

# **Donation Machine Design and UI Progression Document**

## **App Description:**

This application is a new self-contained product, which will provide users with the ability to find and donate to charities and non-profits of their choice and find more information in a centralized app. Various user will be able to register an account and log in with their unique profile to explore their donation options, and non-profit organizations can find potential donors.

## ***Design Overview:***

### **Colour Scheme:**

The colour scheme established for the final version of the app is a muted monochromatic teal colour scheme. The reason behind using this scheme was based on multiple core contributing factors. These factors included looking to avoid an intense, overpowering colour that might take away from the navigation for the app. Teal was decided on as a mix of blue and green, blue being associated with calming elements, green being associated with growth and renewal. Teal is subsequently said to evoke mindsets of open communication and clarity of thought.

### **Iconography:**

The icons chosen for this app were chosen to reflect the themes also evoked by both the font and colour scheme. The thin lines of each the icons ensured the icons were not overpowering while also evoking a modern feel. The change in colour for each of the icons was to reflect app navigation.

### **Font:**

The Roboto family of font was decided on for the font used throughout the app. The Roboto font family is used throughout many google services and applications, thus has a modern feel being used extensively in modern apps.

## **Navigation:**

The goal for navigation was based in clarity simplicity. The ability for users to backtrack in the case of navigation error was an important goal. The user was constantly told where they are in the app through the use of differing icon colour when on a selected page.

## ***Design Progression:***

The following sections lists each figure included in this document. Figures were entered in order of app progression throughout the development process. Figures include full navigation diagrams as well as individual aesthetic screenshots:

Figure

1. Project proposal and sprint 1 navigation diagram denoting initial app navigation and UI layout for each page.
2. Sprint 2 navigation diagram denoting changes to app navigation as well as small changes to scheme
3. Initial tests in changing the overall UI scheme
4. Screenshots denoting the final functional UI changes
5. To 11. Tests for specific themes
12. Final app design scheme.

