

Task 2 - Collaborative Design Workflow

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Project name: Login Page UI Design

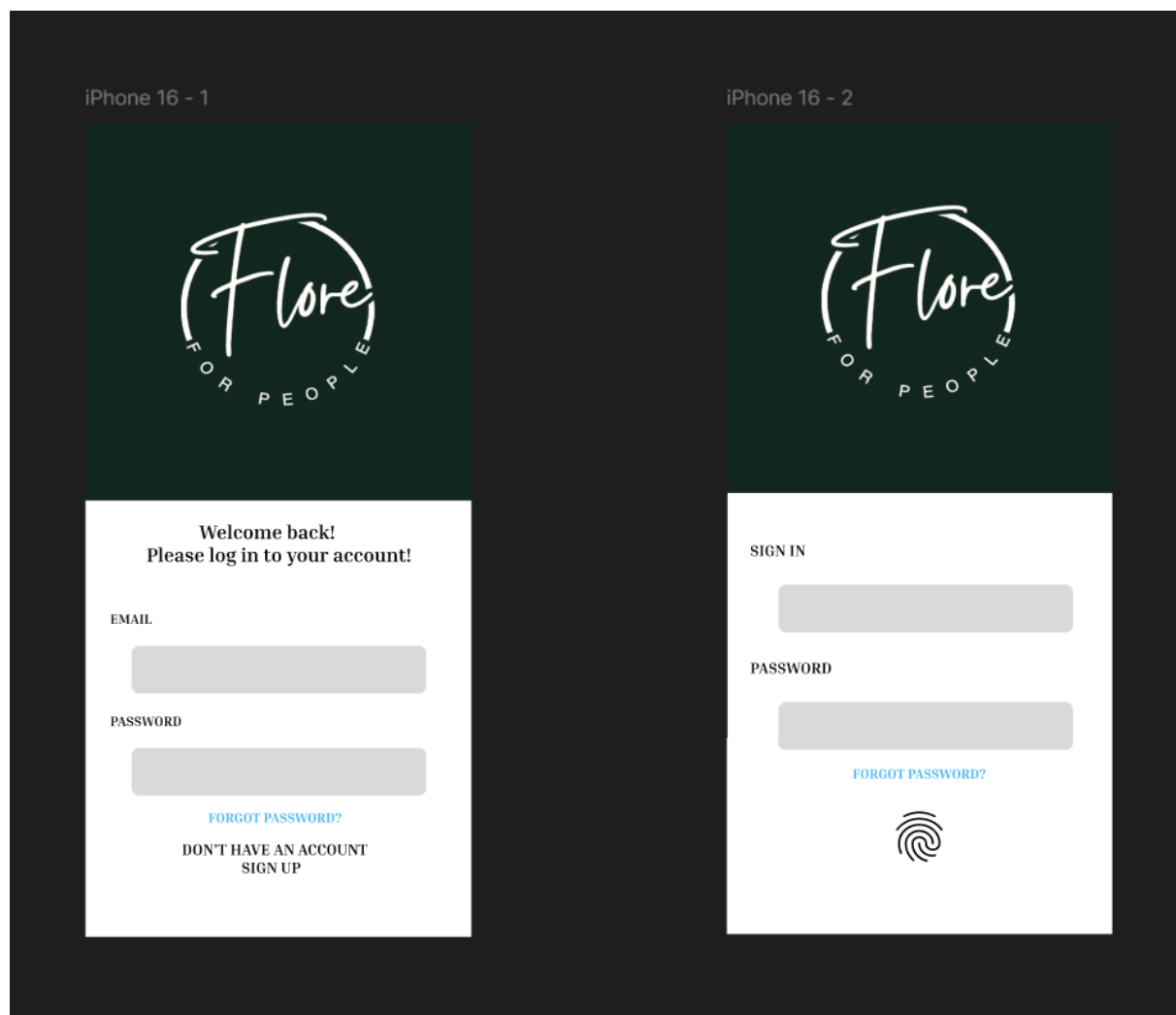
Introduction:

The goal of this project was to simulate a real-world collaborative design workflow using Figma. As part of Task 2 in my internship, I designed a **Login Page UI** by applying essential user interface design principles, integrating icons, and aligning elements for a clean and accessible layout.

