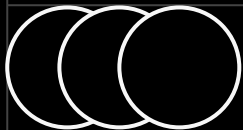


SIMIPLAY STORE



Here is where your
presentation begins



ALUNOS



Marcello

Design/Ux e
Ui/front-end



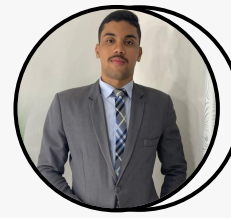
Rômulo

Back-end/
front-end



Romário

Front-end/
documentação



Sóstenes

Front-end/
documentação



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DESIGN

Como construímos o design/ Ui do nosso site

02

DESENVOLVIMENTO

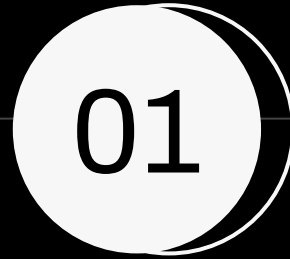
Como desenvolvemos o nosso trabalho

03

CONCLUSÃO

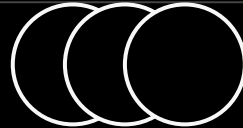
Exibiremos os resultados e conclusões do nosso trabalho





DESIGN

Como montamos o design do
nosso site

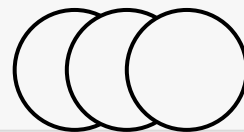




CONCEITOS

Partimos da ideia de que nosso site tem que ter uma aparência:

- Amigável
- Descontraída.
- Visualmente atraente



ELEMENTOS



CORES

Escolha de cores do time



Ilustrações

Ilustrações que nosso time fez



Tipografia

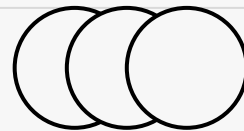
Tipografia escolhida pelo time



Ui

Estrutura base do site e possibilidades dentro do site

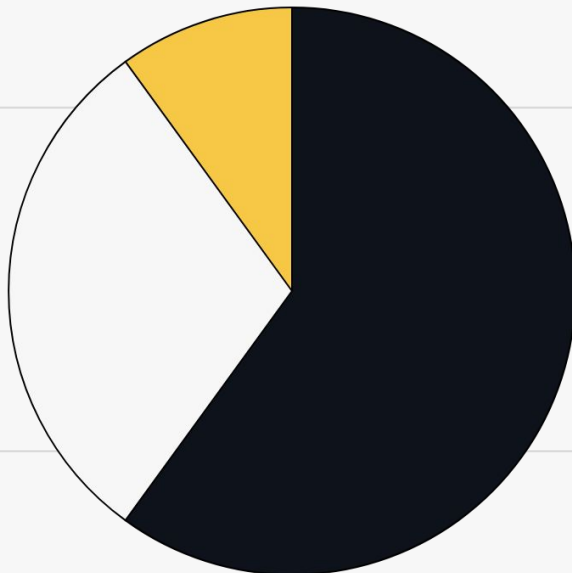




CORES DO SITE

● 60%
Cor escura
#0E121A

○ 30%
Branco
#FFF

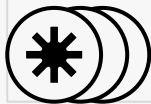
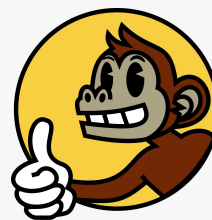
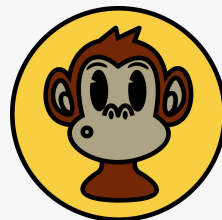