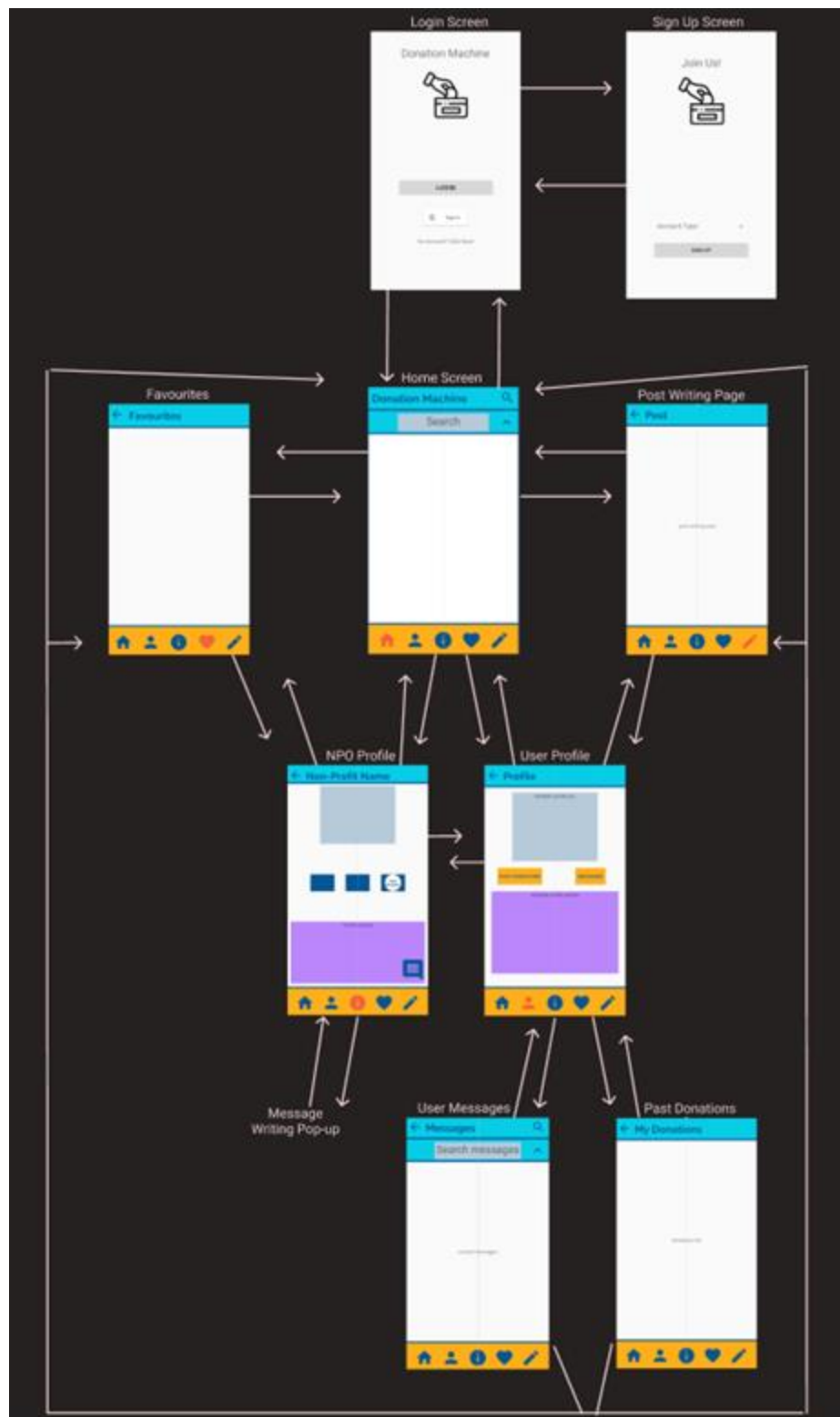


Figure 1: Initial app layout for sprint 1

