

Assignment 3

# UI-Kit

## SUGAR VAMP

With this styleguide we want to introduce our new app idea SUGAR VAMP. We will show you the design guidelines which include the logo, typography, visuals for the menu, icons, images, grids, animations, feedback screens and more. These guidelines should help you to develop an application with the correct design and color scheme.

The app is all about children and focuses on a playful and interactive screen design. SUGAR VAMP helps children who are suffering from diabetes. Because of this we use a lot of colors and easy shapes or icons which should help the kids to navigate through the app in an understanding way.



# Main App Icon



# Fonts

Main Font: Rubik

## Header Style

Rubik 26pt regular

## Second Header Style

Rubik 22pt regular

## Third Header Style

Rubik 18pt regular

## Default Text Style

Rubik 14pt regular

## Small Text Style

Rubik 12pt regular

Second Font: Helvetica Neue

## Header Style

Helvetica Neue 20pt regular

## Second Header Style

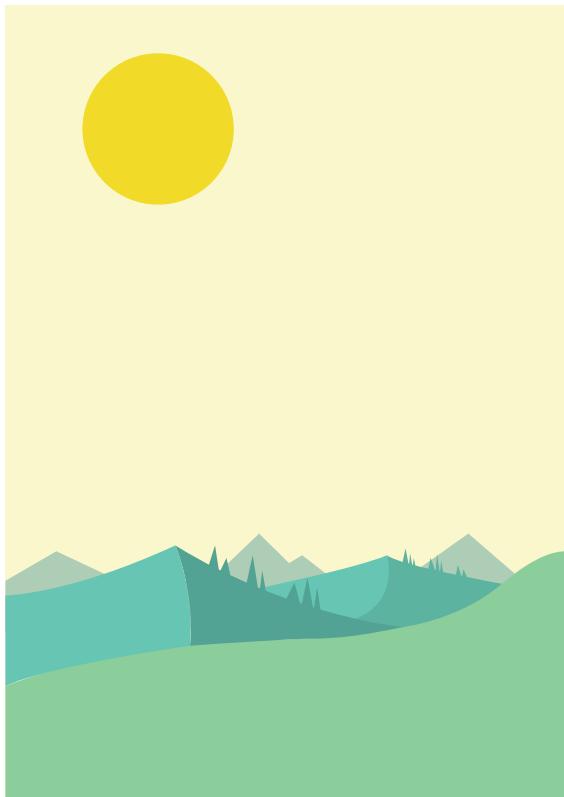
Helvetica Neue 14pt regular

## Small Text Style

Helvetica Neue 10pt regular

# Color Scheme

Background Colors



#FFD100



#FFF7C9



#B3C9AC



#92C288



#68B8A3



#4E9380



#454545



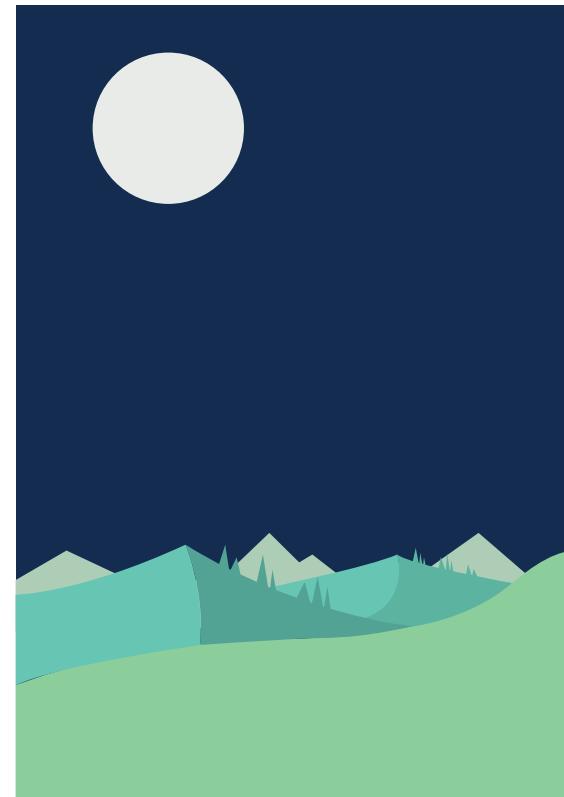
#575757



#B7B7B7



#EEEEEE



#232D4E



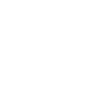
#EEEEEE



#B3C9AC



#92C288



#68B8A3



#4E9380



#454545



#575757



#B7B7B7



#EEEEEE

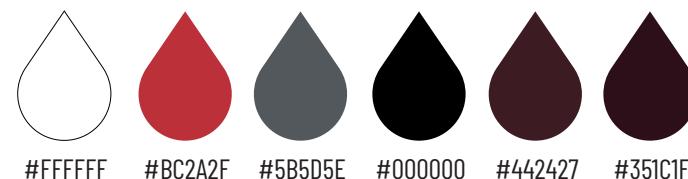
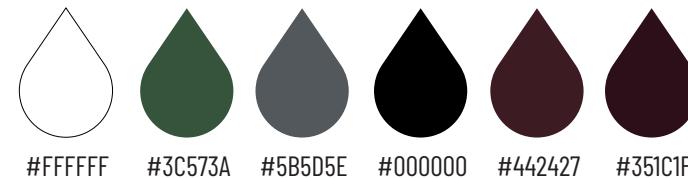
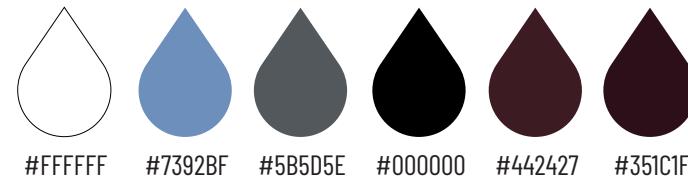
# Vampire Characters

Finn (male)



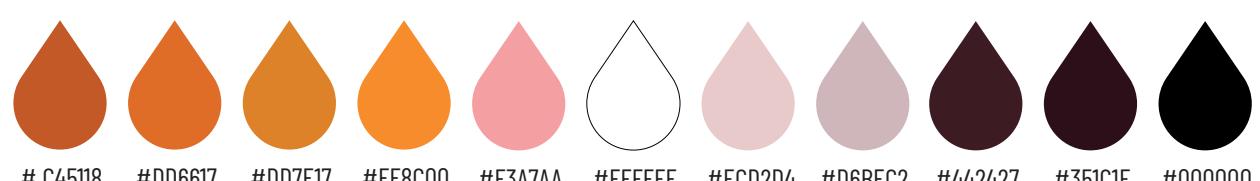
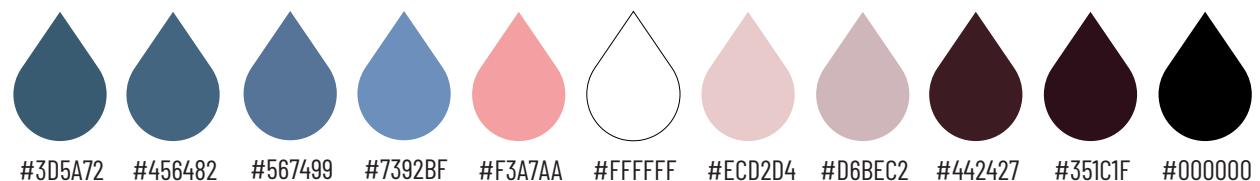
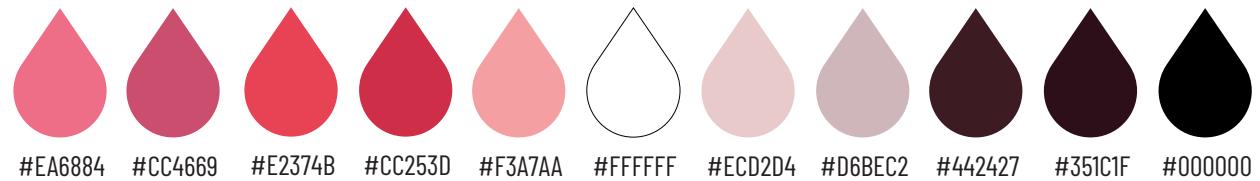
# Bat Character

