Figma Documentation – My learning

Summary

This document delivers an in-depth overview of my hands-on design journey and practical experience using Figma to create a digital insurance platform that works with both desktop and iPhone interfaces. Reusable components, responsive layouts, and interactive navigation that guaranteed a seamless user experience across devices were all made possible by Figma, a potent web-based UI/UX tool. This project taught me how to create mobile-friendly flows, prototype comprehensive user journeys, and organize content for different screen sizes.

Introduction to Figma

User interface designs can be produced precisely and with real-time feedback using the collaborative design and prototyping platform Figma. It's perfect for designing layouts that adjust to different screen sizes. For my project, I had to create two distinct but related experiences:

- A desktop interface for users who use a web browser to access the platform.
- An iPhone's interface with optimized touch interactions that is designed for mobile users.

Key concepts I learned

1. **Artboards and frames**

- frames made especially for the iPhone (375px wide) and desktop (1440px wide).
- Every screen (Home, Sign In, Policies, etc.) was constructed inside frames with distinct labels.

2. **Automatic Layout**

- For buttons, forms, containers, and page sections, Auto Layout was utilized.
- In order to facilitate responsive resizing, padding and spacing settings were implemented.
- "Fill Container" and "Hug Contents" are cleverly used for flexibility.

3. **Elements and Variants**

- Created reusable elements, such as text inputs, navbars, and CTA buttons.
- Defined states with variations (active, hover, and default).
- Consistency in appearance across platforms was guaranteed by components.

4. **Interactions and Prototyping**

- Tap, Navigate To, and Smart Animate are new interactive transitions.

- Used slide-in animation and overlays to create a mobile sidebar.
- Created end-to-end user journey prototypes.

5. **Restrictions and Reactivity**

- Establish limits for both vertical and horizontal resizing.
- From iPhone 11 to iPhone 14, layout fidelity was maintained.

6. **Accessibility and Typography**

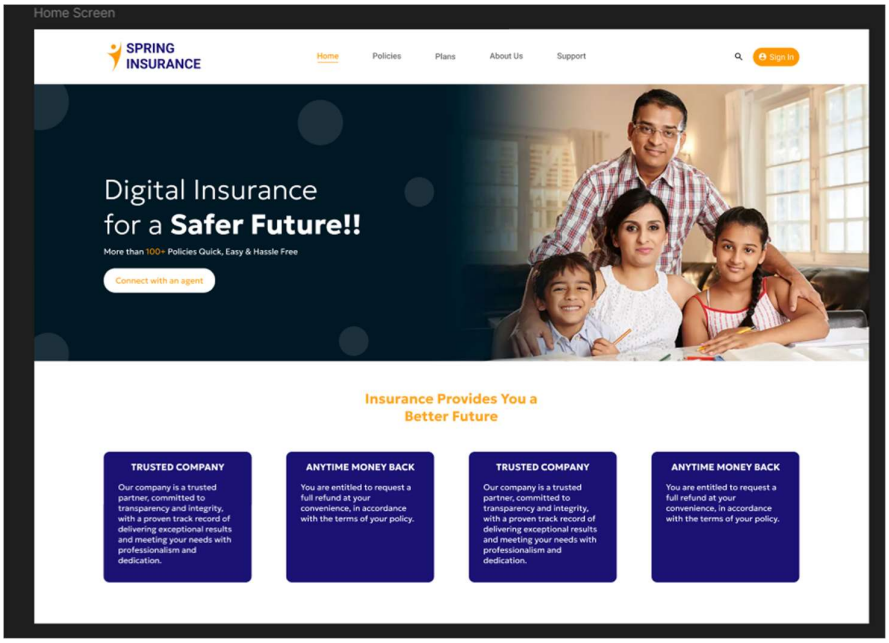
- Used a structured typographic scale (paragraphs, headings, and subheadings).
- Accessible touch targets (≥44px) and readable font sizes (≥16px) were guaranteed.

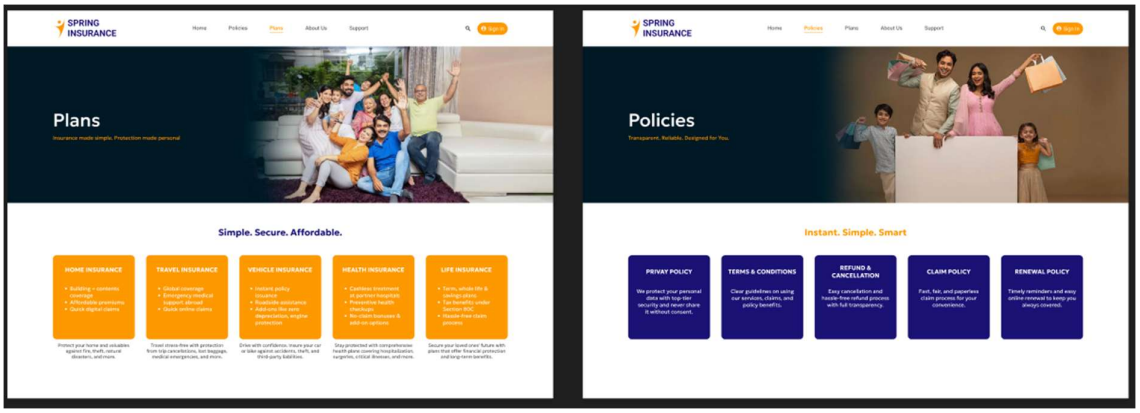
Screens Designed

A. Desktop Interface

Pages Developed:

1. Home Screen
2. Sign In
3. About Us
4. Policies (Two Layouts: Plans Overview + Policy Cards)
5. Support Page





Design Features:

- Responsive layout with a fixed top navigation bar.
- Cards for showcasing insurance types, benefits, and pricing.
- Clear call-to-actions with consistent branding.
- Informative About Us section with images and text hierarchy.
- Structured Support page with a functional inquiry form.

