

Introduction

Queue'd is a fun, swipe-based social app that helps gamers find the right friends to play with. Instead of focusing on dating, the app makes it easy to match with people who share the same games, playstyle, vibe, and availability. Blending the fast, swipe-driven energy of Tinder with the community feel of Discord, Queue'd lets users discover duo partners, teammates, or casual gaming buddies without awkwardness. Profiles highlight game libraries, interests, and personality, while built-in scheduling tools make it simple to plan sessions across time zones. With playful themes, quizzes, and strong privacy controls, Queue'd creates a safe, exciting space where gamers can connect, chat, and queue up together effortlessly.

“ Because every gamer
deserves good friends ”



DESIGNING PROCESS

DISCOVER



Explored a variety of research approaches and collaborated in groups to gather perspectives. Developed a structured UX Research Plan, conducted extensive secondary research, and collected real user insights through interviews and surveys.

DEFINE



Developed Empathy Maps and User Personas to understand user needs more clearly. Evaluated key findings, mapped out the User Journey, and documented requirements in a detailed Product Requirement Document.

DEVELOP



Outlined User Flows and Task Flows to clarify interactions. Produced initial wireframes to visualize functionality and refine the overall experience.

DELIVER



Established the Style Guide and assembled the UI Kit. Designed both mid-fidelity and high-fidelity screens, refined layouts through iterations, and finalised the UI for presentation and submission.