10% ●
AMARELO
#F7C846

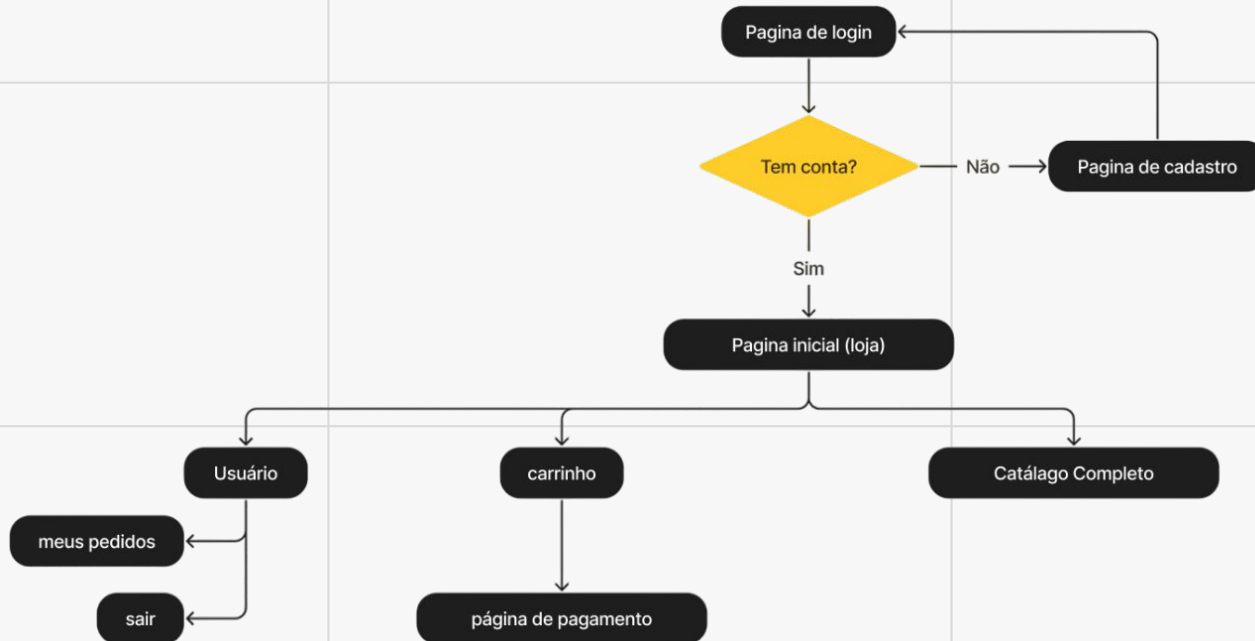
Metodologia 60-30-10



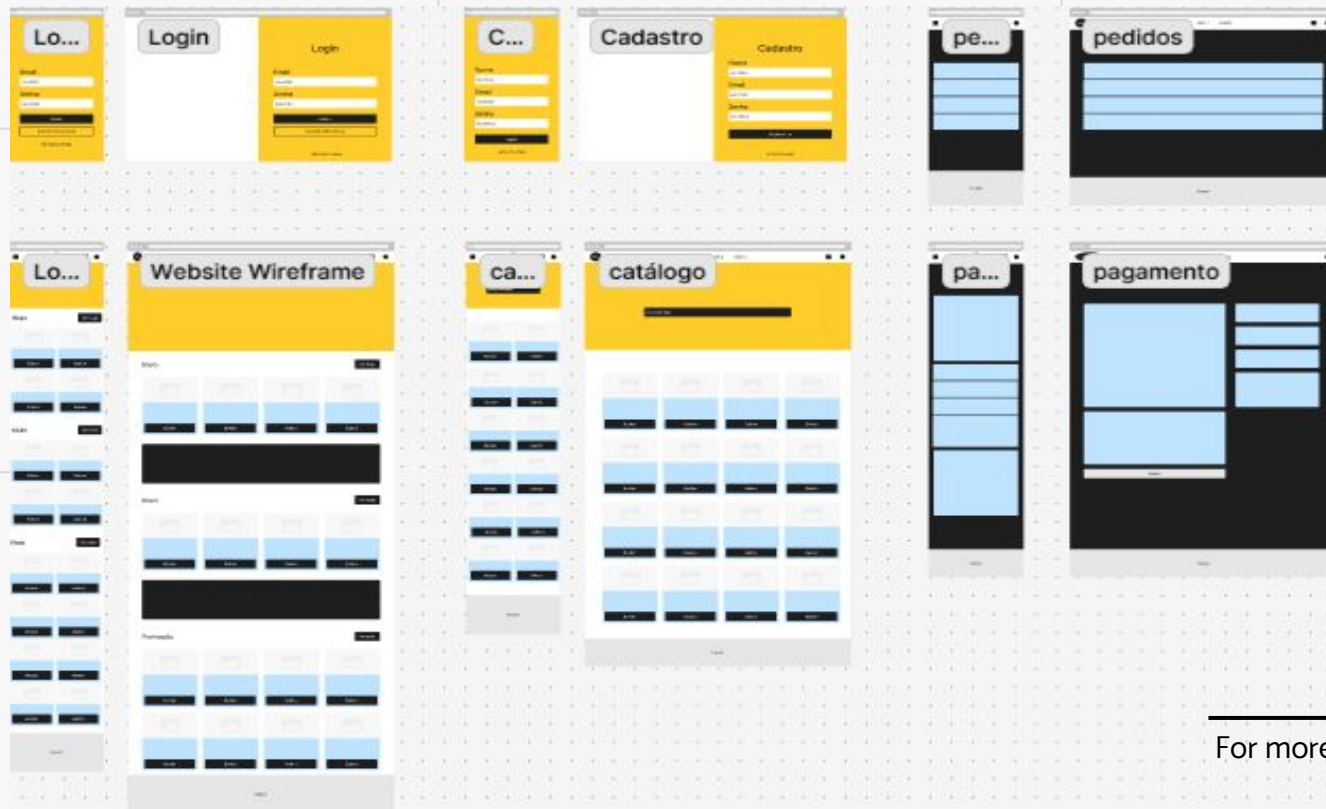
ILUSTRAÇÕES



UI-ESTRUTURA DA LOJA



UI



For more details, [click here](#)



FERRAMENTAS UTILIZADAS

Figma e FigJam

Para fazer os protótipos, vetorizações e planejar o projeto

Figma/FigJam

Para verificar a legibilidade das cores escolhidas com o texto

01

02

03

04

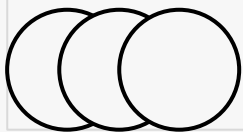


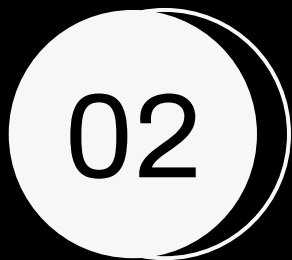
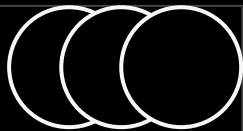
Adobe Color

Para pegar paletas de cores como referencia e criar uma para nosso site

ColorShark

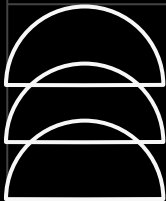
Para testar a legibilidade das cores que escolhemos com a cor do texto

