Week 2: Design Tools and Prototyping

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1. Develop Interactive Prototypes:

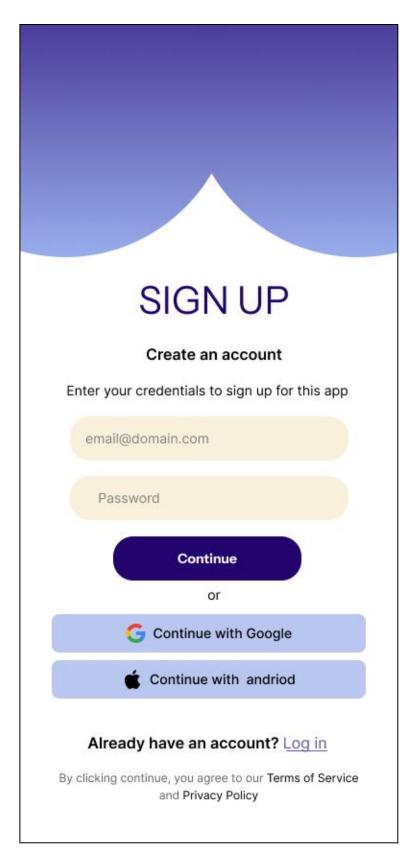
Tool used: Figma

Link:

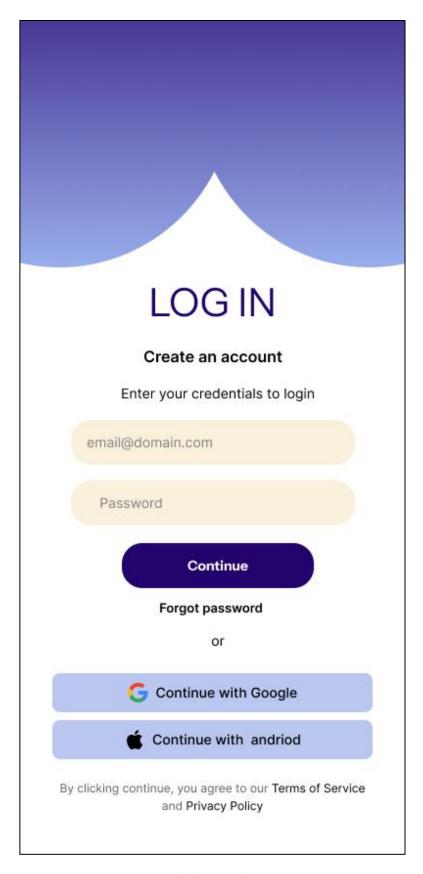
https://www.figma.com/design/7JseRUwAeK3txuRE5t9PGv/TASK-ZEN?node-id=0-1&t=7cE9PDevEqvTY96t-1



Splash Screen 1



Sign up page 1



login page 1

WELCOME! Zoha **TASK LIST** TODAY: 1.Complete Assignment 2. Submit Quiz 3. Wash Dishes



Add task 1



save 1

2. Study and Apply Design Systems:

Material Design

Goal: Build consistent, intuitive, and beautiful interfaces across platforms using a shared set of design principles

Core Principles:

Principle	Meaning
Material Metaphor	UI elements mimic physical objects (depth, surfaces, shadows)
Bold & Intentional	Use strong typography, color, and space to guide users
Meaningful Motion	Transitions and animations help users understand flow & hierarchy
Adaptive Layout	Designs should respond across screen sizes (mobile, tablet, web)

Key Components to Use:

Component	Usage Example
Buttons	"Sign Up", "Save Task", "Continue"
Cards	Task previews, info containers
FAB (Floating Action Button)	Add new task (+)
Text Fields	Forms: Email, Task name, Description
Snackbars	Feedback: "Task Saved!"
App Bar	Top title/header

Color System:

Use a Primary, Secondary, and Surface color + light/dark variations.

Role	Example
Primary	Blue/Green (buttons)
Surface	White or light gray
Background	Very light or muted
Error	Red

Typography Scale:

Text Style	Size	Use Case
Headline Large	24–32px	Welcome, Page titles
Body Medium	16px	Task names, content
Button Text	14px	On buttons
Caption/Label	12px	Field labels, hints

Use Roboto, Inter, or Google Sans.

Spacing & Elevation (Shadows)

Use a 4pt or 8pt grid system Apply elevation levels:

Level 1: Cards

Level 6: Floating buttons