Set In Stone

Events are displayed and represented by images

Events are listed radially around the clock

Movement towards center of clock while pressed on an event expands currently visible information

Currently visible information is in the center and top space separated by importance

Top space is most important

Bottom space is prioritized for buttons and obvious things

Creating an event will require a different page for each input of data

Event creating is initiated by dragging from the “New Event” “Button” to the time value of the new event

Events can only be created for the next twelve hours

Events are pulled from Facebook

Evens are pushed to Facebook automatically when someone invited does not have twelve

XML

Design

All actions that create an animation will begin with a beginning movement of 8px in the direction of the desired motion on user click

Buttons should be 44x44

If possible buttons should have no border

All designed based off of three colors: Primary, Secondary, Tertiary

Pages where content will come after usage will have text explaining what would be here

20px buffer for interacting functions and borders

8px buffer between buttons

Font shall never be smaller than 15px

Every user interaction shall have a feedback of color change or movement

Default status bar shall be used

If something is not addressed here refer to this: <https://developer.apple.com/library/ios/documentation/UserExperience/Conceptual/MobileHIG/>

Normally the top text will be 40% opacity, when highlighted when you are looking at an event it goes to 60%