1. **Introduction:**
2. **Background:**
   1. **Considerations for User Interface Design**A multidisciplinary subject called user interface (UI) design is dedicated to the interaction and visual elements of a product. It is essential for improving user experience since it makes digital interactions fun and easy to understand.
   2. **Principles of User Interface Design**

The goals of UI design principles are to increase the design's quality by making it more effective and user-friendly1. The following are some essential ideas

**Principles in use:**

**Structure Principle:**

The design should organize the user interface purposefully, in meaningful and useful ways based on clear, consistent models that are apparent and recognizable to users

**Simplicity Principle:**

The design should make simple, common tasks easy, communicating clearly and simply in the user’s own language

**The visibility principle:**

All options and materials required for a particular task should be made visible to the user without being overly distracting.

**The feedback principle**

The design should inform users of actions or interpretations, changes in state or condition, errors or exceptions that are pertinent and interesting to the user.

**The tolerance** **principle**

The design should be flexible and tolerant, allowing for undoing and redoing1. The reuse principle states that the design should reuse internal and external behaviors and components, maintaining consistency with purpose rather than just arbitrary consistenc

* 1. **Guidelines and Standards For UI design**

A more intuitive and user-friendly interface may be produced by following a number of UI design standards and guidelines in addition to the aforementioned principles. Among these recommendations are:

**Visibility of System Status:** A clear, easily comprehensible status should always be shown on the screen to keep users informed about system operations..

**System Match to the actual World:** Depending on who their target users are, designers should mimic the language and ideas consumers would encounter in the actual world.

**User Control and Freedom:** Provide users with a digital environment where they can go back in time and undo or redo earlier activities.

**Consistency and Standards:** When creating interfaces for similar platforms, interface designers should make sure that the vocabulary and graphic elements are kept consistent.5 **Error Prevention:** Design systems with the least amount of possibility for error whenever possible

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.

**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.

**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