

Guadalupe Cantera

CSCI 1300 User Interface User Experience

**Key Links:**

Website: <https://gcantera5.github.io/UIUX-Capstone-Project/>

Figma: [Studio Figma File](#)

**Abstract:**

My project is a web-based application designed to mimic the aesthetics of the popular music streaming platform Spotify. Based on a Figma design assigned in a lab session at the beginning of this semester, where I was tasked with creating an interactive prototype of multiple pages, this project represents the culmination of my learning experience with Figma and overall front-end UI/UX development.

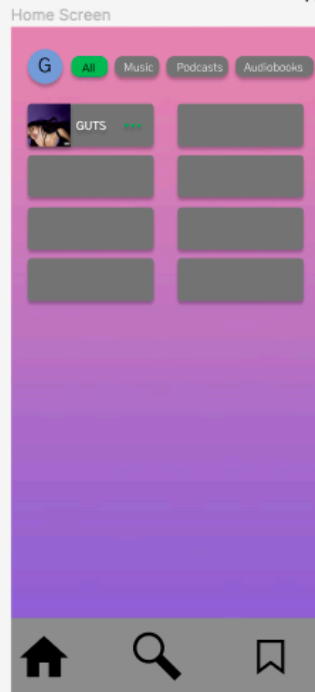
My mock Spotify project offers a range of functionalities to enhance the user experience. Users can toggle between eight preselected albums, each offering a unique collection of songs to explore. Additionally, the shuffle feature allows users to randomize the order of songs within each album.

At the bottom of every page are three buttons: a home button, a search button, and a save button. The home button allows users to navigate back to the homepage seamlessly. The search button lets users search for specific songs within a given album. Finally, the save button takes users to their personalized playlist with all their saved favorite songs in one place. These buttons are designed to streamline navigation and provide users with a fun and interactive experience with the platform.

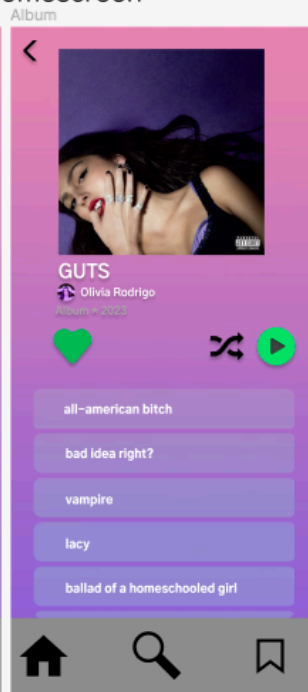
## Screenshots:

Original Figma design:

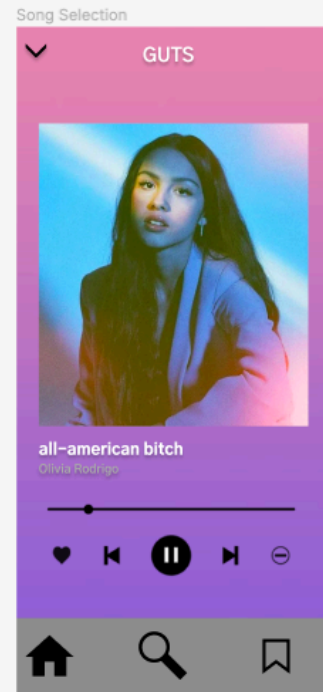
Clicking on the Guts album takes you to the page with a list of all the songs



The back arrow takes you to the homescreen



The down arrow takes you back to the different choices



a user can scroll through the list of songs on the album page

Final Product:

