nGauge

UI UX DESIGN BRANDING DEVELOPMENT

Multichannel labour management platform

nGauge labour app helps you interact with all your employees from a single unified platform and provide an enriched experience

nGauge

nGauge nGauge nGauge

SCOPE OF WORK

Problem solving

Before designing, we agreed on what are the functionalities that the website will hold as well as keeping in mind the pro and cons of competitors in the market.

Research

We analysed the target audience, competitor services, their strengths and weaknesses, and conducted interviews to fine-tune the ideas.

Prototyping

After the initial phase is done, We converted our findings into low fidelity wireframes and developed interactive prototypes, and

Design

After finalizing and iterating after prototyping phase, we moved on to the visual part of Proof of concept. We started with design system and second phase of prototypes.

Iterations

Iterations and improvements are done, we test the UI and make a report of the results. In this phase we also have the phase to make the UI highly user friendly.

PROJECT TIMELINE

Project process & timeline

The overall goal of this design process is to help us design the best product, processes, strategies for the overall concept and even to stick to a particular timeframe to deliver the product in a stipulated time.

1. **Defining the problem**
   As a team nugget to define the problem so a clear vision is established, and the team is aligned a understand the problem more clearly.

2. **Gathering information**
   Work play, we create desktop, found competitors and gathered data to make our research complete.

3. **Inspecting ideas**
   We have to look and find the ideas to fulfills prototypes to get better understanding of the product. Also we start the logo as we designed the product.

4. **Generating solutions**
   We have our prototypes ready, and we now visit our liability prototypes and moved on to make visual design for the requirements ready.

5. **Refining the designs**
   We have received from all the stakeholders stakeholders and our company members and refined the made designs that we made.

APPLICATION ARCHITECTURE

Information architechtore

- **DASHBOARD**: Rooms statistics | Tasks of day | Employee shifts | Work hour statistics
- **TASK**: Tasks of day | Create new task
- **USERS**: Filter & sort options | User lists | User profile page
- **CHECKLIST**: Select task type | Edit checklists | Add new checklist
- **ROOMLIST**: Filter & sort options | Room list
- **FORECAST**: Room forecast | Labour forecast | Select date range | Weekly forecast | Daily forecast
- **TRAINING**: Create training module | Assign training module
- **SETTINGS**: General settings | Account settings | Language Preference | Timezone | Employee shift hours | Day starting time | Activity logs | Help & support

STRUCTURE

Wirefrmaes

Wireframes, also known as a page schematic or screen blueprint, is a visual guide that represents the skeletal framework of the web app.

DESIGN SYSTEM

Style guide

UI style guides are design and development tools that brings life to user interface and experience.

Typography

Aa

GT Walsheim Pro

Regular Medium Bold

Aa Bb Cc Dd Ee Ff Gg Hh Ii Jj Kk Ll Mm Nn Oo Pp Qq Rr Ss Tt Uu Vv Ww Xx Yy Zz

NAME	CLASS	WEIGHT	STYLE	SIZE	LINE HEIGHT
heading 1	h1	500	Medium	32px	44px
heading 2	h2	500	Medium	24px	33px
heading 3	h3	500	Medium	20px	28px
heading 4	h4	500	Medium	16px	25px
Section text	p	500	Regular	14px	22px
Low Fac	small	500	Regular	12px	18px

Color Pallet

#001C7B, #1A2D6D	#EF5DA8	#1D2D5D	#F5F5F5	#C4C4C4
Primary	Secondary	Text	Background	Label

#C7B200	#F2C750	#FF9E4E	#0F8BFD	#5FBFFA
Progress	Warning	Error	Blue	Cyan

Iconography

OUR VISION

Final outcome

We made the visual design keeping in mind the finalised prototypes. Each screen was designed and re-iterated for improvement during design critiques before being handed off for development.

DASHBOARD

USERS

TASKS

CHECKLISTS

ROOM LIST

TRAINING

FORECASTS

SETTINGS

INTERNAL COMMUNICATION

RESULTS

Our findings

According to the research done and requirements provided, we have tried to solve all the problems faced by the users. However, during all large projects, we have faced some problems. But, the usage requirements make enterprises and execution very difficult. Overall, the whole project consumes a lot of time.