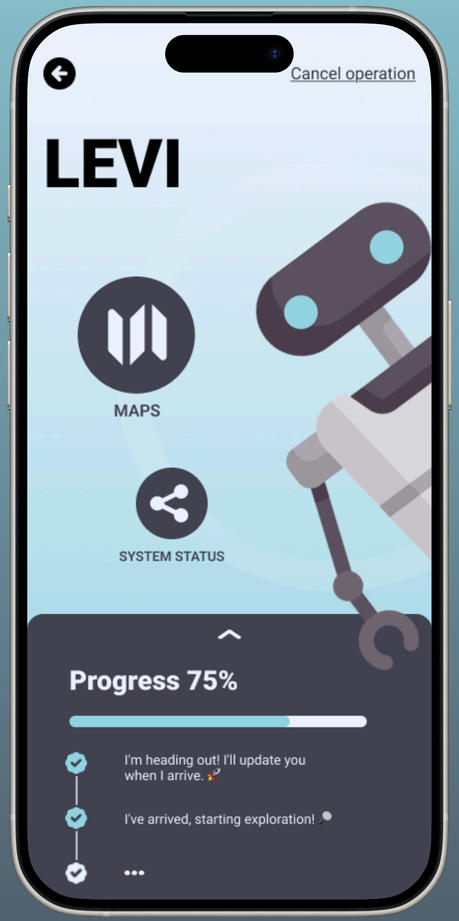
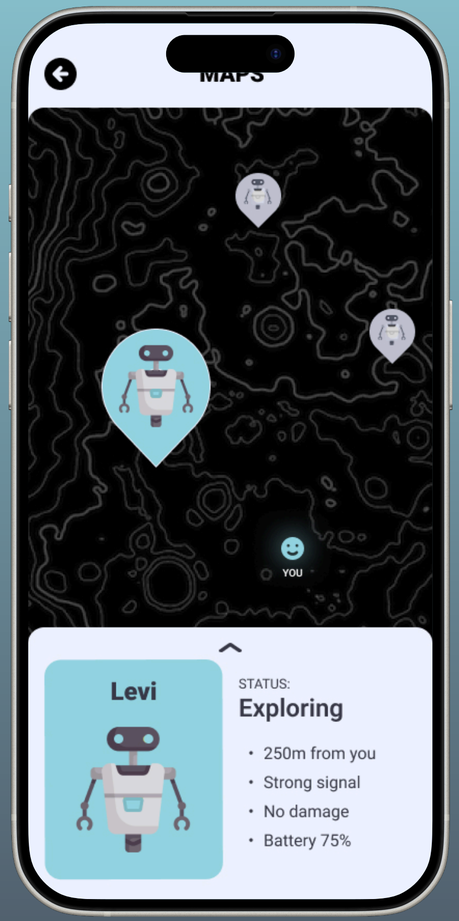
Mobile App Design

Hexabot

Homepage



Operating page



Maps

Brief

The goal of this project was to design a mobile app for managing Hexabots multi-purpose robots essential for survival in lunar colonies.

Set in an alternate version of the year 2025, humanity has begun colonizing the Moon.

Users, including explorers, researchers, and families, live and work in extreme conditions, relying on Hexabots to explore unknown areas, collect resources, grow food and carry out critical tasks that support life on the Moon.

The challenge: design and deliver a complete solution within just 4 days, including:

- A wireflow of no more than 12 screens.
- 3 high-fidelity UI screens, with pixel-perfect detail.
- A realistic mobile experience aligned with 2025 smartphone capabilities.

This project was created as a submission for the Designflows 2025 contest, organized by Bending Spoons.

5 Key User Needs from the brief

The app must support quick, intuitive, and efficient interaction with Hexabots, even under stress, urgency, or limited visibility.