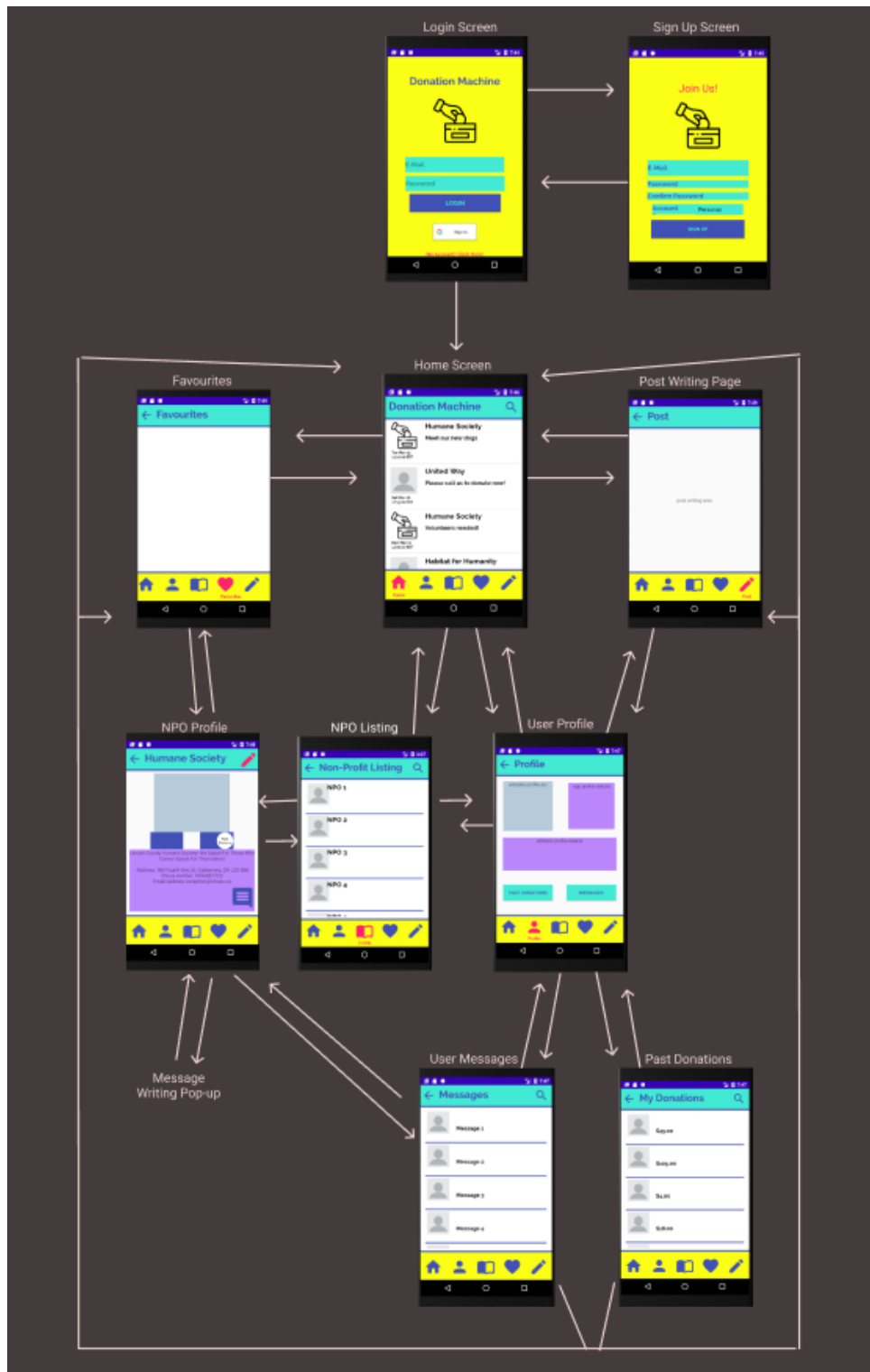


Figure 2: App layout for sprint 2 with UI changes

