link to the Figma prototype:

before usability test and updating : [OLD PROTOTYPE](#)

after updating : [NEW PROTOTYPE](#)

Specification Review

Reviewer Note

Congratulations 🎇 ⛳

Hi There,

You have done an amazing job putting together this submission. The submitted Figma prototype covers the basic UI elements and is intuitive with regard to user experience. The do's and don'ts stated are precise and will help lay a guideline for others as to how elements of the design should and should not be used.

I have included some comments and would request you to take a look at them. I can only go ahead and talk about how wonderful your submission has been. Your effort and hard work is highly appreciated and it shows in the kind of submission you have put together.

Suggestion Here is a **great article** on ways to improve your prototyping workflow. You can also refer to **this link** to understand overlays and how you can use them in prototyping.

All the best for the final project 😊

Course 2 User Flows

Course 2 User Flows

⊘   **PDF of Course 2 User Flow Review + Flow Link**   ⌃

     Reviewer Note

     U - THIS SECTION MEETS SPECIFICATIONS

     Awesome: Thanks for sharing a PDF of your Course 2 project review along with a link to the User Flow. It helps me to see the continuity of the project and get a better understanding of the application.

Provide a PDF of your Course 2 project review along with a link to the User Flow/Journey Map you completed (can add in Submission Details/Notes section, or by providing in your PDF files clearly marked).

UI Design Basics

⊘   **High-fidelity Mockups**   ⌄

⊘   **Visual Design Inspiration Library**   ⌄

UI Design Basics

✓ High-fidelity Mockups ⌃

Reviewer Note

- THIS SECTION MEETS SPECIFICATIONS

Awesome: Frames are designed in Figma using elements from Style Guide and inspiration from Mobbin. The user interface is seamless, clean, and intuitive in nature. A brilliant job is done in this section.

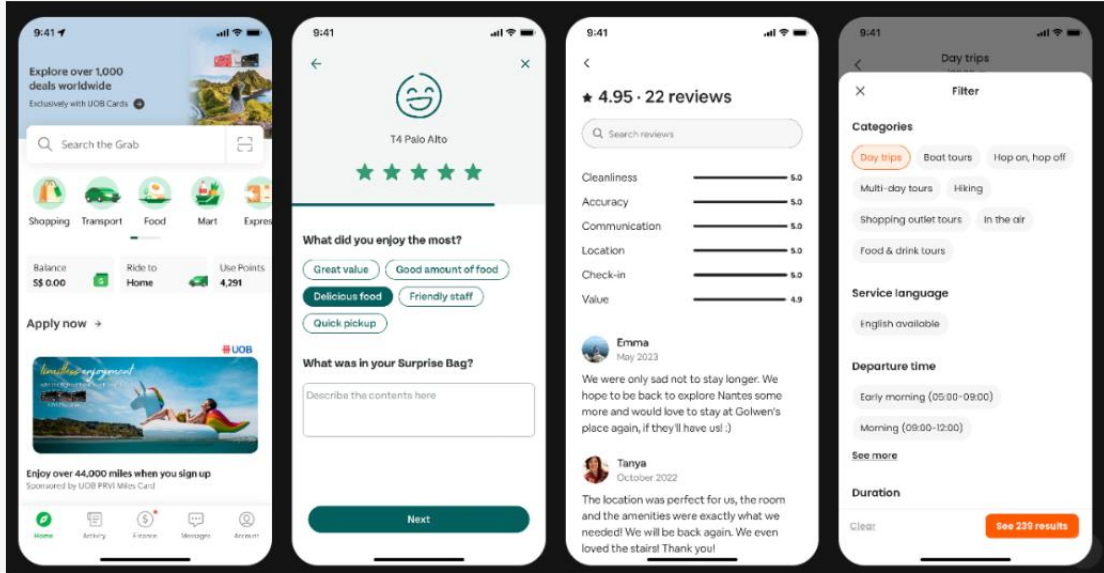**Suggestion**: You can refer to **the link** to understand exports in Figma

- Created Frames for their design in Figma (3-5 screens, suggested sizes; iPhone 8, 375x667; Android 360 x 640), using elements from the Style Guide.
- Created design based on chosen Course 2 User Flows.
- Figma Prototype Link provided: (starts with **https://www.figma.com/file/**...)