Roadmap

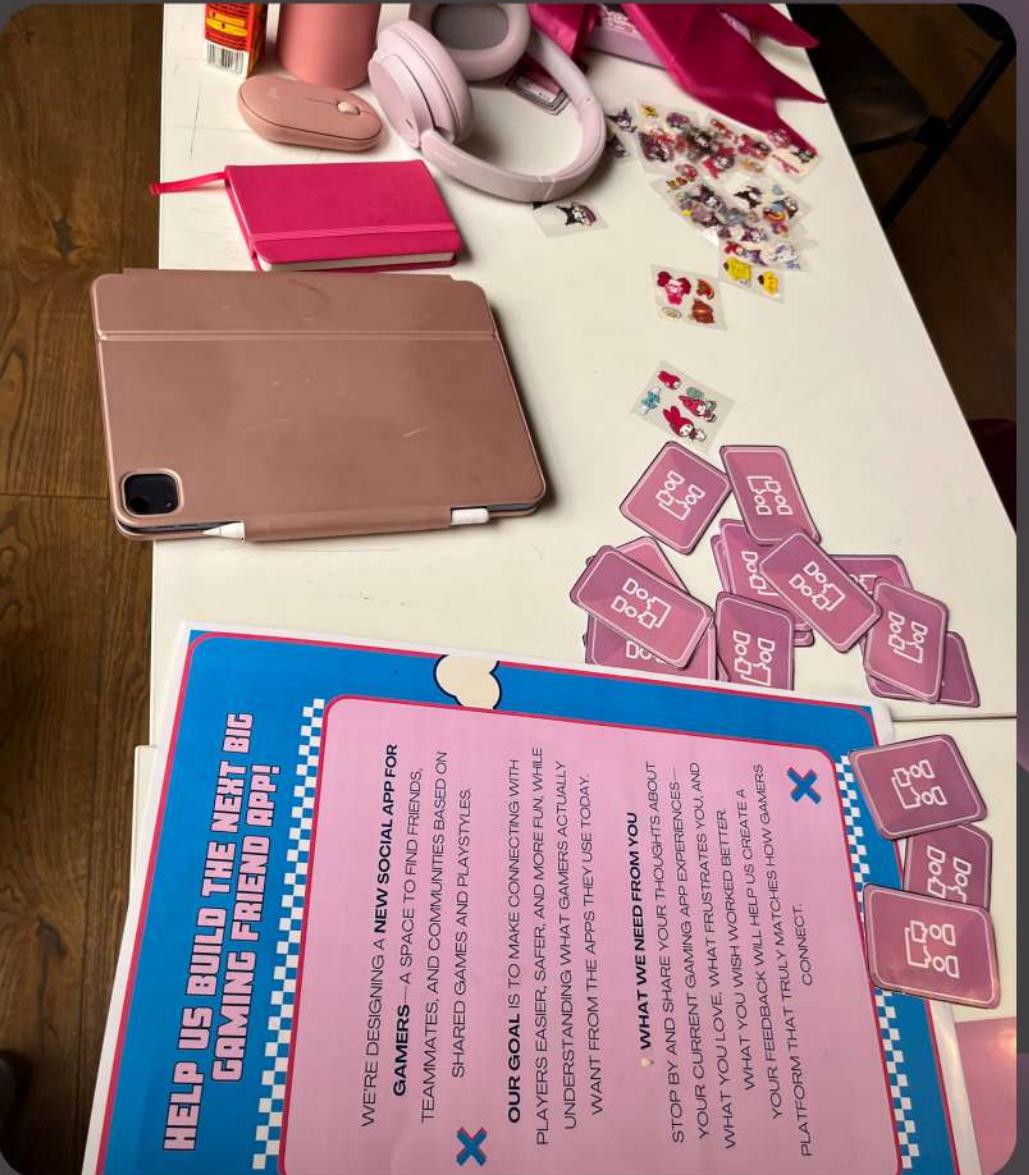


PICTURES OF RESEARCH INTERVIEW

