PictoWall

PictoWall is Wallpaper Application For Various Wallpaper Design & Functions To Be Explore...

Shifter System Technology

Overview

This Project Objective Was To Design A Very User Friendly Wallpaper App For The Users And Helps Provide Best Services With A Easy To Use Services For Everyone. PictoWall Isn't Just About Wallpapers, It's About Experiencing A World Of Aesthetics. Our Collection Spans Various Categories, Each Designed To Resonate With A Different Facet Of Your Personality.

Design Process >>>

1. Ideation
2. User Research
3. User Flow
4. Wireframe
5. Style Guide & UI Element

User Flow

In Order To Design The Best Experience, I've Look At The Possible Paths The User Might Take During Their Journey And Examine. What Happens During Each Step. I Usually Create A Map In Figma To Get A Detailed View Of The User Flow.

- Splash Screen → Home Page Screen
- Home Page Screen → Menu Bar, Categories
- Menu Bar: Home, Category, Rate App, Contact Us, Settings
- Settings → Notifications, Term & Conditions, Privacy Policy
- Categories: Pattern, Food, Dark, Flower, Cat, Mountain, Quotes, Water
- Pattern → Image → Download & Apply → Set To Home Screen, Set To Lock Screen, Set To Home & Lock, Close

User Persona

In The Initial Stage Of Creating The Application, We Paid Special Attention To Creating User Personas. Since Our Application Is User-Oriented, We Used The Human Centers Design Methods.

Name: Rihaan Jha
Age: 28 Years
Profession: Accountant

He Is A Working Professional Busy In Work Everyday.

Goals

- Wants A Proper HD Images App.
- Multiple Options For Exploring Images.
- Represent Our Personality.

Frustrations

- Get Low Quality In Other.
- Not To Many Options To Explore.
- Don't Goes With His Favor.

Name: Anaya Khan
Age: 21 Years
Profession: Manager

She Is Manager. Love To Explore Different Pattern, Abstract, Aesthetic Wallpapers.

Goals

- Wants To Explore Images.
- Want Free Images.
- Quality Images To Share.

Frustrations

- Dont Get Lots Of Images To View.
- Need Subscription.
- Quality Is Poor.

Wireframes

Based On The Research Conducted At The UX Stage, We Started Developing Wireframes. It Was Important To Conveniently Arrange The Elements On The Screens And Provide An Intuitive Structure Of The Application.

Style Guide

We Wanted To Choose A Bright And Eye-Pleasing Color Palette And Readable Front, As The Application Will Be Used On All Phone Sizes.

Primary & accent colors

Secondary colors

Typeface
Poppins
A B C D
a b c d
1 2 3 4

Typeface
Aref Ruqaa
A B C D
a b c d
1 2 3 4

Screen Preview

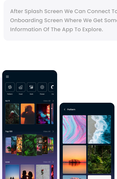
Below We Will Take A Look At The Most Important Application Screens Separately.

Splash Screen >>>

When A User Download The App For The First Time, After Opening The App We Connect To The Splash Screen For The First View.

Onboarding Screen >>>

After Splash Screen We Can Connect To The Onboarding Screen Where We Get Some Information Of The App To Explore.



<< Home Page Screen

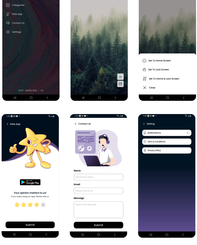
When You Proceed With The Onboarding Screen You Can Connect With Homepage Where You Get Things To Explore.

<< Categories Sub Screen

After Selecting Particular Category From The Homepage You Can View The Wallpaper To Your Point Of View.

Other Screens

Combining all the elements together, the result is a clean, moderately bright application.



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Thank You!