B. iPhone Interface

Screens Developed:

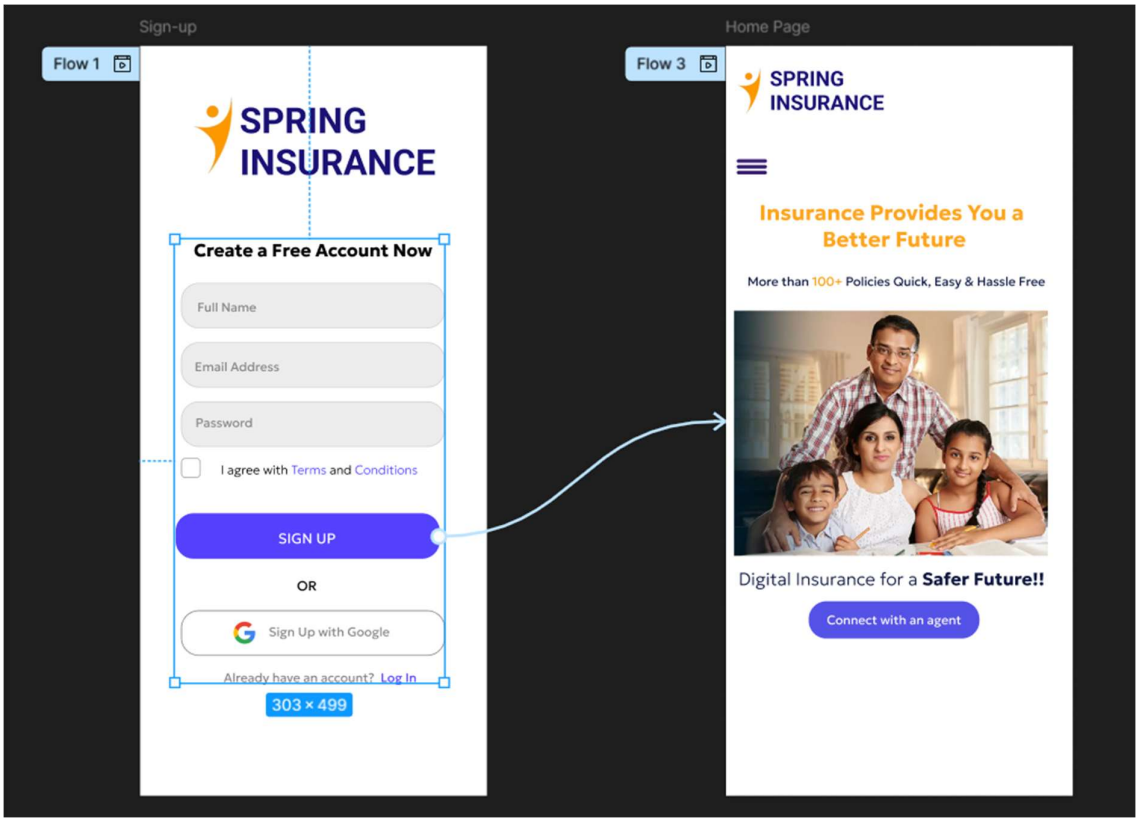
1. Sign-Up Page
2. Home Page
3. Sidebar Navigation Menu
4. Policies page + Plan page
5. Support Page
6. About Us

Design Features:

- Clean mobile-first layout optimized for one-handed use.
- Sign-up form with fields for name, email, and password, along with Google Sign-Up.
- Sidebar (hamburger menu) featuring animated overlay for smooth navigation.
- Clear CTA and emotionally resonant hero image on the Home screen.

Mobile Navigation Flow:

- Open App → View Home Screen → Open Sidebar → Navigate to Sign-Up → Register → Explore Insurance Plans



Technical Design Practices

Feature	Description
Auto Layout	Used throughout for consistent spacing and resizing
Components	Built modular UI elements for reuse across platforms
Prototyping	Implemented full user flows with transitions and overlays
Typography	Followed accessibility-friendly font sizes and contrast
Accessibility	Considered tap targets and screen readability
File Organization	Layer naming, grouped sections, and platform separation

Challenges & Solutions

Challenge	Solution
Mobile sidebar animation issue	Resolved using Smart Animate + Overlay flow
Spacing inconsistency	Standardized using Auto Layout settings and constraints
Responsive scaling on iPhone	Applied frame constraints and adaptive resizing

What I Found Helpful

Feature	Benefit
Auto Layout	Saved time and enabled flexible UI across screen sizes
Components	Made the design scalable and consistent
Prototyping	Helped simulate real-world app interaction
Overlays	Enabled sidebar simulation on mobile easily
Variant System	Created stateful UI elements without duplication

Conclusion

I was able to learn key UI/UX concepts with Figma thanks to this project, particularly how to create consistent experiences for desktop and iPhone platforms. I improved my skills with Auto Layout, components, constraints, and prototyping tools. My experience designing mobile-first interfaces taught me to keep a consistent visual identity while giving usability and accessibility top priority. Overall, this experience improved my capacity to use Figma to produce end-to-end design solutions that prioritize user engagement and responsiveness.