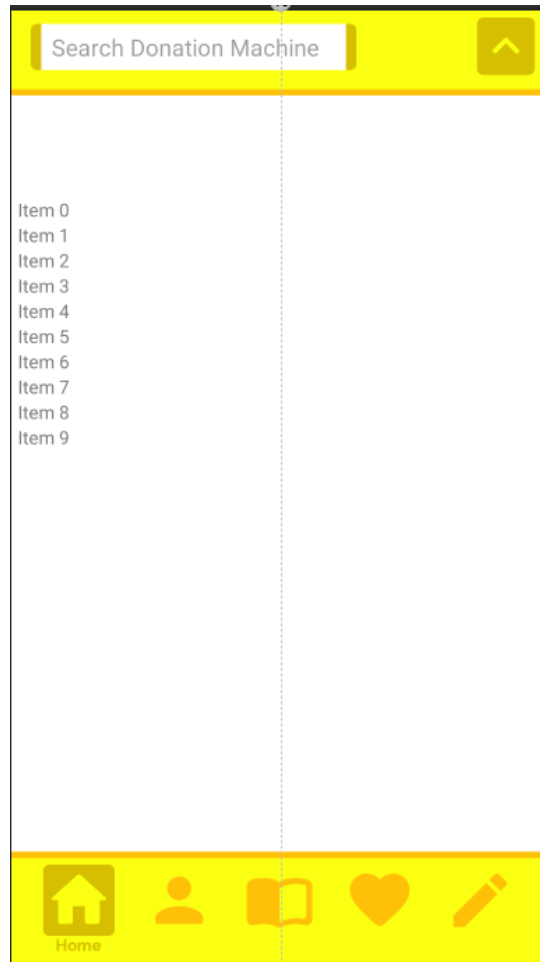
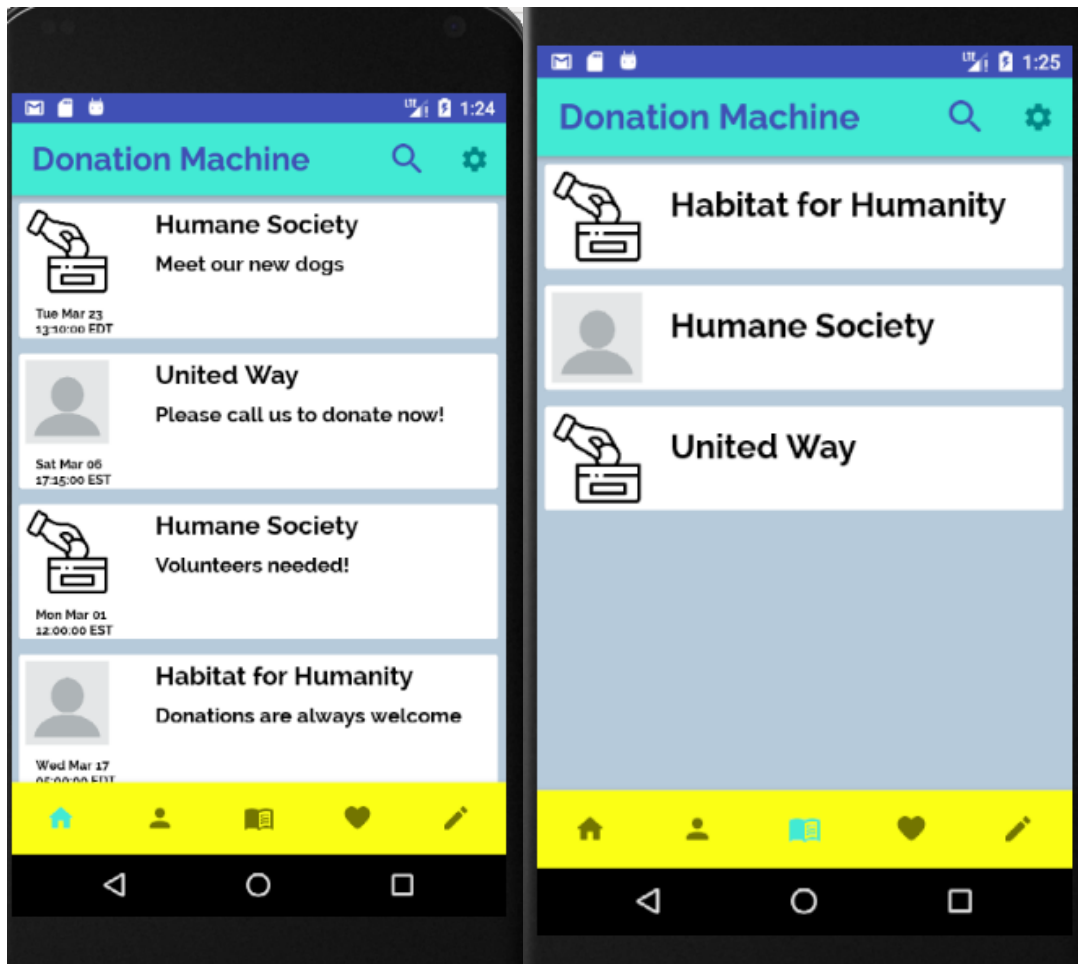


