Aim: to develop and design a hobbies

Procedure:

· Outline your design goals and user needs.

· Set up a Figma file with frames, grids, and guides.

· Create reusable components like buttons, icons, and text styles.

· Design layouts, prototype interactions, and refine details.

· Share for feedback, finalize, and export deliverables.

Output: A screenshot of a mobile application

Description automatically generated