for Finn



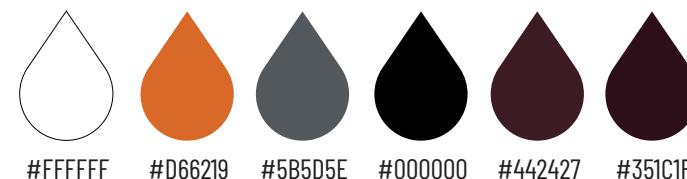
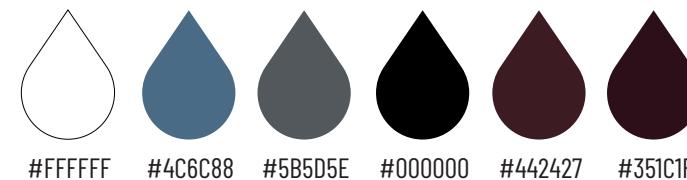
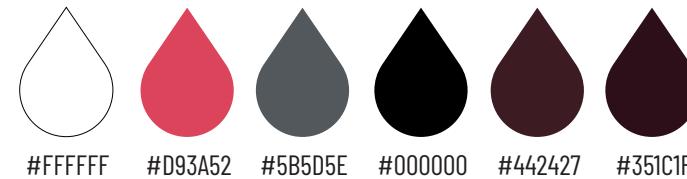
# Vampire Characters

Lea (female)