1. **Accessibility in critical conditions**
2. **Task Assignment Under Pressure**
3. **Real-Time Status Feedback**
4. **Personalization & Recognition**
5. **Visualizing Bot Positions in Real Time**

1. Accessibility in critical conditions

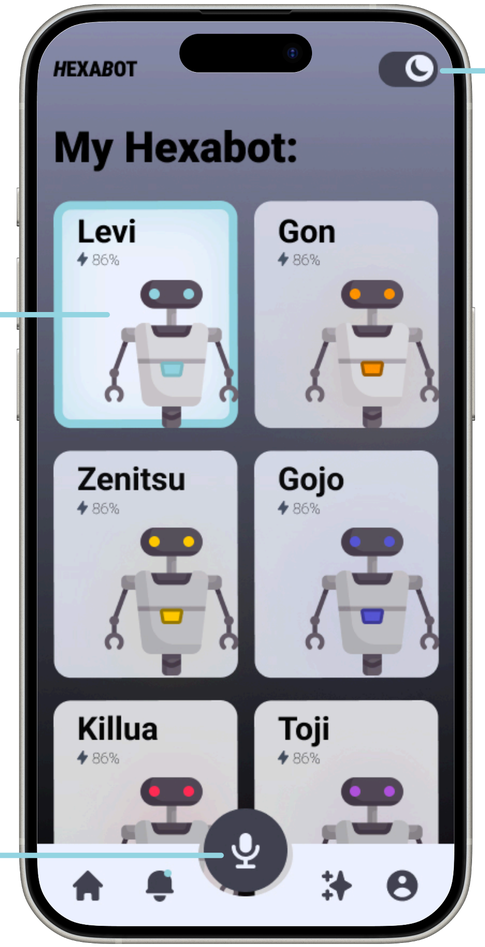
Brief Requirement

Users must interact with the app in **harsh conditions -** low visibility, gloves, or busy hands. **Voice control** is also essential for hands-free use.

How I solved it

- I introduced a **dark/light mode toggle** on the homepage and designed large, **high-contrast buttons** for quick interaction in low-visibility conditions.

- Included a **microphone button** that activates voice control via the command “Hey Hexa”, allowing full interaction without touch.



Dark/Light Toggle
Switch interface for visibility

Glowing Blue Border
Active task in progress

Microphone Icon
Activate voice control / “Hey Hexa”

