

## UX REPORT

## Objective:

To design an app for Way2grow Organisation. This paragraph contains my understandings about the idea and the theme proposed by the client. So the company sets up hydroponic farms in a large scale manner, so inorder to manage the sensor datas from the farm and controll the switch through IOT

the app is made.

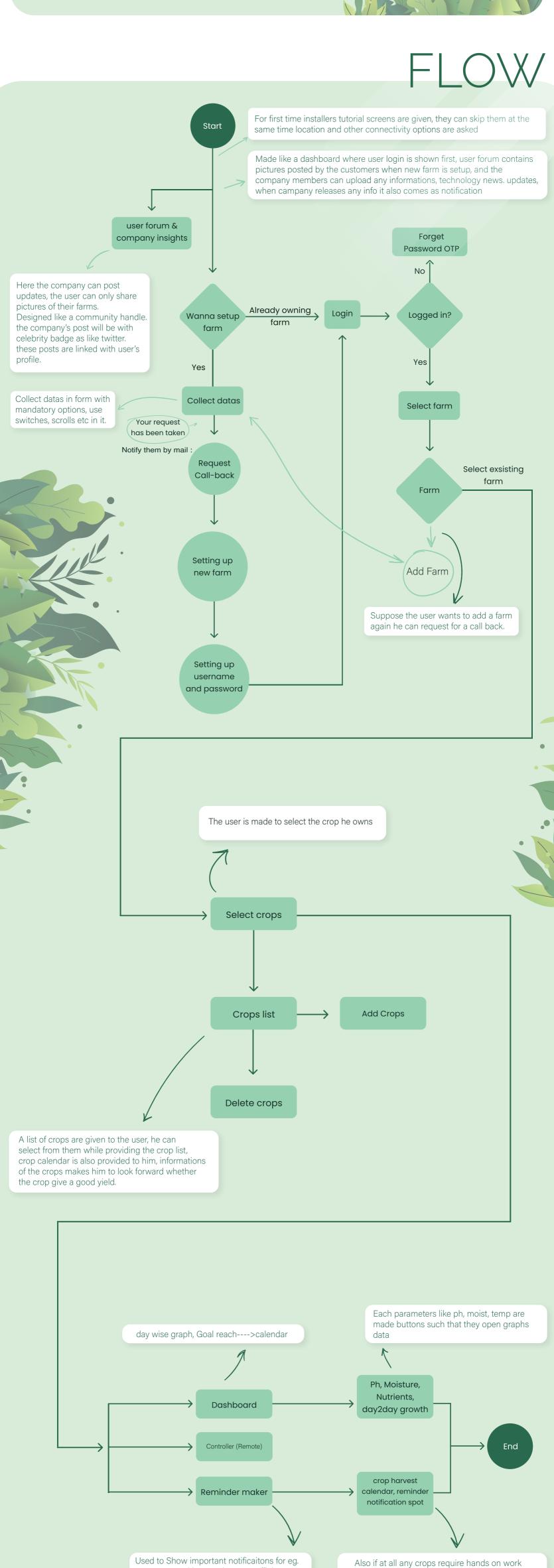
## Competitive analysis:

I've researched about hydroponic apps, one is Nanny by easyponics, this device focuses on hypdroponic growth at home. it also comes with an app which includes basic dashboard option and alerts. our first version of the app will be with same features re-designed with more

user experiences.



monitor the farm in phone i.e. iOT remote and webcam integrated in a single app. Our app is one step ahead of these apps that i've discussed it in below given flow....



Result:

since the client wanted to test the app, a basic design with basic UX is designed by neglecting the following UX's. \_ User forum part

The above given flow is the detailed and advanced version of the app.

to do list is given here.

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motor not working, nutrients unsufficient etc.

and no. of notifications are shown in badges

used to make alerts for eg. tank cleaning alert,

in the dash board.

Profile part is added at the corner it also includes customer care support info

crop selfcheck alert etc.

- Add farm part Day2Day growth part Remote controlling part

So, the wireframing is proceeded only with the basic version of the app as per the client's requirement. In future further versions with all the advancements stated are inlouded.

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