Board for explanation



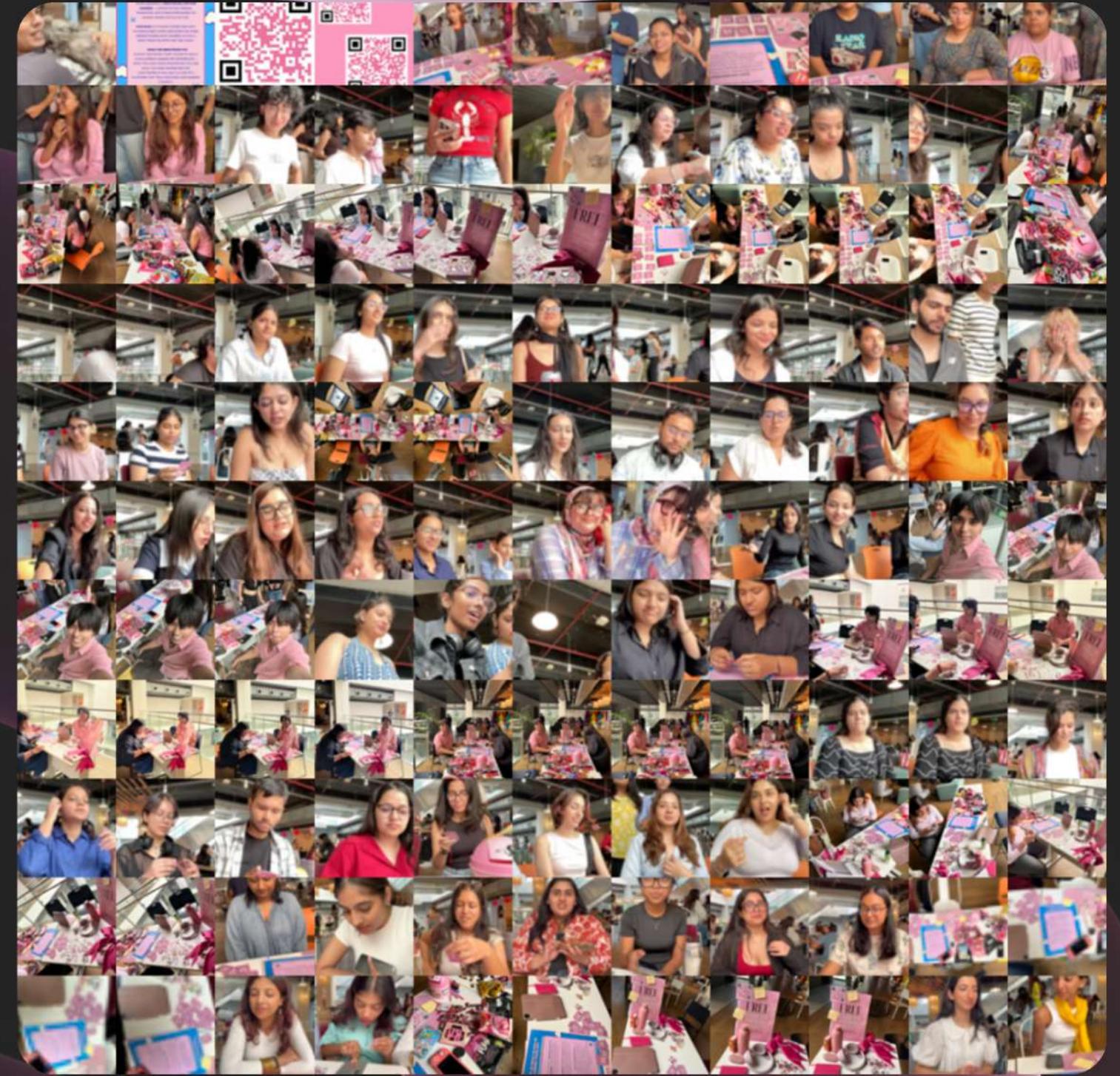
summary sheet