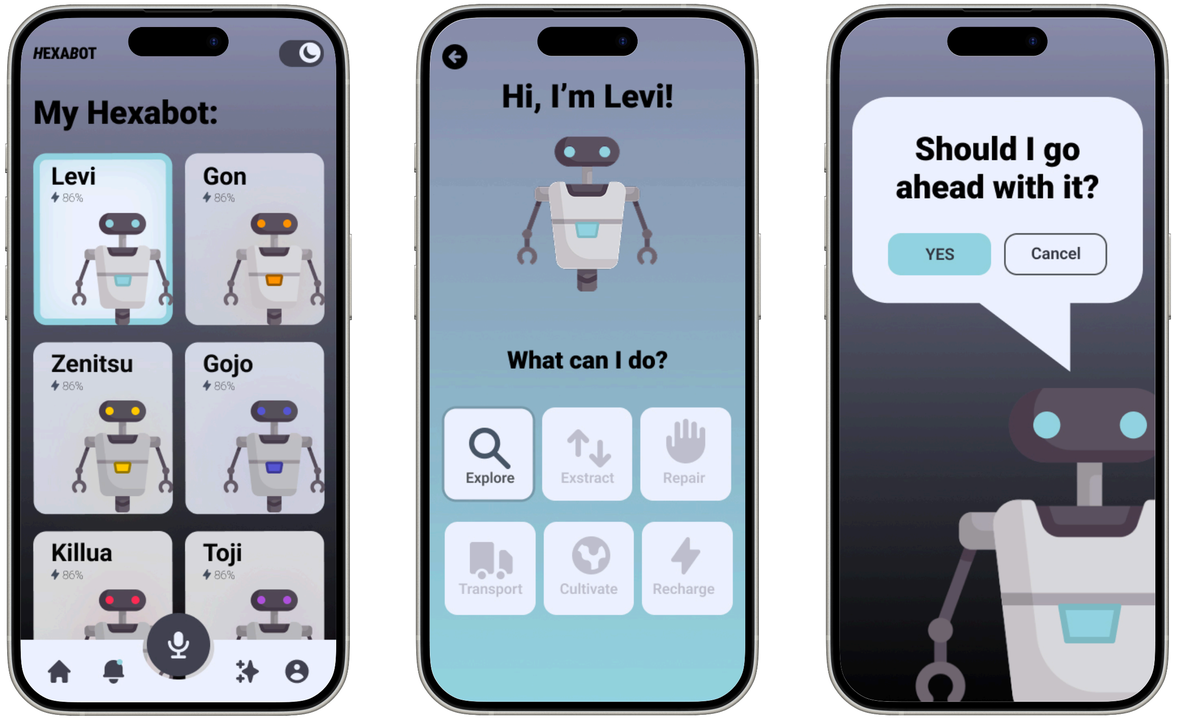
2. Task Assignment Under Pressure

Brief Requirement

Most users **assign tasks** to Hexabots in urgent situations, often with minimal time to plan.
The process must be fast, **intuitive** and reduce user stress during emergencies..

How I solved it

- I designed a **quick-access button** on the homepage to assign a task in just one tap.
- The task flow is limited to a maximum of **3 steps.**
- The interface minimizes cognitive load with simple language, icons, and defaults based on the most common user actions.



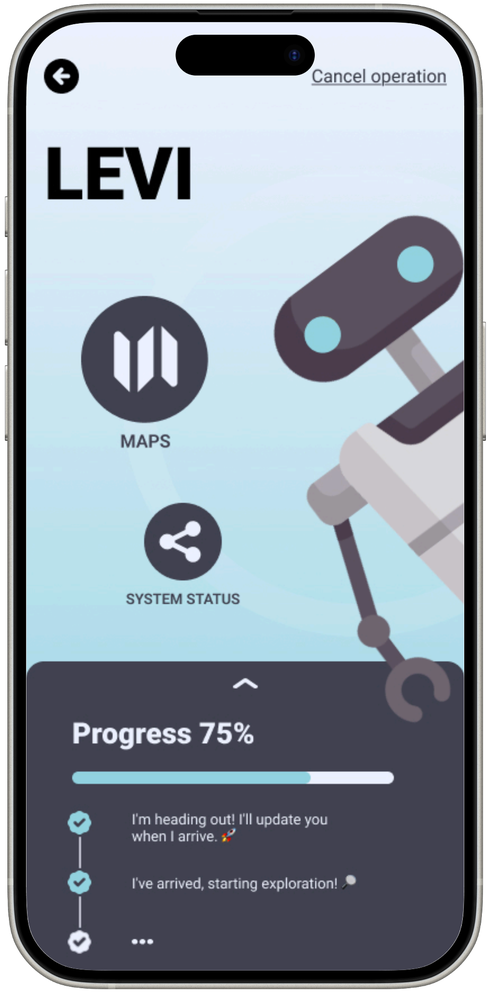
3. Real-Time Status Feedback

Brief Requirement

Users **frequently check the status** of their Hexabots and need a quick, readable way to understand who's active and what each bot is doing.

How I solved it

- Active Hexabots are **clearly highlighted** with a bright blue border around their card on the homepage.
- Tapping a card opens a detailed view showing task progress and access to live **maps** and **system status.**
- Progress is tracked with a visual timeline, offering **real-time feedback** in a conversational tone (e.g. "I've arrived, starting exploration!").



