

Title: To Study open source UX tools

1) Q1. Compare different features of Justinmind ,Marvel, Figma tool.

	Figma	Justinmind	Marvel
Features			
Version control	Present	Not present	Not present
Cost	Cheap	Costly	Cheap
Online tutorials	Few	Many Present	Few
Tool learning curve to use	Easier	Moderate	Moderate
Integration with the third-party apps	Slack	None	None
Real-time collaboration	Yes	Yes	No
Live previews for mobile	Yes	No	No

Q2. Which of the above tool would I recommend and use and why?

Answer : I would recommend to use figma. It is because:

Figma is one of the most powerful UI tools in the market. whether I are an experienced designer or a beginner; Figma makes it easier for I to create, prototype and collaborate

1. Collaboration :

Collaboration in Figma is simple. I can create a team and invite other users to work together on the same project. Working live in the same file is possible too. Everyone invited to the project can comment and duplicate the file.

2. Better accessibility :

It offers version of the software for individuals. The free version includes most of the features of the premium version. To open a Figma file, I just need my browser. I can work on any operating system. Figma stores every file I create in the cloud and offers Unlimited storage space for free. I don't have to worry about losing my files anymore.

3. Designing :

When designing interfaces, I need to work with the same elements multiple times, like buttons, icons, cards..etc. With the components feature, I can transform any element into a master component and create instances of it; if I add any change to a component, the same changes will be applied to all its instances. The constraints feature helps I transform my static screens into responsive design. One design fits multiple screens. The Auto Layout feature is a state of a frame that fits magically its content. I can add elements inside an Auto Layout frame without resizing it manually. Prototype a clickable and animated demos is possible in Figma. I can prototype without leaving my artboards.

Q3. While Creating my own Profile design , what things did I keep in mind about the look and feel as well as other aspects if I have considered?

Answer :

1. **Colour Combination and clean :** I ensured that the colour contrast and combination is not too distractive and flashy nor too dull. I also made sure that the profile looks neat by keeping things spaced out and using white colour to ensure neatness.
2. **Familiarity :** Users should naturally and instinctively understand and comprehend the system.
3. **Responsive :** The interface should work fast. Waiting for things to load and using laggy and slow interfaces is frustrating.
4. **Clarity:** Clarity is the most important element of user interface design. If people can't figure out how the application works or where to go on your website they'll get confused and frustrated.
5. **Consistent :** Consistent interfaces allow users to develop usage patterns – they'll learn what the different buttons, tabs, icons and other interface elements look like and will recognize them and realize what they do in different contexts.

2) Project file to be attached or the link needs to be shared.

Link : <https://www.figma.com/file/lScr8yPP82QVll2JLe2TJJ/EXP1?node-id=0%3A1>

Q4. Screenshots of the UI created with figma.