# Bat Character

for Lea



# Main Menu Elements



Game



Daily Food Pictures



Start / Home



Measure Sugar Level



Settings



Game



Daily Food Pictures



Start / Home



Measure Sugar Level



Settings



#72B72F



#EC6535



#7784C0



#FFD303



#5E1B1E



#F1890F



#E9C9CA



#DB101A



#F2989D



#CAAFB6



#A61C17

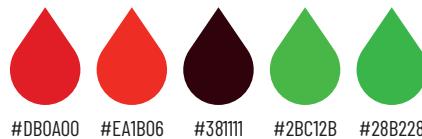


#F08082

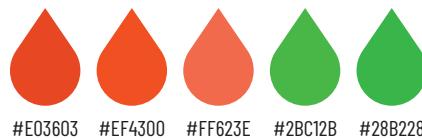


#6E237E

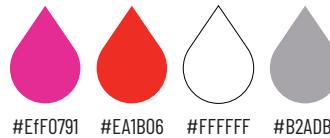
# Game Icons



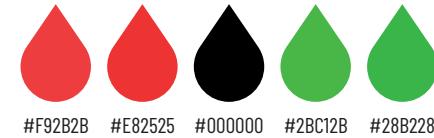
#DB0A00 #EA1B06 #381111 #2BC12B #28B228



#E03603 #EF4300 #FF623E #2BC12B #28B228



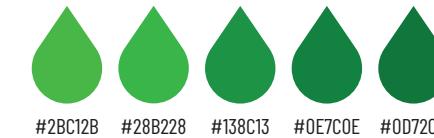
#EfF0791 #EA1B06 #FFFFFF #B2ADB1



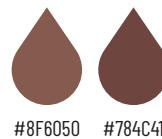
#F92B2B #E82525 #000000 #2BC12B #28B228



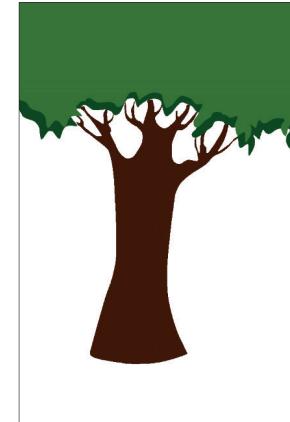
#9B5E31 #563319 #EF0791 #EDC10A #OCEACF



#2BC12B #28B228 #138C13 #0E7COE #0D720D



#8F6050 #784C41



#3E2114 #224121 #4B733A

## Icons



Speaker



device to measure  
sugar level



video tutorial

## Buttons

SAVE

Save Button

SHOW ALL

Show all results Button



Add



Export



EDIT

sugar level data table: add new value,  
export measured data, edit values



Go back and forward

Show all

Show all pictures Button

< July

Show all days in July

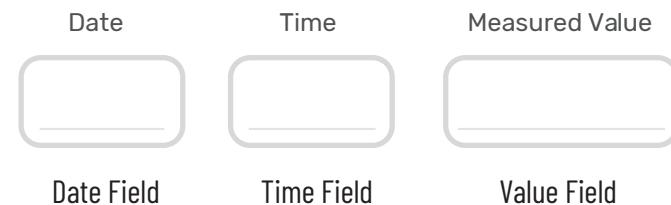
New picture CAMERA

take a new food picture

< BACK

Go back one step

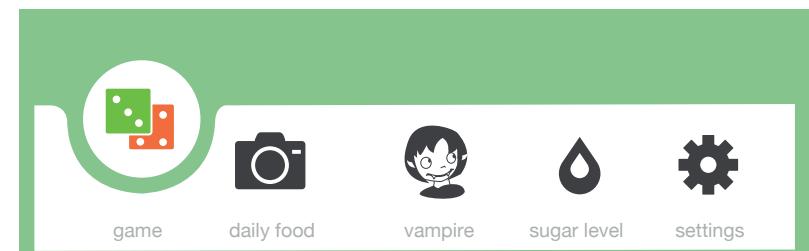
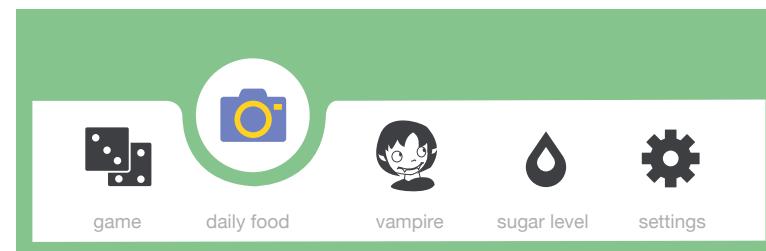
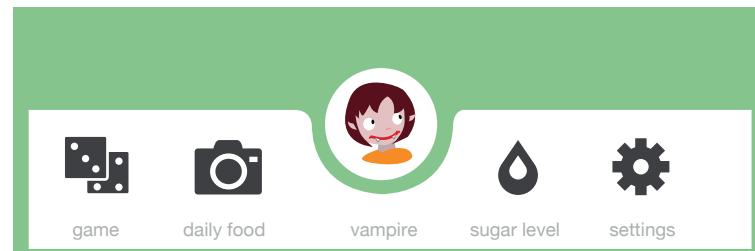
# Input Fields



# User Interactions



Slide down the top menu

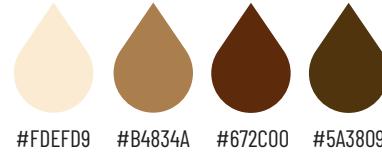


highlighted menu elements

# Elements



measurement selection overview



#FDEFD9 #B4834A #672C00 #5A3809

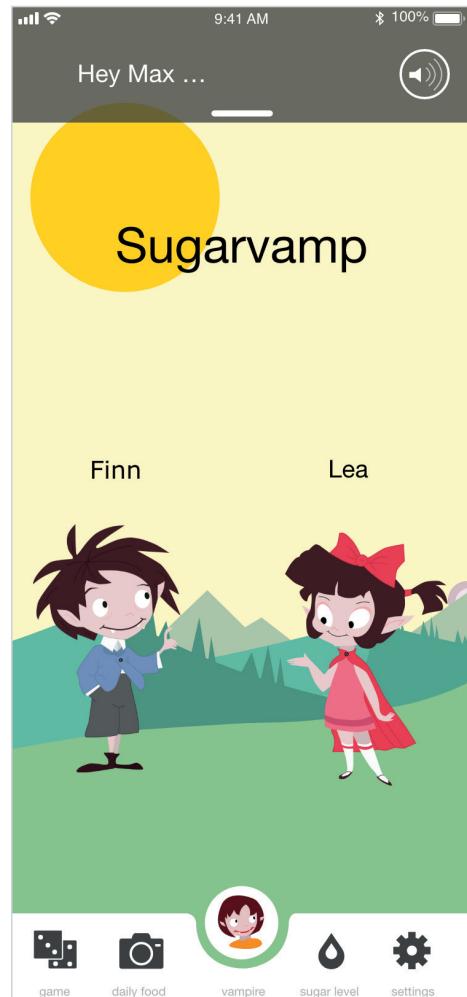


animated clouds



#F1E6F1 #C9B0C5

# Screen Design



Start screen to select the vampire character:  
Finn (male) or Lea (female)