4. Personalization & Recognition

Brief Requirement

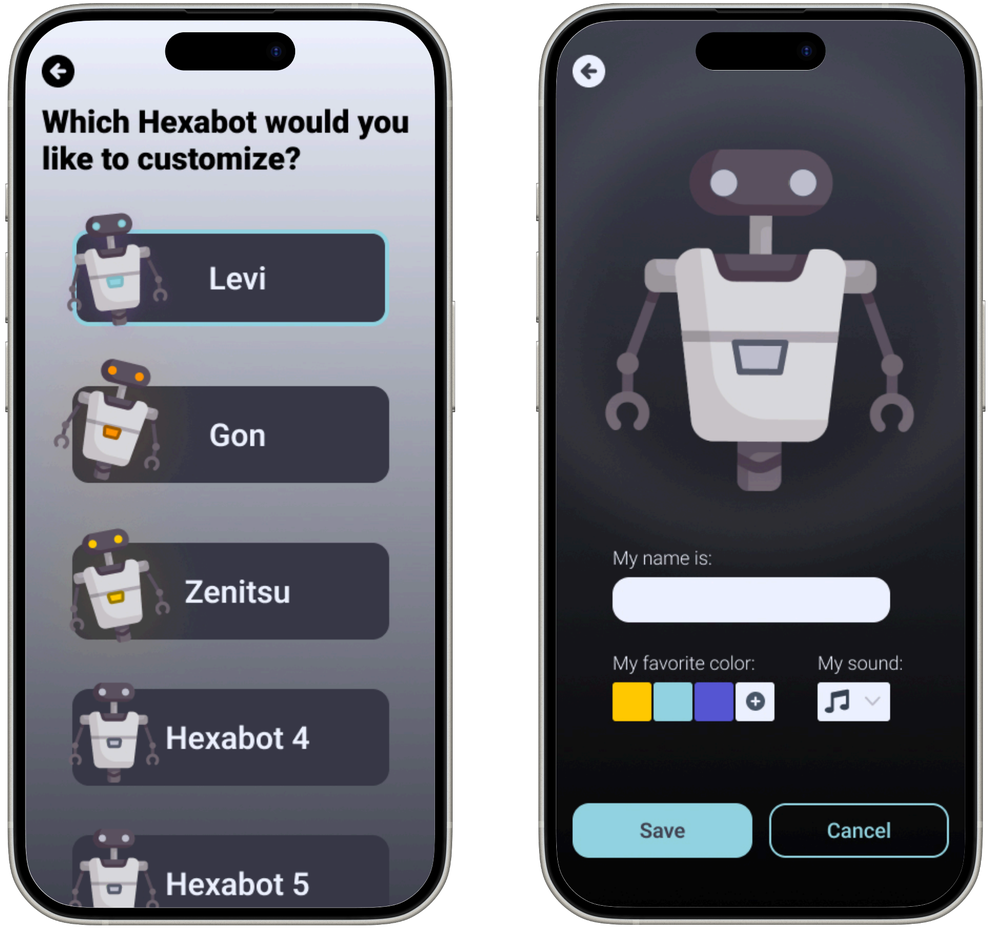
Users want to easily identify and **personalize** their Hexabots, especially when multiple bots operate in the same area or perform similar tasks.

How I solved it

Each bot can be fully personalized by assigning:

- a custom **name**
- a unique eye **color**
- a distinct recognition **sound**

These elements help users quickly distinguish bots on the homepage and visually/audio-identify them on the map when multiple units are active.



