional) — My Events Dashboard*

- Upcoming, saved, and attended events
 - Personal badges or participation streaks
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Design Focus

- Emotion-driven visuals: Make users feel connected to the city's energy
 - Intuitive exploration: Let users browse smoothly without overload
 - Smart hierarchy: Key event info should stand out instantly
 - Warm, social tone: Think “Airbnb Experiences” meets “Meetup App”
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Submission Guidelines

- Upload your designs as a Wooble Project
 - Include:
 - 3–4 key screens (mobile format recommended)
 - A short write-up about your idea, process, and UX flow
 - Optional Figma or prototype link
 - Submit your Wooble project link on Unstop
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Rules

- Original Work Only – You may take inspiration, but blatant copy/paste work will be disqualified.

- Complete Wooble Profile – Must include your name, display image, and at least one project uploaded. Incomplete profiles will not be considered.
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Evaluation Criteria

Criteria	Weight	Description
UX Flow & Simplicity	25%	Is exploration easy and intuitive?
Visual Design	25%	Does it feel vibrant and cohesive?
Emotional Engagement	20%	Does it make users <i>want</i> to participate?
Creativity	20%	Does the concept feel fresh and relevant?
Documentation	10%	Did you explain your design thought clearly?

Pro Tip

Don't just design another "event listing" app. Design a platform that makes people *feel connected* — to their city, causes, and communities. Focus on emotion + clarity - if users *feel inspired to join*, you've nailed it.

Option 4: Mental Wellness Companion App

Objective

Design a **mental wellness mobile app** that helps users **track their mood, manage stress, and build daily mindfulness habits** — through simple, human-centered design.

The goal: create an experience that feels **safe, calm, and supportive**, not corporate or clinical.

Problem Statement

Most people today deal with stress, anxiety, or burnout — yet existing apps often feel too mechanical, overwhelming, or commercial.

Your task is to **design a mental wellness companion** that users can trust and return to every day — not because they “have to,” but because it genuinely helps them feel better.

Key Screens to Design

You must design **at least 3–4 key screens** that define the product flow:

1. Welcome / Mood Check-in Screen

- Friendly interface to record how the user feels
- Use visual metaphors (color, emoji, weather, etc.)

2. Mood Tracker / Insights Screen

- Show weekly or monthly mood trends
- Visual charts or mood maps

3. Wellness Activities Screen

- Breathing exercises, journaling prompts, or guided audio sessions
- Simple, uncluttered layout

4. (Optional) — Community or Reflection Page

- Anonymous sharing or daily gratitude wall
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Design Focus

- **Calmness through visuals:** Soft colors, minimal layout, natural typography
- **Empathy-driven UX:** Every interaction should feel safe and human
- **Non-intrusive engagement:** No clutter, no pressure
- **Consistency:** Visual harmony across all screens

Think of **Headspace** × **Notion** × **Calm** — simple, grounded, and elegant.



Submission Guidelines

- Upload your design as a **Wooble Project**
 - Include:
 - 3–4 key screens (mobile format preferred)
 - A short **write-up** explaining your concept, color logic, and flow
 - Optional Figma or prototype link
 - Submit your **Wooble Project link** on Unstop
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Rules

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Evaluation Criteria

Criteria	Weight	Description
Emotional UX Design	25%	Does the app feel comforting and safe?
Visual Harmony	25%	Are color, typography, and flow aligned with calmness?
Usability & Accessibility	25%	Can anyone navigate it effortlessly?
Creativity	15%	Does it offer a unique take on wellness design?
Storytelling	10%	Did you clearly explain your choices?

Pro Tip

Design for *emotion, not features.*

Your interface should feel like a **friend checking in** — not a dashboard tracking numbers. If your design makes someone pause, breathe, and smile — you've succeeded.