1. **Introduction:**
2. **Background:**

**2.1 Considerations for User Interface Design**

**Input Method:**  
To enable users to make non-standard responses, input fields are a crucial component of user interface design. Although they are utilized in a variety of contexts, the majority of people have probably seen them when submitting online inquiries or entering personal information and delivery addresses on e-commerce web forms1. Various input field kinds and states have been found through input UI design exploration, along with style methods and usability advice for creating faultless user experiences.

**Common Gestures:**

Both Android and iOS come with gesture-based navigation. While Android 9 Pie keeps the on-screen home button, which is now shaped like a pill, iOS users may accomplish this by quickly swiping up from the bottom of the phone on the gesture bar. The system navigation on Android has a helpful return function that is really helpful from practically any screen.

**Web apps against native apps and progressive web apps (PWAs):**

An application that is native to a mobile platform is one that can be obtained through an app store, such as the App Store, Google Play, or Galaxy Apps. Conversely, a program that runs within a web browser is known as a web app. A responsive website that offers an app-like experience is called a Progressive Web App (PWA). Progressive web applications operate in a browser and don't require downloading from an app store, which is the main distinction between them and native apps.

**Screen Sizes:**

Designing for a variety of screen sizes and resolutions is a multifaceted process that calls for careful testing, technological know-how, and a user-centered approach8. The three main techniques for developing adaptable interfaces are adopting responsive design, giving mobile-first principles top priority, and optimizing media and images8. It is customary in adaptable design to create six designs: 320, 480, 760, 960, 1200, and 1600 pixels—for the six most popular screen widths

**Usability/Design Guidelines and Standards**

**Jakob Nielsen and Rolf Molich’s Ten User Interface Guidelines:**

Companies like Apple, Google, and Adobe employ these standards extensively in the design of many of their successful products. Visibility of system status, compatibility between the system and the real world, user control and freedom, consistency and standards, error prevention, recognition rather than recall, ease of use and flexibility, minimalist and beautiful design, assistance for users in identifying, diagnosing, and recovering from errors, and help and documentation are some of the guidelines

**Usability Elements For Exceptional Experiences:** These include error tolerance (supporting a range of user actions and only showing an error in genuine erroneous situations), effectiveness (assisting users in completing actions accurately), efficiency (enabling users to complete tasks quickly through the simplest process), engagement (engaging users and finding it appropriate for its industry/topic), and ease of learning (new users can accomplish goals easily and even more easily on future visits)

**Design Principles:** These are suggestions for using design principles to create a satisfying user experience. These consist of layout (list or grid structure), text (font, tone, labels/fields), style (colors, brand logos), accessibility (Aria markup for users with disabilities), and design patterns (forms).

I combine the Ten User Interface Guidelines and Usability Elements For Exceptional Experiences by Jakob Nielsen and Rolf Molich. These recommendations emphasize efficiency, error prevention, and user control—all of which are critical for any application that includes delivery and selection. They also place a strong emphasis on learning simplicity and engagement, both of which are critical for drawing in and keeping users. The ultimate choice, nevertheless, need to be made in light of the particular requirements and preferences of your intended user base. To make sure your design choices meet user wants and expectations, it's a good idea to carry out usability testing and user research.

1. **User Group:**

The success of a user interface design largely depends on how well it caters to its user groups. For our food and recipe box delivery application, we have identified the following primary user groups:

* 1. **Heal-Conscious Individuals**

This group includes individuals who are conscious about their diet and prefer healthy and nutritious meals. They might be following a specific diet plan like keto, vegan, or gluten-free.

**Persona 2: Maria**

Maria is a 35-year-old yoga instructor who follows a strict vegan diet. She is always looking for new and exciting vegan recipes to try. She appreciates the convenience of having recipe boxes delivered to her home, saving her the time and effort of meal planning and grocery shopping.

**Key Facts**:

* They are conscious about what they eat and prefer meals that are healthy and nutritious.
* They may be following a specific diet plan and would appreciate meals that cater to their dietary needs.
* They value convenience and would appreciate a service that saves them time on meal planning and grocery shopping.