5. Visualizing Bot Positions in Real Time

Brief Requirement

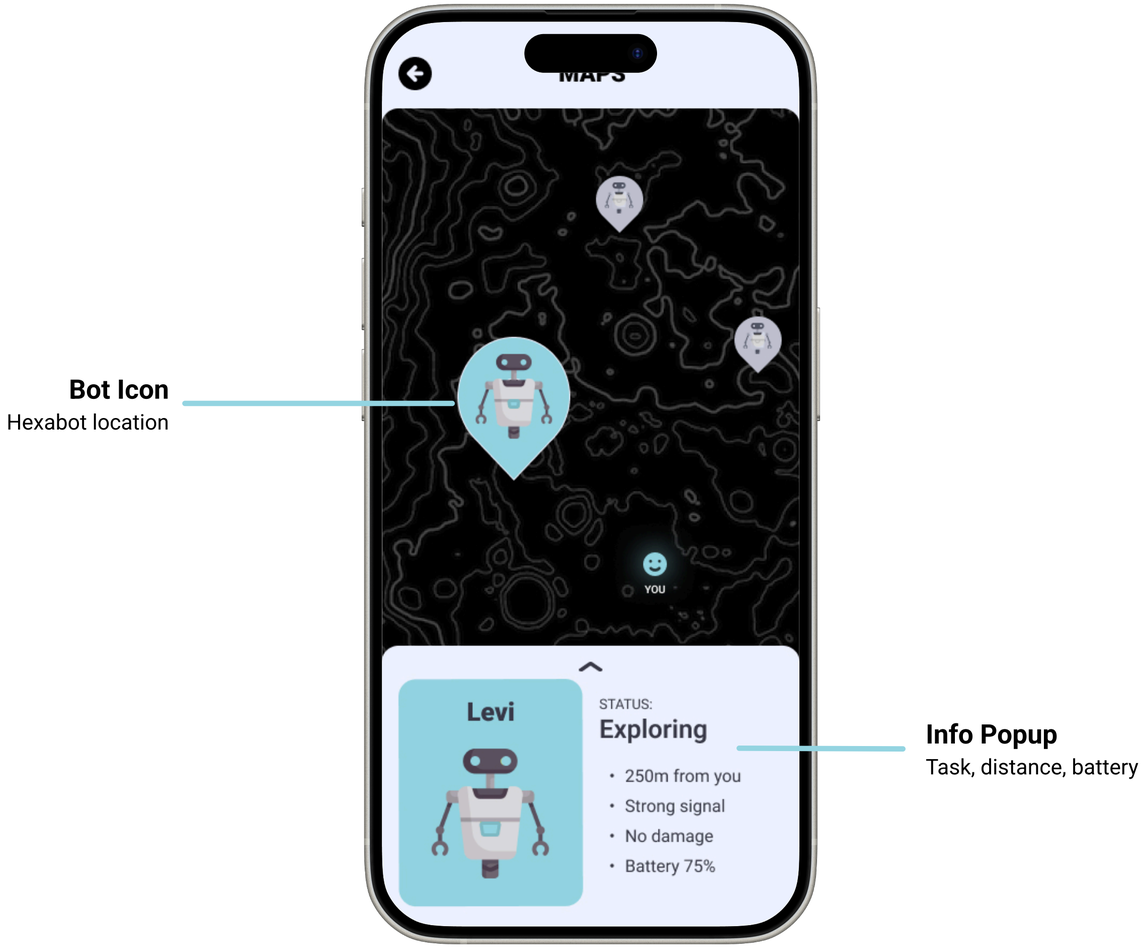
Users must be able to see where each Hexabot is **located** and distinguish between them, especially when multiple bots are operating in the same area.

How I solved it

I designed a **live map view** that shows:

- The user's own position
- Each Hexabot represented by its personalized icon and name
- A map pop-up with real-time info: task status, distance, battery, signal, and damage report

This makes it easy to **identify** and track each unit at a glance, even in dense operational zones.




BATTERY
Cancel
What can I do?
Explore
Exstract
Transport
Repair
Cultivate
Recharge
LEVI
Cancel operation
MAPS
SYSTEM STATUS
Progress 75%
I'm heading out! I'll update you when I arrive.
I've arrived, starting exploration!
Levi
STATUS:
Exploring
250m from you
Strong signal
No damage
Battery 75%
YOU
Levi
ENERGY
DAMAGE
BATTERY
TEMPERATURE
SYSTEM STATUS
Cancel operation
Should I go ahead with it?
YES
Cancel
MAPS
HEXABOT
My Hexabot:
Levi
Gon
Zenitsu
Gojo
Killua
Toji
Profile
Settings
Mission completed
Progress
Zenitsu
Hexabot 4
Hexabot 5
Hi, I'm

What I Learned

This project challenged me to design **under time pressure**, **solve complex user needs** and work within strict technical constraints.

In just a few days, I learned how to:

- Translate a detailed brief into clear UX goals.
- Prioritize accessibility and usability in high-stress environments.
- Design with both logic and empathy, balancing function and personality.

Even though this was a contest submission, it became a real opportunity to grow as a designer.

I strengthened my decision-making, improved my UI consistency, and practiced presenting design solutions with clarity.

I’m proud of how I turned a sci-fi scenario into a believable and intuitive mobile experience.

Thank You!

Samuela Buttini