# Internship Day 3 Report – Zoo App Screen Design

**Name:** Vishvajit Shahaji Gurav
**Internship Day:** Day 3
**Project Name:** Zoo Mobile App
**Tools Used:** Figma, Pinterest, ChatGPT, Dribbble
**Date :** 25 /02/2026
**Company Name** : Inno Fortune PVT.LTD
**Mentor Name :** Ms.Nikita Ghate

## Task Overview

On the third day of my internship, I worked on designing mobile screens for the Zoo App. My main objective was to improve the visual design and user experience of the application. I created clean and user-friendly screen layouts using Figma, focusing on clarity, consistency, and modern UI patterns.

## Research and Inspiration

To enhance the design quality, I conducted research on Pinterest, Dribbble, and ChatGPT. I explored modern mobile UI trends, color usage, layout structures, and component styles. This research helped me generate new design ideas and improve the overall look and usability of the Zoo App screens.

## Outcome

By the end of the day, I successfully completed the updated screen designs in Figma. The new designs are more visually appealing, structured, and user-focused compared to the previous version. This task strengthened my skills in UI design, research, and design thinking.

## Conclusion

This task helped me better understand the importance of research-driven design. Going forward, I will continue refining the screens based on feedback and further usability improvements.