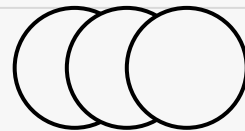




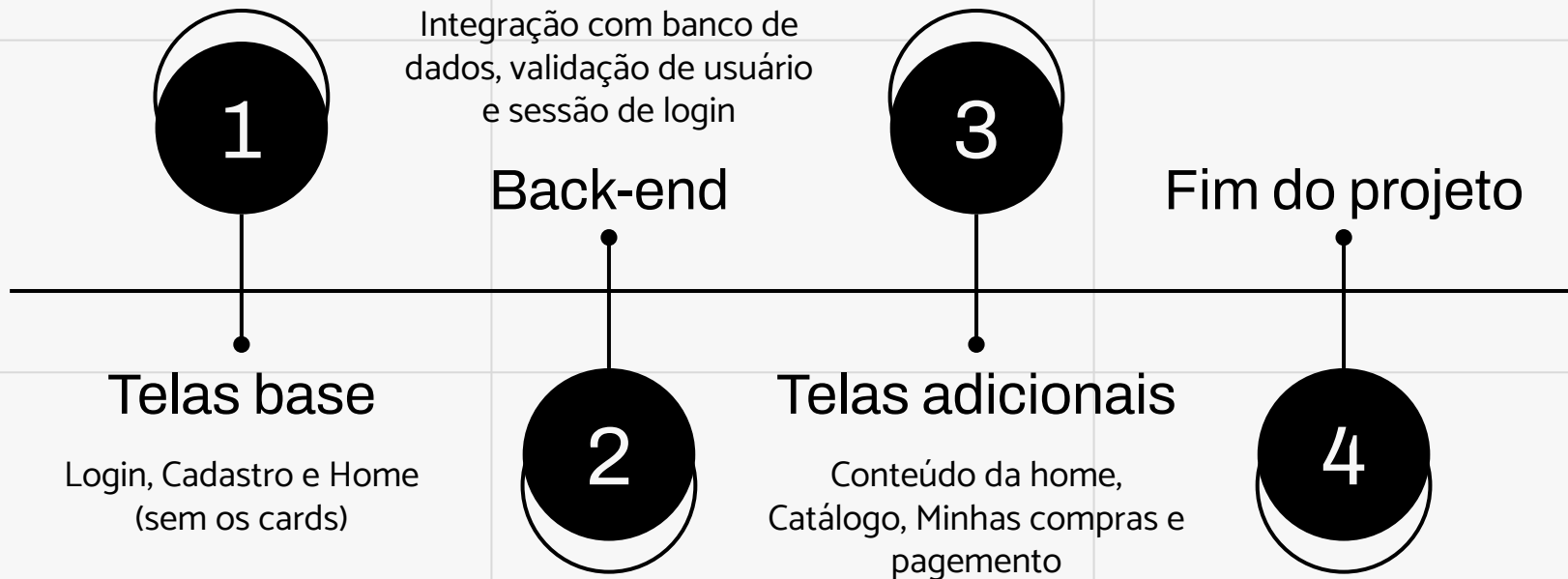
Desenvolvimento

Overview de como desenvolvemos nosso projeto





FASES



METODOLOGIAS

Mobile First

Devido ao bootstrap e por ser uma boa prática

Componentização

Componentização de alguns elementos

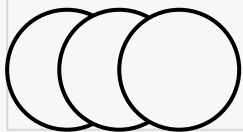
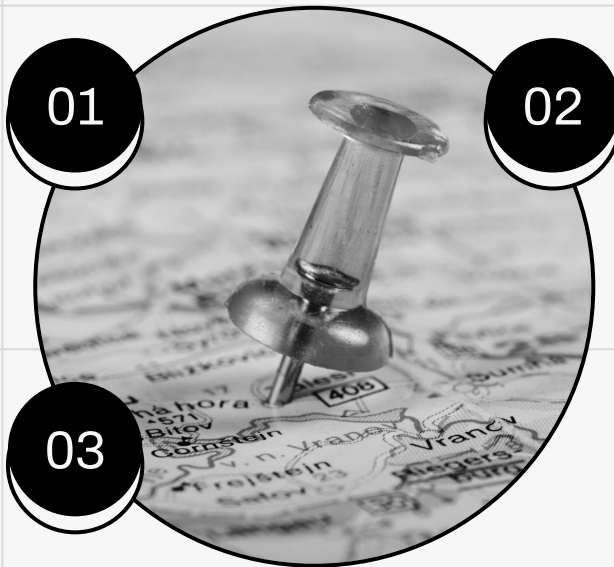
Responsividade

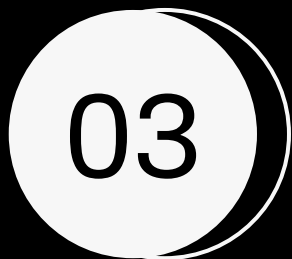
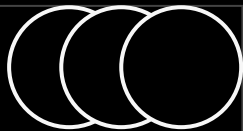
Foi pedido que o projeto fosse responsivo