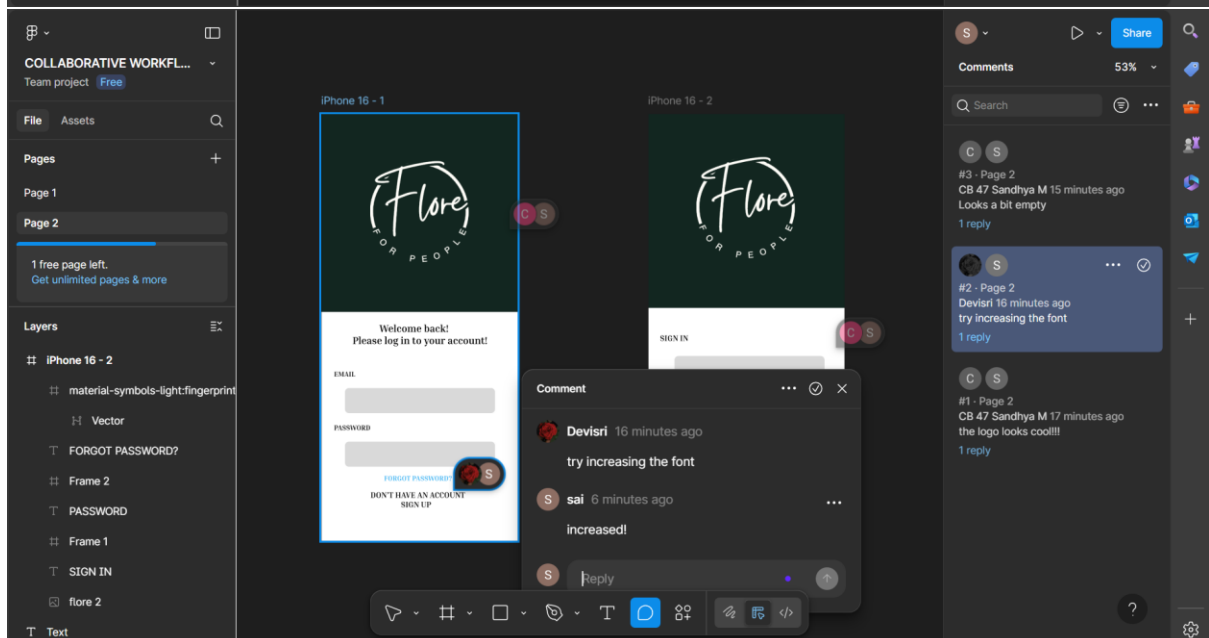
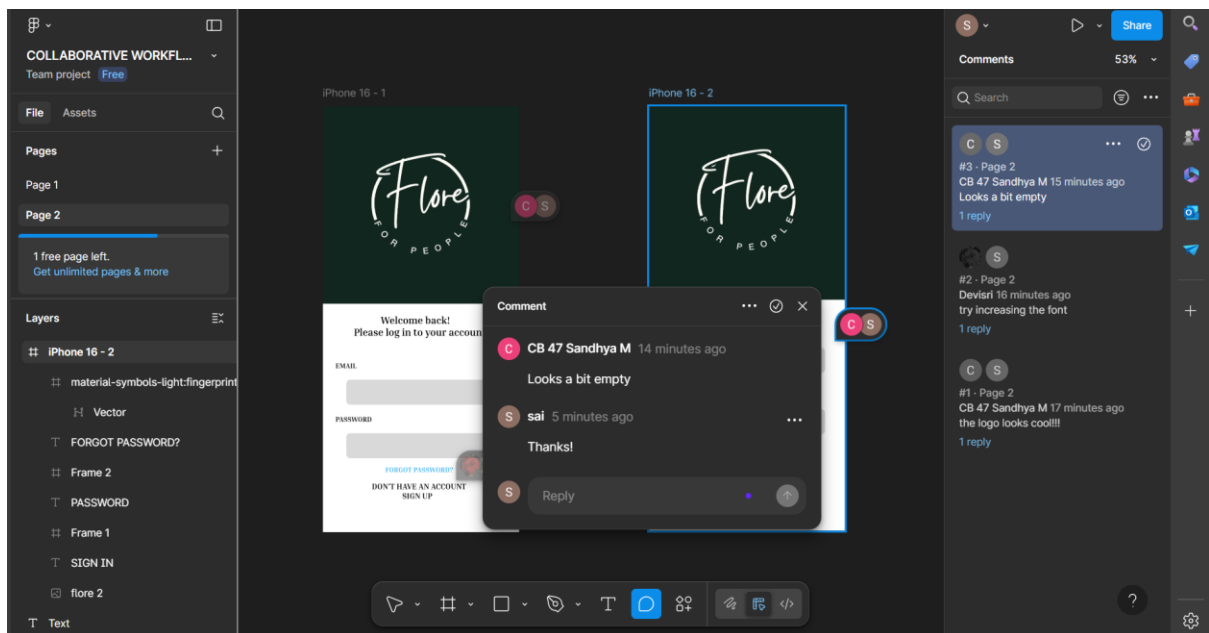
To reflect a collaborative environment, I shared my Figma file with a teammate, enabled comment access, and received constructive feedback on my design. Throughout the process, I used **Figma's version control** to save and label different design stages such as the initial version, feedback revisions, and the final layout.

