



Sticker Feature

UI Design

Monetization

Wireframe

A design for **BENDING SPOONS**



Remini is a Mobile Photo Enhancer.

It improves the quality of your photos in one tap. It is a structured app with a solid design system.

The task was to **design the UX and the UI of a new feature for Remini that allows users to add stickers to the enhanced photos**, while remaining coherent with the existing design system and style.



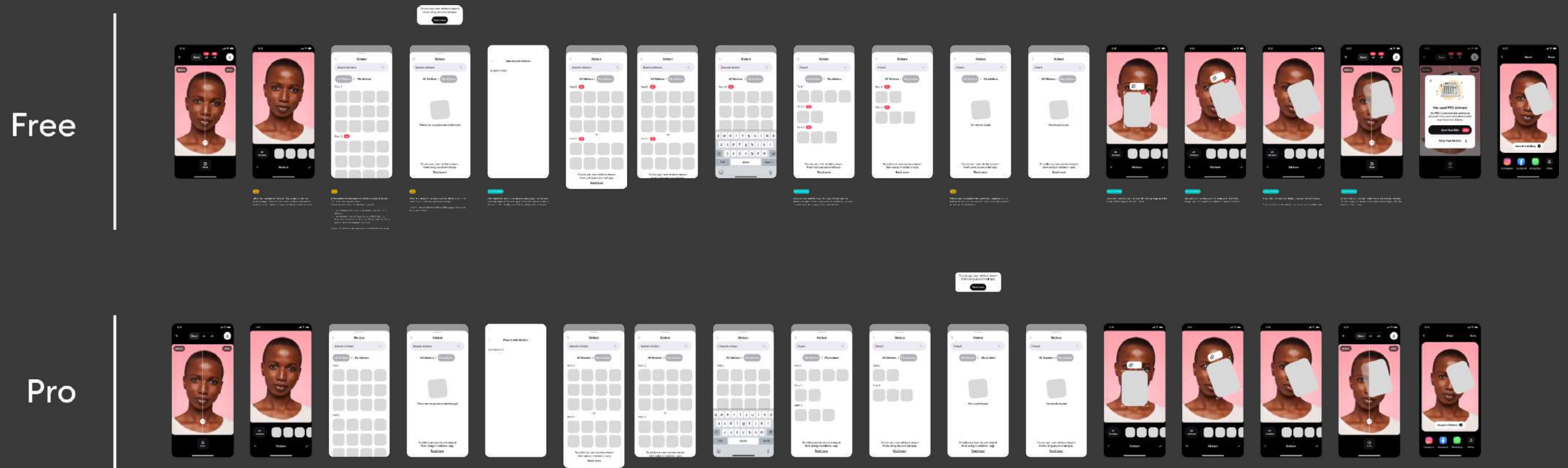
Defining Requirements:

- There is a huge amount of Remini stickers
- An active user can add a huge number of stickers
- Stickers are stored locally
- Remini has an internal image-recognition software to associate words to the images
- The research use this software to find the stickers that are related to the searched term
- Stickers are not animated: animated stickers require the image to be exported as a gif, that extremely reduce the quality. This is non-sense with a Remini enhanced photo.
- Stickers are divided in packs. Remini packs have a maximum of 16 stickers.

Discussion with the product team about the aim of the features, technical limitations, requirements and user needs.

Definition of two flows (FREE and PRO users) paying attention to the requirements and the monetization aspect. In the flows there are some notes for the developers, about the behaviour of the app.

Wireframe



[Check out the Prototype!](#)

Prototyping