Awesome: Mobbin is a hand-picked collection of the latest mobile design patterns from apps that reflect the best in design. A brilliant job is done in sharing relevant and inspirational visuals in the library.

Awesome: In the shared Mobbin Library the screens **No.1 and No.3** detailing the layout page is a great inspiration for the app, well done!

Attached below is a screenshot of the current submission for reference.

📚 **Suggestion**: You can refer to other sources like **Dribble** and **Uplabs** to view inspirational designs for your application.

- Sign up to Mobbin and create a new collection in the "My Collection" tab.
- Search and "Save" the design patterns and elements to your newly created collection.
- Take screenshots of the design patterns and elements in your Mobbin collection and save them in a PDF file.

✓ Style Guide   ⌄

✓ Pattern Library   ⌄

Building Interactive Designs

✓ Style Guide   ⌃

Reviewer Note

U **- THIS SECTION MEETS SPECIFICATIONS**

Awesome: UI Style Guides are a design and development tool that brings cohesion to a digital product's user interface and experience. It is a part of the design system that focuses on elements such as fonts, colors, typography, and graphics. Along those lines, you have included all elements and it looks perfect.

- Typography (sizes, weights, and styles) ✅
- Colors (How foreground colors and background colors interact) ✅
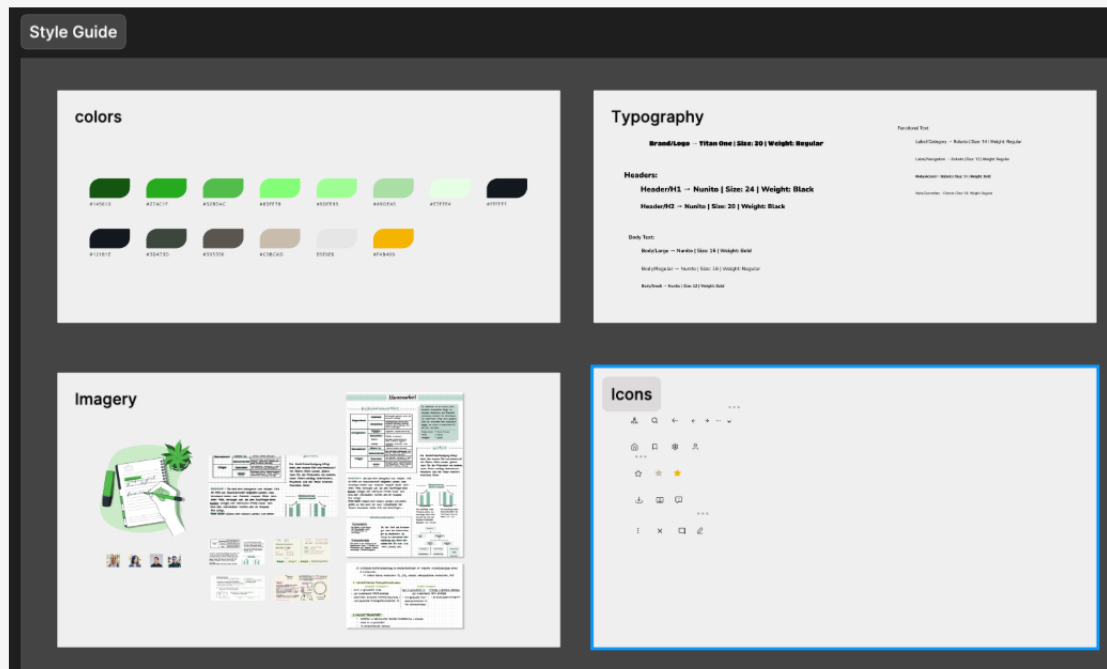- UI Elements and Styles ✅
- Imagery/Illustrations ✅
- Icons ✅

Attached below is a screenshot of the current submission for reference.