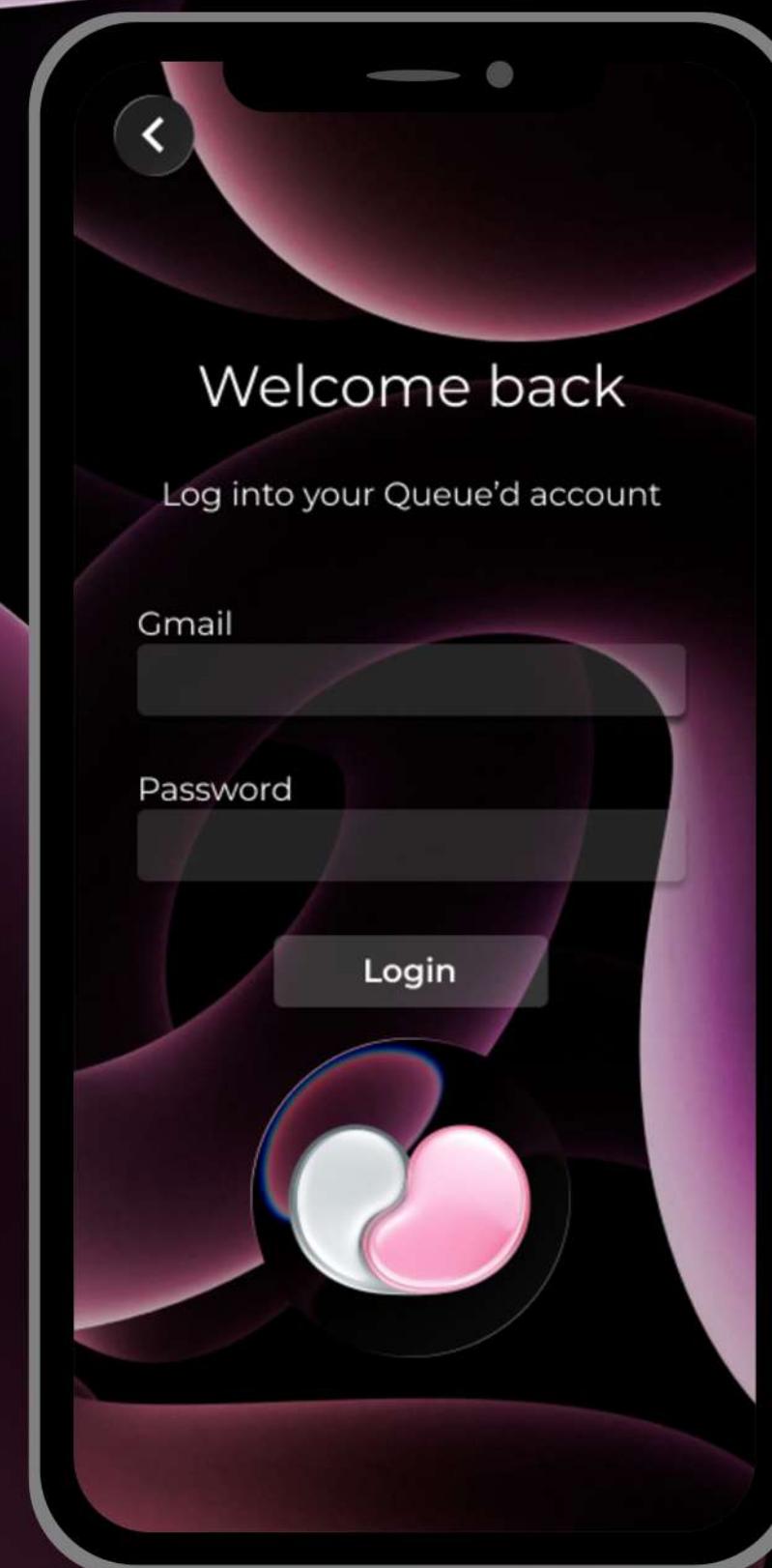
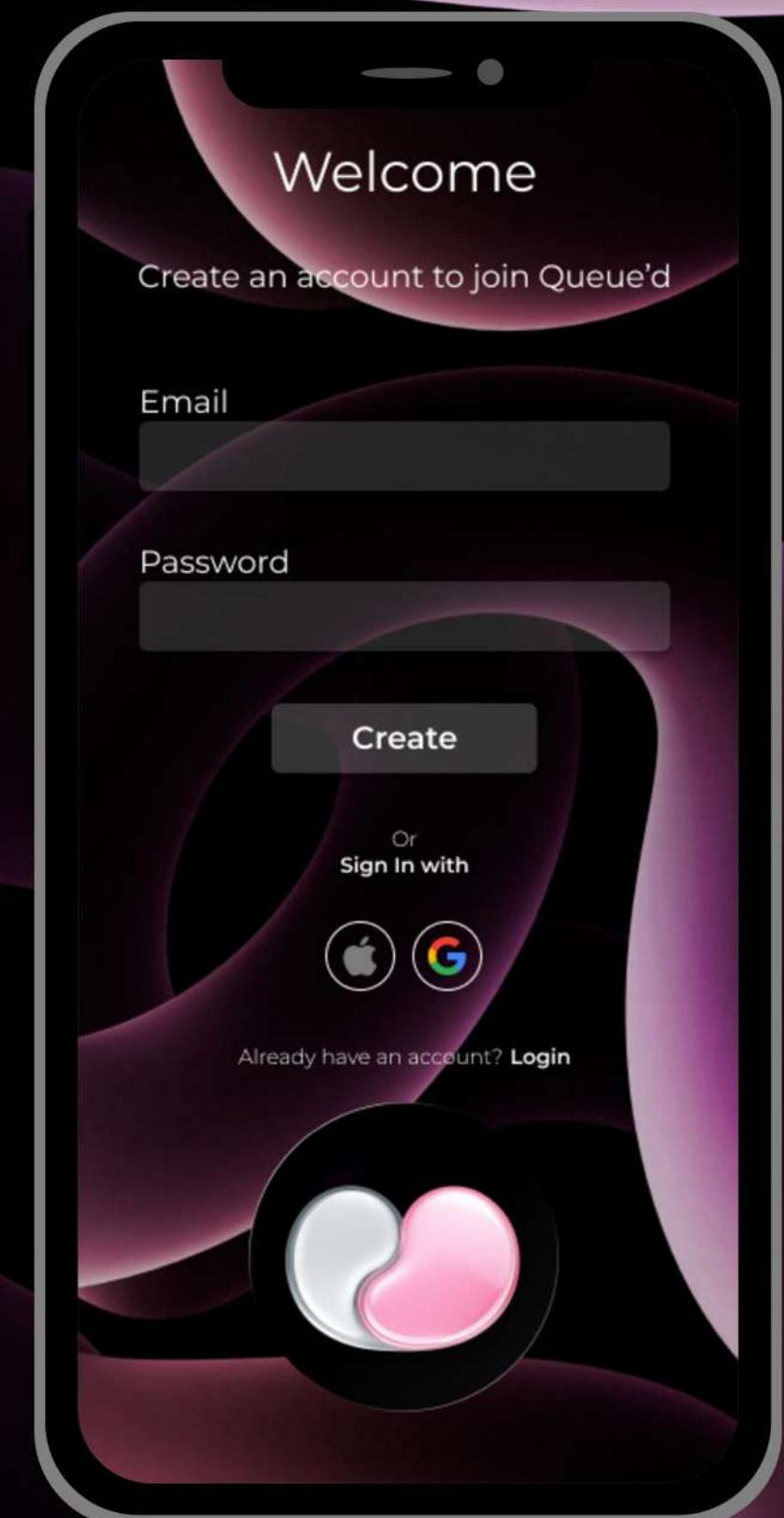