01

02

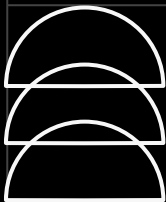
03





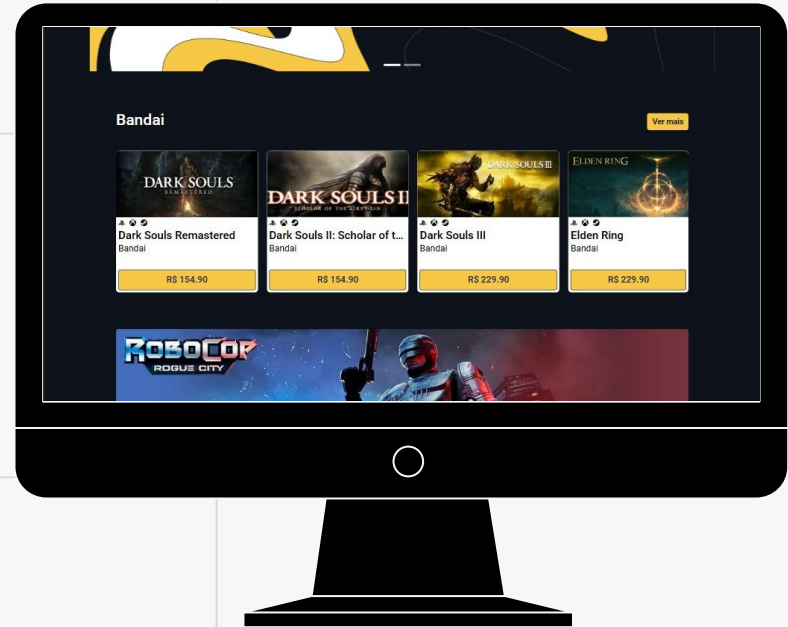
CONCLUSÃO

Conclusões do nosso trabalho

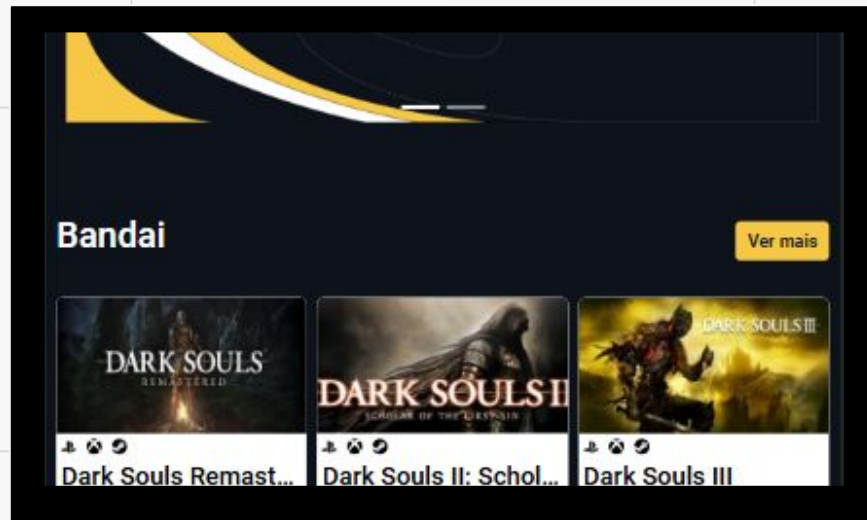


Computadores

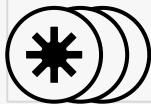
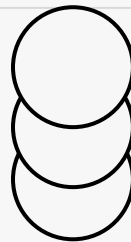
Prévia de como nossa aplicação se comporta em computadores

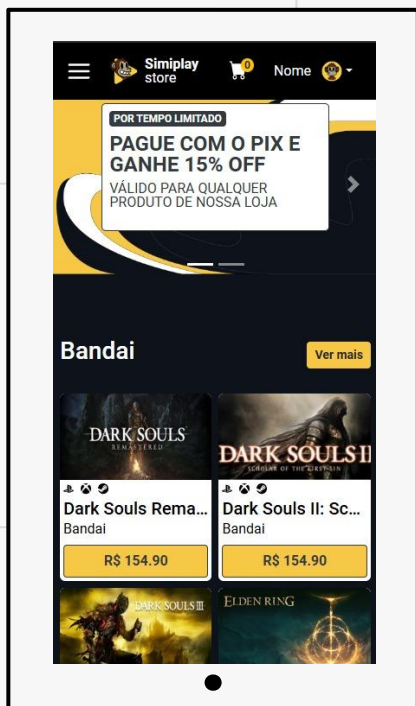


Tablets



Prévia de como nossa aplicação se comporta em tablets

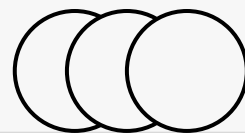




DISPOSITIVOS

MOBILE

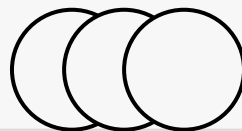
Prévia de como nossa aplicação se comporta nos dispositivos mobile

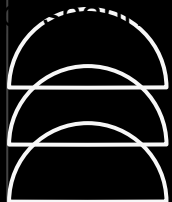


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- Jakob Nielsen (2024). *10 Usability Heuristics for User Interface Design*. Nielsen Norman Group





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