

Internship Day 2 Report – Zoo App Wireframing

Name:	Vishvajit Shahaji Gurav
Project:	Zoo App
Task:	App Wireframing
Tool Used:	Figma
Date:	24/02/2026
Company Name :	Inno Fortune PVT.LTD
Mentor Name :	Ms.Nikita Ghate

Objective

The objective of Day 2 was to create low-fidelity wireframes for the Zoo App to visualize the screen structure, layout, and user journey before moving to high-fidelity UI design.

Work Performed

On the second day of my internship, I was assigned to design the wireframes for the Zoo App. After reviewing the user flow, I translated the journey into structured mobile screens. I used Figma to create clean and organized wireframes focusing on usability and logical flow.

Wireframe Overview

- Splash / Scan Screen
- Ticket Booking Screen
- Item Selection (Toy Train / Camera)
- User Type Selection (Child / Adult)
- Booking Details
- Payment Method Selection
- PIN Entry
- Payment Successful
- Ticket Confirmation

Design Approach

Low-fidelity grayscale wireframes were created with a mobile-first approach. The focus was on clarity, consistent layout, and smooth navigation between screens.

Learning Outcome

This task helped me understand how to convert user flows into practical wireframes, maintain screen consistency, and plan step-by-step booking experiences using Figma.

Conclusion

The Zoo App wireframes were successfully created and clearly represent the complete user journey. These wireframes will act as the foundation for the upcoming UI design phase.

Wireframing