- Icons ✅

Attached below is a screenshot of the current submission for reference.

Suggestion: You can refer to the website **Stylify Me** which allows you to generate style guides on the fly. It allows you to enter the website of your choice and will generate all the styles for that website. It is a great way to get a quick sense of how style guides impact the website.

Suggestion: You can also refer to the links below to get inspiration for a style guide.

- **21 Brand Style Guide Examples for Visual Inspiration**
- **A Style Guide Template**
- **How to build a component library / style guide with Figma**

- Frame includes a complete list of visual elements including:
  - Typography (sizes, weights, and styles)
  - Colors (How foreground colors and background colors interact)
  - UI Elements and Styles
  - Imagery/Illustrations
  - Icons

- Pattern Library

✓ Pattern Library   ⌃

Reviewer Note

U - THIS SECTION MEETS SPECIFICATIONS

Awesome: UI kit is the design file that has the main parts of an interface design, with the goal of improving design workflow. It consists of Buttons, Navigation, Search bars, Input fields, tooltips, and dialogs. Please find below a summary of the current submission versus rubric requirement.

- Buttons ✅
- Navigation ✅
- Other elements that might apply (ie. search bars, input fields, lists, dialogs, etc.) ✅

Awesome: Thanks for sharing a few "Do's" and "Don'ts", as per the rubric requirement. This will help lay a guideline for others as to how elements of the design should and should not be used.

Suggestion: Please refer to the below links to explore and get a detailed understanding of Pattern Library

- **Article on why we need to create Pattern Library**
- **Example of Do's and Don'ts**

- **Article on why we need to create Pattern Library**
- **Example of Do's and Don'ts**
- **Understanding Components**
- **An article on Design Tokens**
- **Apple Do's and Dont's**

Please find below a sample image for your reference to detail the Do's and Don'ts shared in the submission:

Do's	Dont's
- Avoid low resolution images. - Use front-faced images for profile pictures.	- Don't scale up an existing 1x image to make the 2x version, vice versa is acceptable (if you have high resolution, you can scale it down to appropriate dimensions). - Don't embed figure descriptions or captions in the figure. - Don't put text on top of the images. - Don't use an image that is done by converting a text to image.

- Frame includes a complete list of components they are going to use to create their Pattern Library, which includes:
  - Buttons
  - Navigation
  - Other elements that might apply (ie. search bars, input fields, lists, dialogs etc.)
- Defined the do's and don'ts of how each element of their design should be used and not used.

Building Interactive Designs

✓ Interactive/Clickable Prototype ⌃

Reviewer Note

〔U〕 **- THIS SECTION MEETS SPECIFICATIONS**

Awesome: Brilliant job is done in this section. The screens are well connected and can be navigated with ease. The clickable prototype allows you and your stakeholders to get a sense of what the end product will look and feel like. Please find below a summary of the current submission versus rubric requirement.

- Linked screens together based on their C2 User Flows. ✅
- Tested the flow making sure the user has a way to get back to the start of the prototype. ✅
- Figma Link-provided (starts with **https://www.figma.com/proto/**...) ✅

Suggestion: Transitions between screens can help bring the work to life, and even be a little fun and delightful for users. It can have a subtle, yet meaningful impact on the user experience. You can use transitions as feedback mechanisms for users to indicate a change in state

A few examples are:

- Turning a feature on and off
- Triggering a menu
- Letting the user know they have made an error

- Linked screens together based on their C2 User Flows.
- Tested the flow making sure the user has a way to get back to the start of the prototype.
- Figma Link provided (starts with **https://www.figma.com/proto/**...)