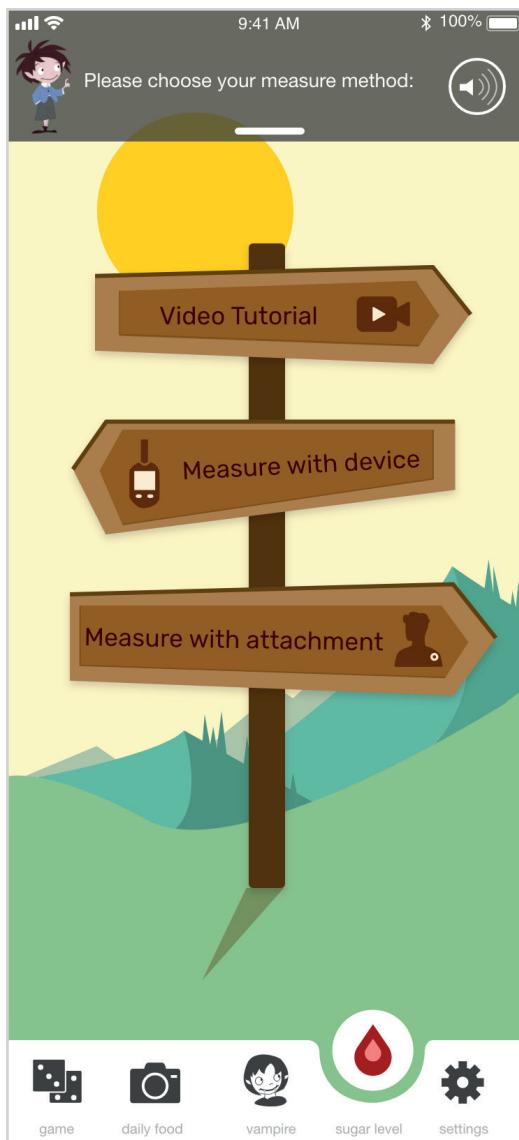
Next step: select the color of the dress

# Screen Design

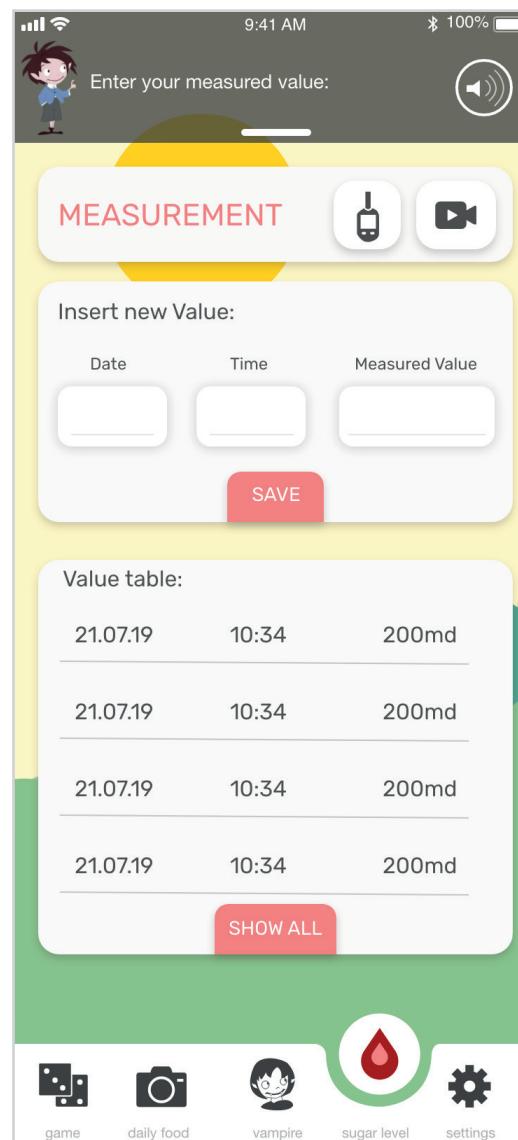


Start screen inside the app with the vampire character and the night modus with the same colored bat

