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Midterm: Create & Improve a High-Fidelity Design

REVIEW

HISTORY

Meets Specifications

Hi there,

Congratulations, on making it to the second submission for this project. You have done a brilliant job so far. The app is well structured and includes a range of functionality and options. I also like the diversity of the UI elements you have used in the prototypes. It is very well planned and systematic which makes the app more interactive.

Further, I would like to share few blog posts elaborating on the difference between a style guide and a pattern library and how you can create a design system in Figma, which you may find helpful:

- [UI Styleguide for Better UX](#)
- [Pattern Library](#)
- [Creating a design system in Figma: a practical guide](#)

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Keep up the good work. All the best!

Course 2 User Flows



Provide a PDF of your Course 2 project review along with a link to the User Flow you completed (can add in Submission Details/Notes section, or by providing in your PDF files clearly marked).

UI Design Basics

UI Design Basics

- ✓
 - Signed up to Mobbin and created a "+ New Library"
 - Searched and "Saved" inspirational designs to library
 - Shared link to their Mobbin Library (starts with <https://mobbin.design/libraries/>)

Good job in saving some relevant and inspirational visuals in the library! Having a Design System in place acts as a savior. It closes the gap between the designers and UI engineers who work on multiple products and often re-create or duplicate work done by other teams.

- ✓
 - Frame includes a complete list of visual elements including:
 - Typography (sizes, weights, and styles)
 - Colors (How foreground colors and background colors interact)
 - UI Elements and Styles
 - Imagery/Illustrations
 - Icons

Good work in figuring out the style guide requirements. UI Style Guides are a design and development tool that brings cohesion to a digital product's user interface and experience. It should record all of the design elements and interactions that occurred within a product. It consists of typography, colors, UI elements and styles, Imagery/Illustrations, and icons.

- UI components are mainly buttons, typography, color, navigation menus, etc.
- UI elements include but are not limited to:
 - Input Controls: checkboxes, radio buttons, dropdown lists, list boxes, buttons, toggles, text fields, date fields.
 - Navigational Components: breadcrumb, slider, search field, pagination, slider, tags, icons.
 - Informational Components: tooltips, icons, progress bar, notifications, message boxes, modal windows.

Along those lines, you have added all of them to your style guide.

- ✓
 - Frame includes a complete list of components they are going to use to create their Pattern Library, which

- ✓
 - Frame includes a complete list of components they are going to use to create their Pattern Library, which includes:
 - Buttons
 - Navigation
 - Other elements that might apply (ie. search bars, input fields, lists, dialogs etc.)
 - Defined the do's and don'ts of how each element of their design should be used and not used.

Great work in framing a pattern library for your designs. Well done! The dos and don'ts describe how each element of your design should be used and not used. It is a set of rules for the developers to follow to make the design user-friendly. Along those lines, your set of rules are clear, concise, and helpful to the developers team.

Suggestion

- Do's and Don'ts shouldn't go in the comments. They are not the annotations, they are a part of the design system itself and should be mentioned on the document itself instead of adding them in comments.

- ✓
 - Created Frames for their design in Figma (3-5 screens, suggested sizes; iPhone 8, 375x667; Android 360 x 640), using elements from the Style Guide.
 - Created design based on chosen Course 2 User Flows.
 - Figma Prototype Link provided: (starts with <https://www.figma.com/file/>)

The prototype looks nice and aligned with the style guide and pattern library. You can definitely iterate designs further from the multiple testing you will be carrying out in the next project. Insights from users will strengthen your findings too.

Building Interactive Designs

- ✓
 - Linked screens together based on their C2 User Flows.
 - Tested the flow making sure the user has a way to get back to the start of the prototype.

[illegible]