**Scenario**:

Maria is planning her meals for the upcoming week. She opens the app and filters the recipes to show only vegan options. She selects a few recipes that she finds interesting and orders the corresponding recipe boxes.

* 1. **Busy Professionals**

People in this category struggle to find time to prepare meals, buy for groceries, and cook because of their hectic work schedules. The ease of having meals prepared ahead of time and all the materials delivered right to their home would be greatly appreciated.

**Persona: John**

John is a 40-year-old lawyer who often works late hours. He wants to eat healthily but doesn’t have the time to plan meals and shop for groceries. He would appreciate a service that delivers recipe boxes that he can quickly cook at home.

**Key Facts**:

* They often work long hours and may not have the time or energy to plan meals and shop for groceries.
* They value convenience and would appreciate a service that saves them time on meal planning and grocery shopping.
* Despite their busy schedules, they want to eat healthily and would prefer meals that are nutritious and well-balanced.

**Scenario**:

John has a busy week ahead with several court appearances. He uses the app to select meals for the week and schedules a delivery. This way, he doesn’t have to worry about meal planning or grocery shopping during his busy we

**4.** **Visual Design**

**4.1 Color Scheme**

I’ve chosen black for text, white for background, and geen for clicked button.

Here is the Hex:  
**#FFFFFF,#0000000,#1ADB1E**

* **Black text and white background:**A timeless combination that offers great contrast for readability is black text on white background. This is in line with the color theory principle of contrast, which says that designs with opposing hues are lively and visually appealing
* **Green clicked text**The psychology of color can be connected to the usage of green for clicked text. Green is frequently linked to good behaviors and might indicate to the user that they have interacted with a section of the interface successfully



* 1. **Typography**For typography, it’s important to choose a font that is easy to read and aligns with the brand’s identity.

**San Francisco:**

is an Apple designed typeface that provides a consistent, legible, and friendly typographic voice. Across all Apple products, the size-specific outlines and dynamic tracking ensure optimal legibility at every point size and screen resolution. Numbers have proportional widths by default, so they feel harmonious and naturally spaced within the time and data-centric interfaces people use every day

Because design for Ios device there are no reason using that font.

* 1. **Layout Design**

**Grid Layout:**

**It work very well in my design, because having a lot of similar elements. The purpose is** makes information easy to understand by arranging items into rows and columns.

**Card-based Layout:**

Cards are used in this arrangement to organize related items. It is helpful for showing several items at once without overpowering the user.

* 1. **Graphic Design Elements:  
     Button with icon:**
* **Purpose: Show the general of the page, help the user easy to know**
* **Design considerations:** The button's design must to be straightforward and uncomplicated. The purpose of the button should be correctly represented by the chosen icon. An "Add to Cart" button, for example, may have a "plus" icon, and a "Favorites" button could have a "heart" icon.
* **Location**: On the screen, buttons should be positioned in places that are simple to reach. Frequently used buttons ought to be positioned in more noticeable ways.

**Additional Components of Graphic Design**

* **Photos:** A well-chosen photo can improve the application's aesthetic appeal. Images of the meals or recipes can be utilized for a recipe box delivery app.
* **Typography:** The font selection has a big influence on how an app feels and looks. It should be consistent throughout the app and simple to read.
* **Color:** Color can be used to draw the user's attention to certain areas, emphasize key components, and convey meaning.   
  Shapes: Shapes can be used to establish borders, organize relevant content, and direct the user's gaze.

**References:**

“The Importance of Buttons in UX Design” by UX Planet : “Button UX Design: Best Practices, Types and States” by UX Planet : “Designing Interface Animation” by Val Head : “The Role of Images in User Experience” by UX Planet : “How to Use Images Effectively in Websites” by Nielsen Norman Group : “A Guide to Typography in UI Design” by Adobe XD Ideas : “The Importance of Typography in UI Design” by UX Planet : “Color in UI Design: A Practical Framework” by Erik D. Kennedy : “The Power of Color in User Interface Design” by UX Planet : “The Use of Shapes in Web Design with 30 Examples” by Vandelay Design : “Using Shapes in Web Design to Improve User Experience” by UX Planet