**DESCRIBE IN A FEW POINTS THE KEY THEMES ON WHICH EACH PLATFORM IS BASED (Android is completed for you as an example)**

|  |  |
| --- | --- |
| Platform | Themes/principles |
| Android | The 3 main goals of the Android system and apps are:   * Material is the metaphor * Bold, graphic, intentional * Motion provides meaning * Flexible foundation * Cross-platform   [Found here](https://material.io/design/introduction/#principles) |
| iOS |  |
| BB10 |  |
| Windows Phone |  |

**DEFAULT FONT (this one is completed for you as an example)**

|  |  |
| --- | --- |
| Platform | Font |
| Android | Roboto [Found here](https://material.io/design/typography/the-type-system.html#type-scale) |
| iOS | San Francisco [Found here](https://developer.apple.com/design/human-interface-guidelines/ios/visual-design/typography/) |
| BB10 | Slate Pro [Found here](https://developer.blackberry.com/devzone/design/bb10/typography.html) |
| Windows Phone | Segoe WP [Found here](https://docs.microsoft.com/en-us/windows/uwp/design/style/typography) |

**TEXT SIZE (IN POINTS)**

|  |  |  |
| --- | --- | --- |
| Platform | Minimum size | Default size |
| Android |  |  |
| iOS |  |  |
| BB10 |  |  |
| Windows Phone |  |  |

**APPLICATION ICON SIZE (in pixels)**

|  |  |
| --- | --- |
| Platform | Icon size |
| Android |  |
| iOS |  |
| BB10 |  |
| Windows Phone |  |

**IN-APP ICON SIZE (in pixels)**

|  |  |
| --- | --- |
| Platform | Icon size |
| Android |  |
| iOS |  |
| BB10 |  |
| Windows Phone |  |

**RECOMMENDATIONS ON HOW TO APPLY BRANDING IN THE APP**

|  |  |
| --- | --- |
| Platform | Guideline |
| Android |  |
| iOS |  |
| BB10 |  |
| Windows Phone |  |

**NAME 2 TYPES OF NOTIFICATIONS SUPPORTED BY THE PLATFORM, AND HOW THEY SHOULD BE USED**

|  |  |
| --- | --- |
| Platform | Notification types |
| Android | 1.  2. |
| iOS | 1.  2. |
| BB10 | 1.  2. |
| Windows Phone | 1. Badge notifications: A notification badge conveys summary or status information specific to your app 2. Toast notifications: Actionable notifications that allow your users to be productive without opening your app.   [Found here](https://docs.microsoft.com/en-us/windows/uwp/design/shell/tiles-and-notifications/badges) and [here](https://docs.microsoft.com/en-us/windows/uwp/design/shell/tiles-and-notifications/toast-ux-guidance) |

**DESCRIBE WHAT APPEARS IN, AND WHAT GUIDELINES EXIST FOR THE STATUS BAR**

|  |  |  |
| --- | --- | --- |
| Platform | Contents | Guidelines |
| Android |  |  |
| iOS |  |  |
| BB10 |  |  |
| Windows Phone |  |  |

**DESCRIBE IN A FEW POINTS HOW TRANSITIONS ARE USED IN THE PLATFORM**

|  |  |
| --- | --- |
| Platform | Guideline |
| Android |  |
| iOS |  |
| BB10 |  |
| Windows Phone |  |

**LIST THE GESTURES SUPPORTED BY THE PLATFORM (swipe, pinch, etc.)**

|  |  |
| --- | --- |
| Platform | Gestures |
| Android |  |
| iOS |  |
| BB10 |  |
| Windows Phone |  |

**DESCRIBE THE GUIDELINES AROUND ALERTS IN THE PLATFORM (text guidelines, numbers of buttons, when to use, etc)**

|  |  |
| --- | --- |
| Platform | Guideline |
| Android |  |
| iOS |  |
| BB10 |  |
| Windows Phone |  |

**SHARE A GUIDELINE UNIQUE TO EACH PLATFORM THAT YOU FOUND WHILE LOOKING THROUGH THE GUIDELINES**

|  |  |
| --- | --- |
| Platform | Guideline |
| Android |  |
| iOS |  |
| BB10 |  |
| Windows Phone |  |