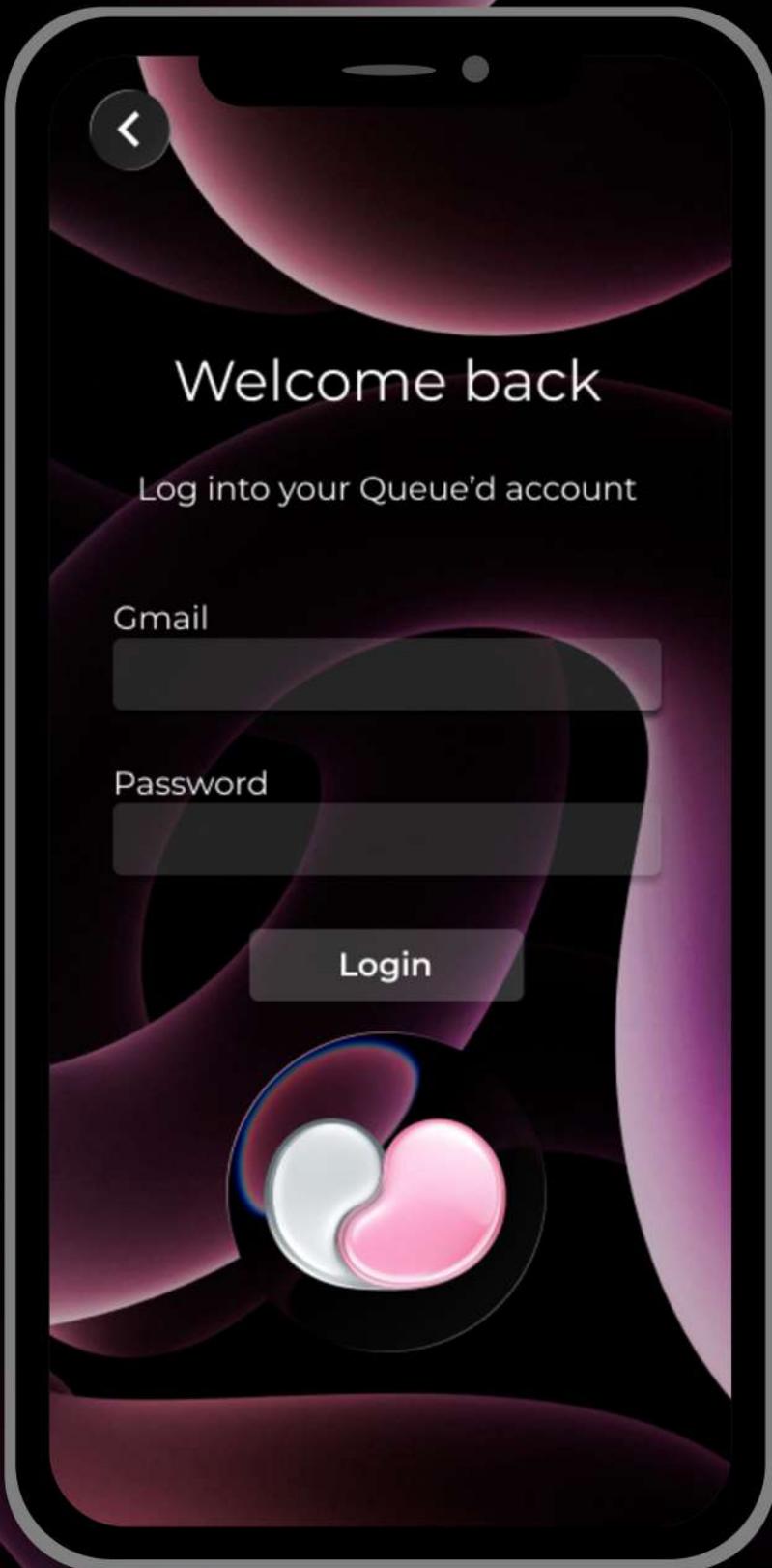
free stickers as incentive