Figure 3: Initial tests in UI aesthetic



Figures 4 and 5: Aesthetic UI changes reflecting final functional navigational changes

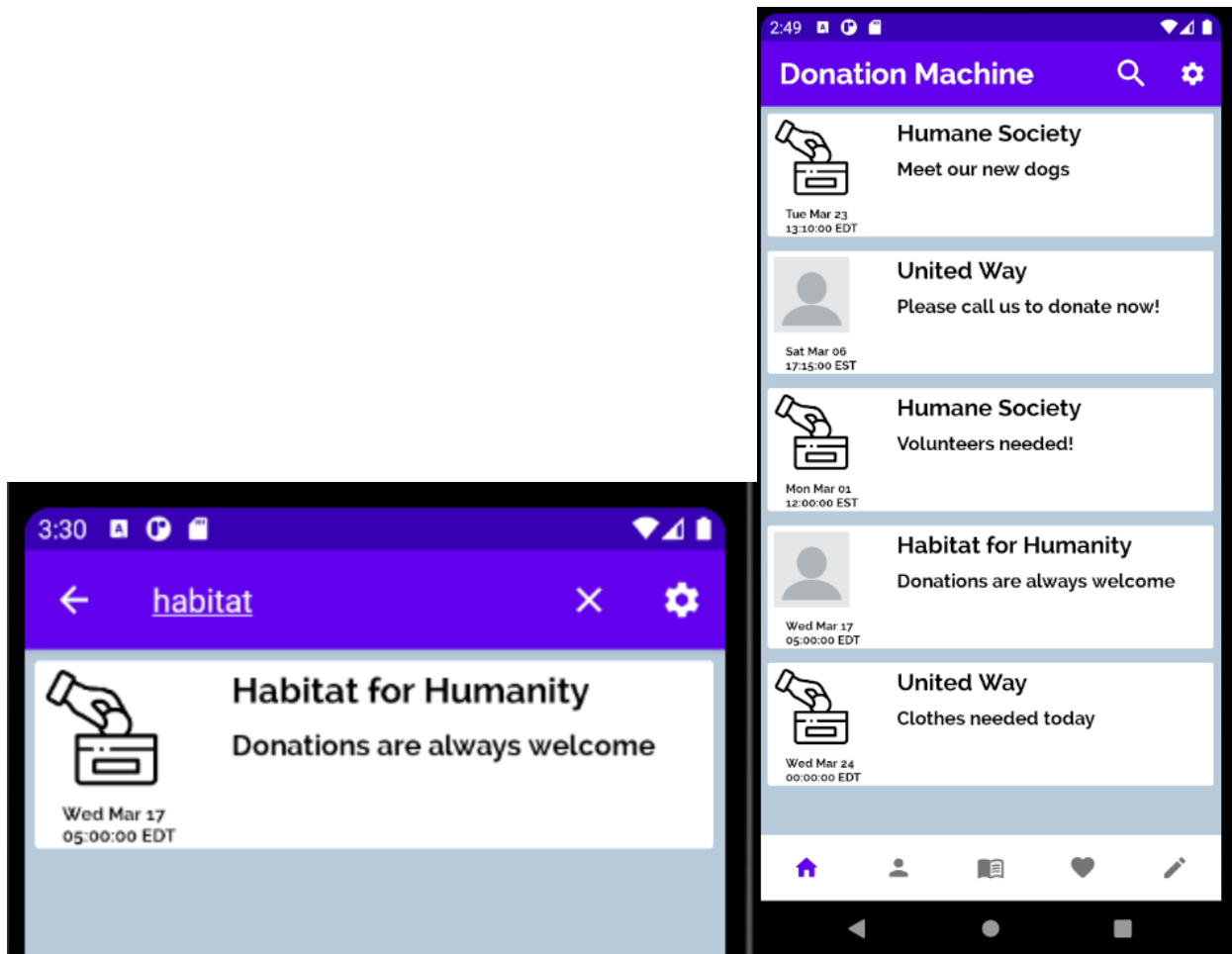


Figure 6 and 7

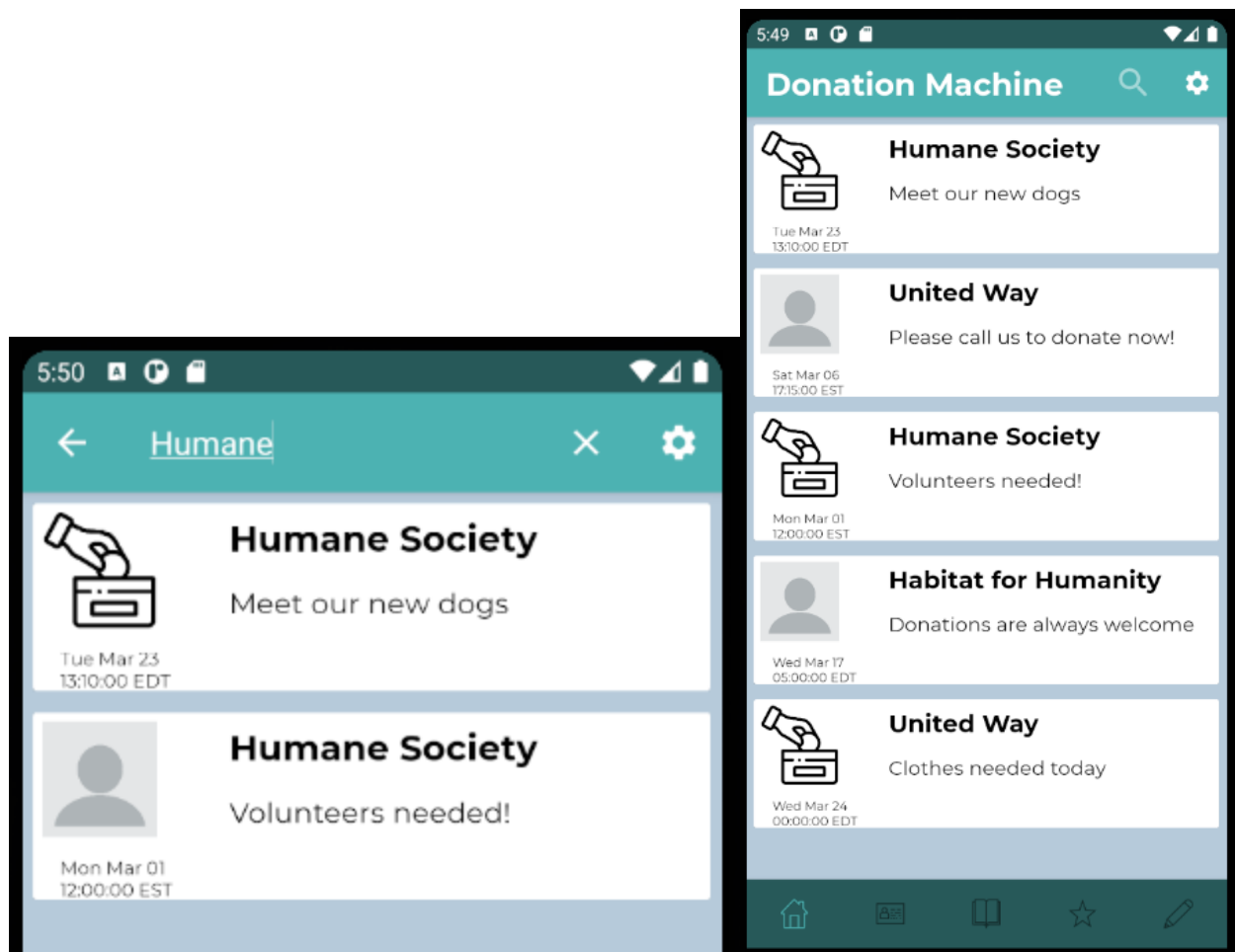