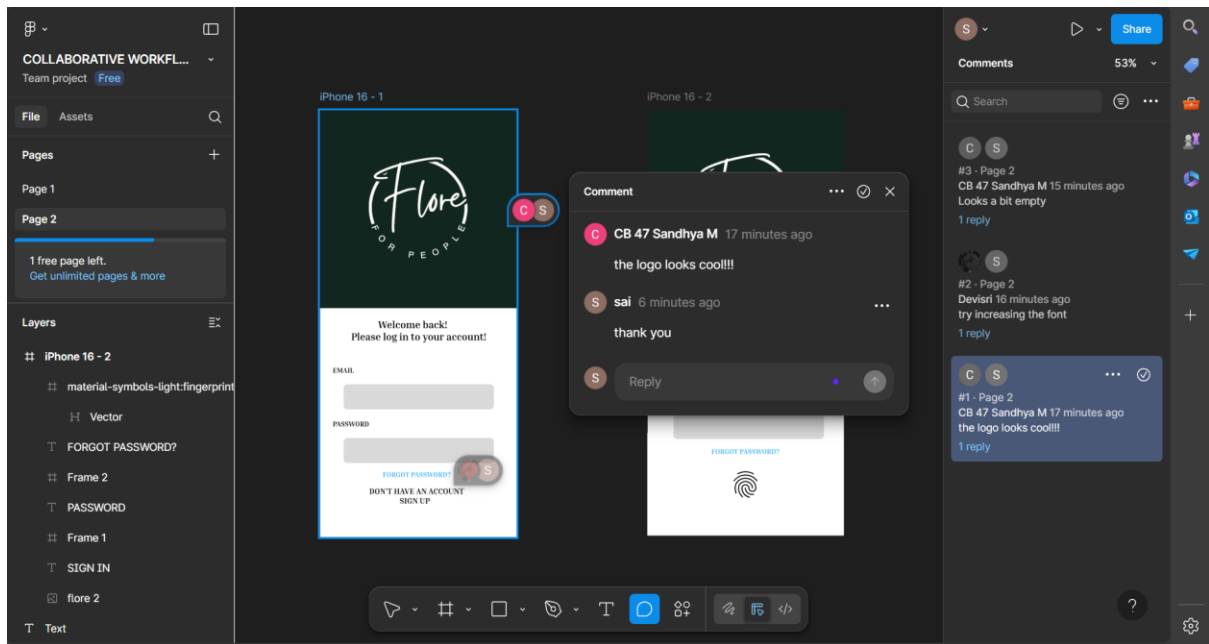
This project not only strengthened my skills in UI design but also helped me understand how design collaboration works in professional environments—especially in terms of feedback handling, commenting, and design iteration tracking.