# Screen Design



select measure method of child



measurement screen for inserting data

Date	Time	Measured Value
21.07.19	10:34	200md

overview of all the values with date

# Screen Design

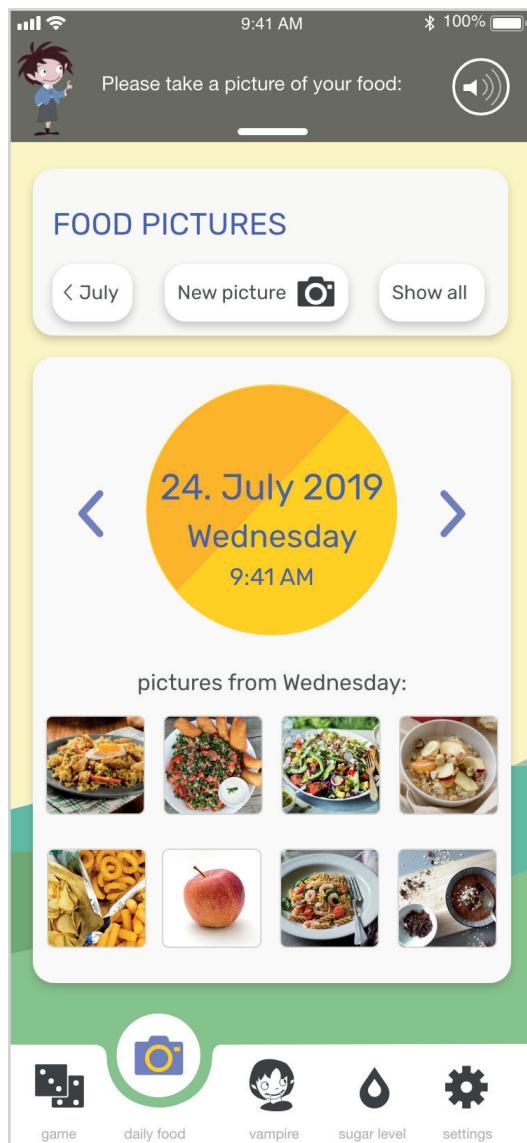
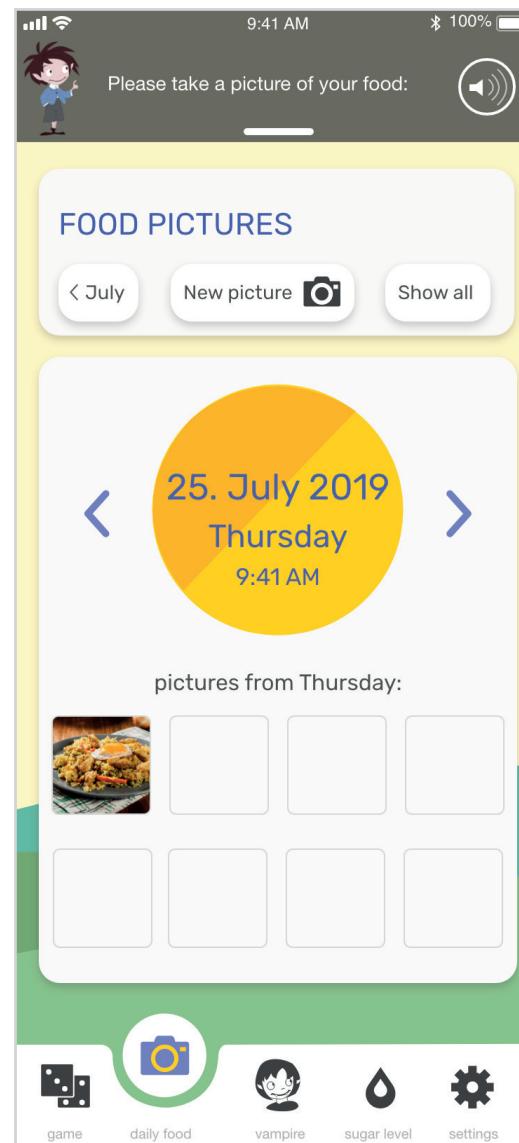


foto screen of daily food pictures



slide through the days overview

# Screen Design



Game Screen: example animation how the game works (the vampire needs to catch all healthy food)