Figure 8 and 9



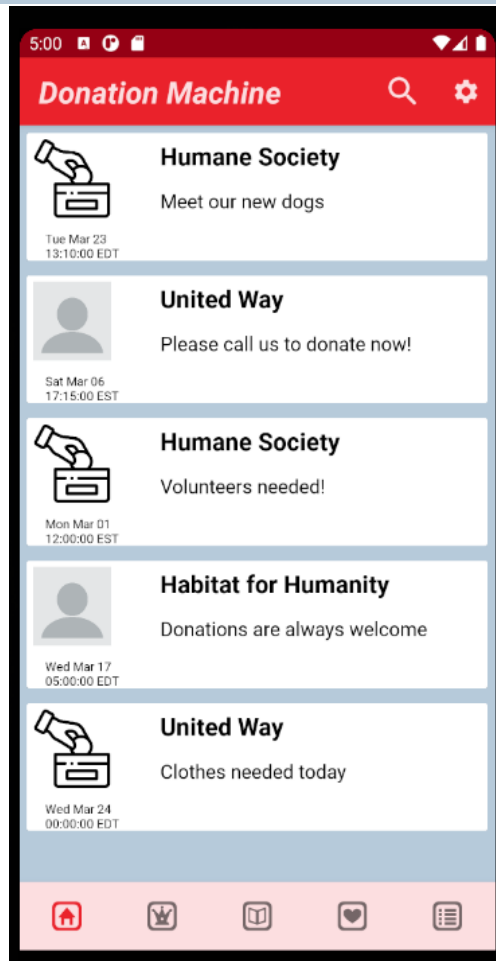
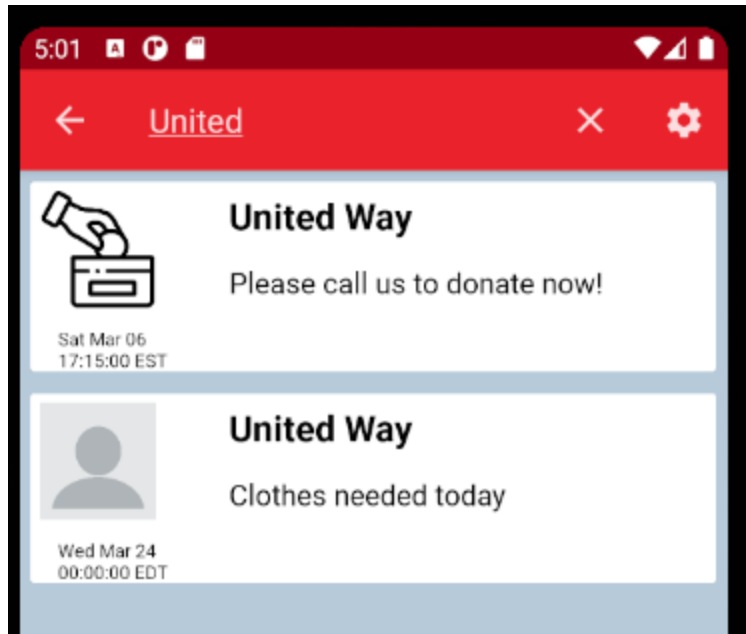


Figure 10 and 11

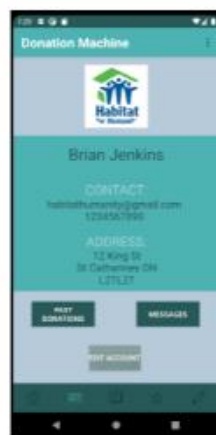
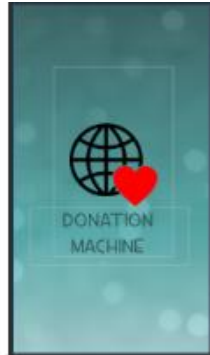


Figure 12: Final app scheme