WE TOOK INTERVIEWS OF A 100 INDIVIDUALS



LOG IN PAGE



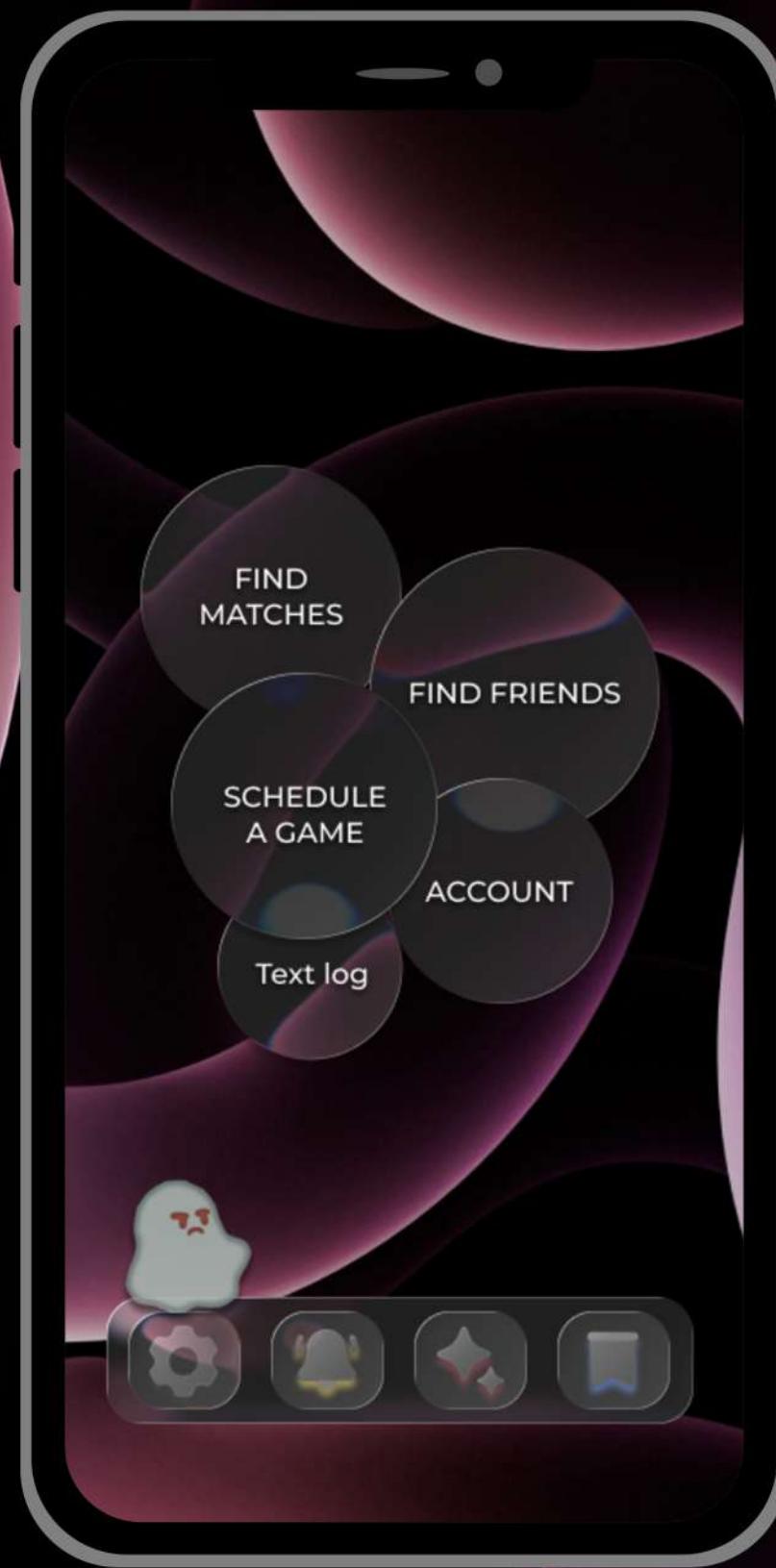
ABOUT THE GLASS UI

We chose the glass design ui system because the this new market trend has great potential in the gaming arena and also because the minimalist core of the system aligns well with people wo are into tech.



ABOUT 'SWIPE TO MATCH'

The matching screen uses the familiar right-swipe/left-swipe interaction model, chosen because it's instinctive for users and reduces friction, making the interface immediately intuitive without needing tutorials. Below the main interaction area sits the options bar, which provides quick access to settings, the AI chatbot, bookmarks, and notifications. Each icon is spaced and designed for clarity, allowing users to switch features smoothly without interrupting the matching flow.



HOME PAGE

The homepage can be used to access all the features of the app like the match making , find friends screen ,account settings etc screen through the bubble like structures.

We made the aesthetic choice of keep the structures round as they look serene , calm and also are fundamentally new concepts for the homepage.

Right below the main options we find the options bar that can be used to use features like the ai chatbot , the bookmark section etc.

ABOUT CONNECTING



The chat screen keeps essentials within reach through a simple top bar—media sharing, calling, delete/block, and a game-session button—ensuring users can interact smoothly without breaking the flow. Queue'd creates a space where users can connect comfortably and authentically.