
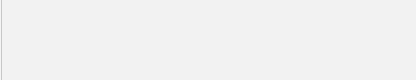
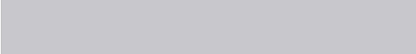

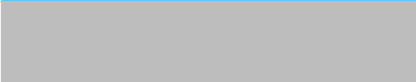

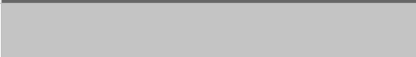







# Shout! Design Guidelines

Colour	Hex Code	Usage
	007AFF	<ul style="list-style-type: none"><li>- backgrounds</li><li>- headers</li><li>- buttons and button accents</li><li>- heading texts</li><li>- settings texts</li></ul>
	F2F2F2	<ul style="list-style-type: none"><li>- text</li><li>- button and button accents</li></ul>
	C8C7CC	<ul style="list-style-type: none"><li>- status bar background</li></ul>
	5AC8FA	<ul style="list-style-type: none"><li>- number on login screen</li></ul>
	BDBDBD	<ul style="list-style-type: none"><li>- placeholder texts</li><li>- faded texts</li></ul>
	666666	<ul style="list-style-type: none"><li>- number update bar background</li></ul>
	C4C4C4	<ul style="list-style-type: none"><li>- scroll bar background</li></ul>
	8D8D8D	<ul style="list-style-type: none"><li>- scroll bar</li></ul>
	F6F6F6	<ul style="list-style-type: none"><li>- settings background</li></ul>
	FF2D55	<ul style="list-style-type: none"><li>- accent colours</li></ul>
	FFFFFF	<ul style="list-style-type: none"><li>- chat interface background</li></ul>
	333333	<ul style="list-style-type: none"><li>- chat interface chat flex</li></ul>

## iOS specific guidelines

Object	Specification	Notes
Typography: Font	System Font - San Francisco	<ul style="list-style-type: none"><li>- Different weights used, please check <a href="#">Figma Prototype</a></li><li>- Bold</li><li>- Medium: get started screen</li><li>- Regular</li></ul>

Object	Specification	Notes
Size Classes	Orientation may have Regular Height/Width or Compact Height/Width	<ul style="list-style-type: none"> <li>- Xcode tells you which device has which dimensions</li> <li>- Differences appear in Landscape Orientation</li> <li>- W:C, H:C (iPhone X, iPhone 8, iPhone 7, iPhone 6s, iPhone SE)</li> <li>- W:R, H:C (iPhone 8 Plus, iPhone 7 Plus, iPhone 6s Plus)</li> </ul>
Resolution	PNG for raster artwork JPEG for photos PDF for flat, vector artwork	Check the image assets folder. Most of them should be sized and titled as x@2, x@3 - for when you import it into your image assets in XCODE @3 - iPhone X, iPhone 8 Plus, iPhone 7 Plus, and iPhone 6s Plus @2 - all other high-resolution iOS devices
Buttons/Touch Controls	at least 44 x 44 points	
EVERYTHING	USE APPLE DEFAULT SETTINGS	<ul style="list-style-type: none"> <li>- for the most part, the defaults that are set in Xcode are coded to be what Apple Guidelines recommend</li> <li>- if the Figma Prototype is different from the Apple defaults, use Apple defaults</li> </ul>

## *Android specific guidelines*

... tbd lol