Final Login Page UI created in Figma:

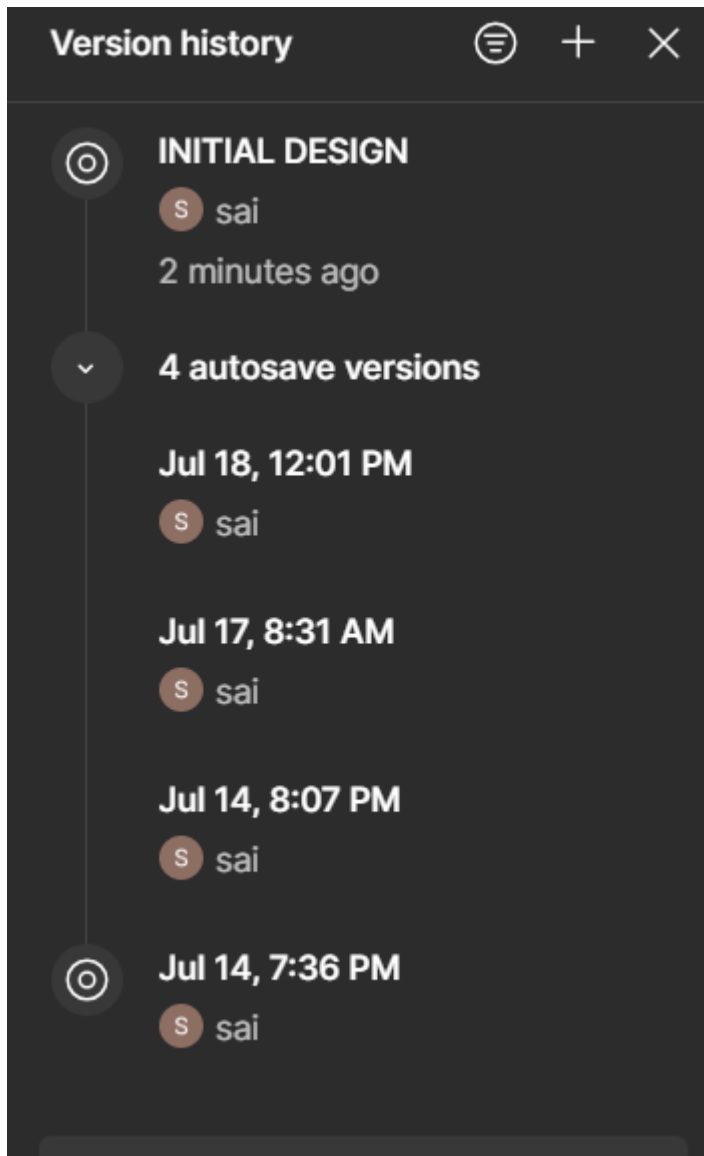


Feedback received from teammate via Figma comments:





Saved versions showing project progression and feedback response:



Collaboration Details:

To simulate a collaborative workflow, I shared my Figma design file with a teammate by adjusting the sharing settings to “**View (Can comment)**”. This allowed them to access the design and leave comments directly on specific UI elements using Figma’s comment tool.

Actions Taken:

- The file was shared using a **Figma link** with commenting access enabled.
- The teammate reviewed the Login Page UI and provided feedback on:
 - Button alignment and size
 - Font consistency

- Icon placement
- I responded to the feedback by adjusting the design layout and updating spacing and typography.
- Each update was saved and labeled using **version history**, with names like:
 - Initial Design
 - After Comments
 - Final Version

This process simulated a real design review loop, helping me experience how collaborative design teams work—sharing files, giving feedback, resolving comments, and tracking design evolution clearly.

Conclusion:

This collaborative design task allowed me to apply both creative and teamwork skills in a practical setting. By designing a Login Page UI in Figma, sharing it with a peer, receiving feedback, and using version control, I gained hands-on experience with a real-world design workflow.

The use of Figma's collaboration features—such as commenting and version history—helped me understand the importance of clear communication and organized design updates in a team environment. This experience has strengthened my confidence in working on collaborative UI/UX projects and prepared me for future roles where teamwork and iteration are key to successful design outcomes.