SwipeRight Design

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Preface

The complete design phase of the project SwipeRight can be found in this document. This file will evolve over time and can always be expanded upon.

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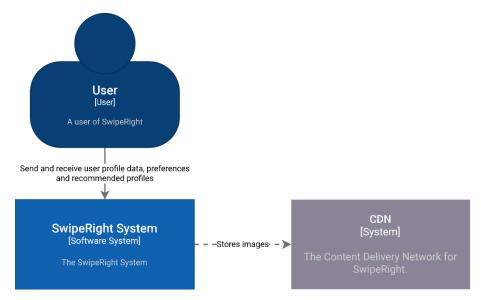
1. Techstack

Feature	Description	Motivation
Security	OAuth 2.0	Secure and widely used (industry standard)
Server script	Go	Performant, Scalability & Nice syntax
Server Framework	Gin	Gin is a performant and widely used backend framework for Go.
Client Technology	Flutter	Flutter is a performant cross-platform technology, It's used a lot for native development.
Client script	Dart	Dart is the language used in Flutter
Database	Apache Cassandra	Performant, Secure & highly scalable
Server OS	Ubuntu	Backend programs should eventually be able to run in every environment
Client OS	Android	In the development phase my target OS is android because it is open, it might be extended to IOS in a later stage of production.

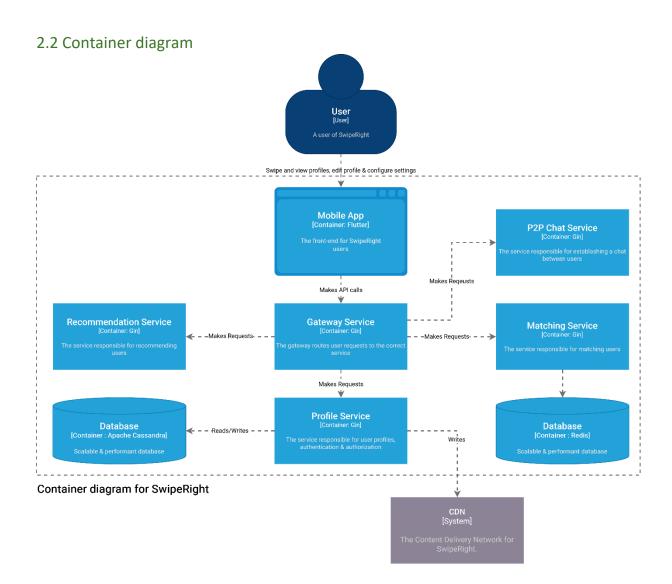
2. C4 Models

2.1 System Context

The idea is to work with a microservice architecture which is almost completely dependent on internal services. A system like a content delivery network should however be outsourced to an external system though. Vendors like amazon have servers everywhere in the world which helps a great deal with performance. This is a resource I unfortunately do not have access to.

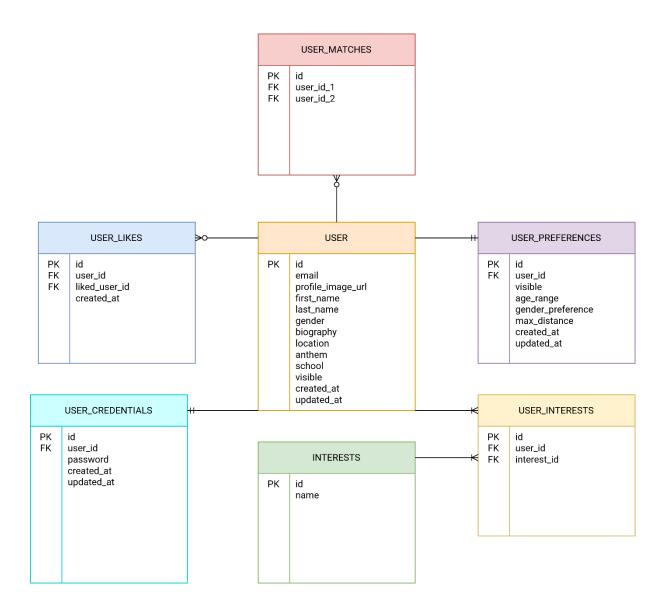


System Context Diagram SwipeRight



2.3 Component diagram

3. Entity Relationship Diagram



4. User Interface

4.1 Design System

4.1.1 Typography

Name	Font
Logo Font	Poppins
App Font	Roboto

Name	Font Size (px)
XS	12
S	14
M	18
L	20
XL	24

4.1.2 Colors

Name	Color
Logo Gradient Top	#FFA751
Logo Gradient Bottom	#FFE259
App White	#FFFFFF
App Dark	#373737
App Grey	#CECECE
App Green	#54FF51
App Red	#FF5151

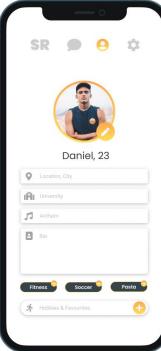
4.2 Mockups

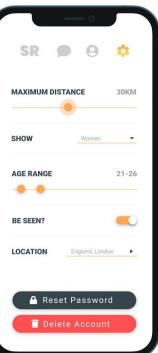












- ** Mockups are created with Figma
- *** Pictures used are from <u>Unsplash</u>

SwipeRight

4.3.2 App Icons



4.3.3 Like & Dislike Buttons



4.3.4 Default Buttons

