

User interface design Merito University Warszawa,
Summer semester edition 2026-27

Final project

Your task is to prepare interface for the Goal Planning application. Both mobile and desktop versions are required.

The application should use game/achievement system (of your design) to inspire user to create and fulfill personal assignments.

The user interface of the application should be designed according to the principles of usability, clarity, and motivation support. The interface must encourage regular interaction, reduce cognitive load, and clearly communicate progress and rewards.

The application is intended for mobile and desktop devices (eg. all smartphone interface elements must be optimized for touch interaction and small screens).

The interface design should comply with the following principles:

- **Simplicity** – the interface should be intuitive and easy to understand without prior instructions.
- **Consistency** – similar actions and elements should look and behave the same across all screens.
- **Visibility of system status** – the user should always be aware of their current progress, level, and streak.
- **Positive reinforcement** – visual and textual feedback should motivate the user rather than discourage them.
- **Accessibility** – sufficient contrast, readable typography, and scalable text size should be applied.

Make ONE PDF file, including 3 tasks:

- problem analysis (task 1),
- your proposal for award/inspiration system (achievements/competition with other users/publishing results etc.) (task 2)
- screens of an application desktop and mobile version (task 3).

Note: no coding is required, this task is purely concept and visual!

HOW TO DELIVER?

The PDF file should be named xxxxx.pdf where xxxxx is your Student ID.

Send the file by email to: w.moscibrodzki@gmail.com

Email subject should be: INTERFACE DESIGN MERITO WAW

In the email body specify: your name, surname and your Student ID

DEADLINE: 11th May 2026.