While designing, keep documenting the whys and hows of the decisions you took. You can follow the below outline, roughly.

Did you design the interfaces differently for the admin, librarian and the user? How did you make sure the actions one can take and the access given to each role is clear on the screen.

Well, keeping things as simple and handy as they can be, using the "modal" component of bootstrap, I efficiently designed the interface. For admin, a message popped up asking whether he or she wants to add or retrieve data and then by clicking the link, he is directed to the appropriate page. While, for the librarian and user, options for adding and retrieving details respectively are provided.

You may have gone through lots of apps and websites to take inspiration for your new design. Which websites/apps did you end up taking inspiration from and why?

Not really for this purpose. I kind of had an idea about how basic websites look like. Also, while going through youtube tutorials, web designs got surfaced in my mind which added on to the final design of web pages. In conclusion, not any specific website to mention about, but yes my website framework is the result of 24*7 surfing on internet of mine.

Attach your drawings in the document. How did the design change from the drawing phase to Figma/XD/Sketch phase. Describe any particular challenges or observations you made while converting the drawing to an actual design.

So here the story begins:

Part1: Although I was more involved with HTML CSS but as the question stated, FIGMA was a possible "candidate" and I felt why not give it a try. And yes, it came out to be really easy and efficient to use for designing purpose and also for prototyping. I made wireframes (**REFER figma_wireframe.pdf**) and used FIGMA to take them from drawing phase to actual design phase (**Yogya.pdf**) but real problem began when I realized taking input from user and storing etc. cannot be done using FIGMA alone as a result ANIMA plug in came in picture but you know expectations kill, and this time wasn't different either, after all that hustle bustle and chaos I created, after 3 days I realized it is time to go back to our HTML. I even queried my seniors because of this, sorry to them if they're reading.

Part 2: Now with full spirit, I started designing web pages again, trying to do it differently (after being fed up from past experiences). (**Refer lib_bs_wireframe.pdf**). But soon(2 days only this time) I realized using HTML CSS alone will take me an year to actually design the level of

website I am expecting myself to. Fortunately, light of bootstrap helped me to get out of this and yes, it was really time saving! Navigation bar and modals, components which will be tricky in designing in HTML CSS were very easily designed and manipulated using bootstrap. And things finally started going smoothly, but don't worry this is not the end. After all, how can problems end so easily for an IITian, that too of Delhi.

Part3 : Encounter with PHP and MY SQL, the part which I felt would be the most easiest one to tackle and use, turned out to be the worst part of this journey of task 2 (after all expectations, you know) Hard to describe what all happened, and I guess you won't be interested either, in summary I'll say, that after all ups and downs, storing data and retrieving details worked pretty well in the end, but still the website doesn't fulfill the complete purpose that a library management system is expected to.

 Like, I could not successfully run SQL queries to retrieve data, so they are not added yet,

And also there is some issue with switching between php and html files

How does your design adapt to different screen sizes? Is there a consistent design language across mobile and desktop devices?

Initially, while using FIGMA, I had thought of preparing a responsive site by separately designing web pages for devices of different sizes, but by the virtue of this destiny, I luckily moved on to bootstrap which itself provides this feature of making a website compatible with all devices and transforming in such a way that design still looks presentable.

How accessible is your design? How does it improve on the old design? Read about Google's Material Design Accessibility guidelines or Apple's Human Interface Guidelines to learn more.

This is a question whose best answer you can find by visiting the website of mine and looking at different features it has to offer. For reference I have also provided a short video link where I have depicted the working of my website.