FREE SKETCH MOBILE UX TEMPLATES

READ ME

At ArcTouch, we build great apps. Part of our proven process—honed over eight years and hundreds of apps—is great UX documentation. Our Creative team made this reusable template to help visualize the app structure and flow, before creating detailed wireframe prototypes.

HOW TO USE

This Mobile UX Template was made for Bohemian Coding's *Sketch*. The document is divided into separate pages for schema, user flows, and symbols. Included are examples of a schema and user flows. Use them as starting points to build your own documentation. On page 7, separate boards with of common UX



symbols, connectors, and device icons are available for use. These editable symbols help describe the features and user movements inside the app. Use the underlying grid (turn on "Show Layout" from the View menu) to keep your presentation organized and consistent.

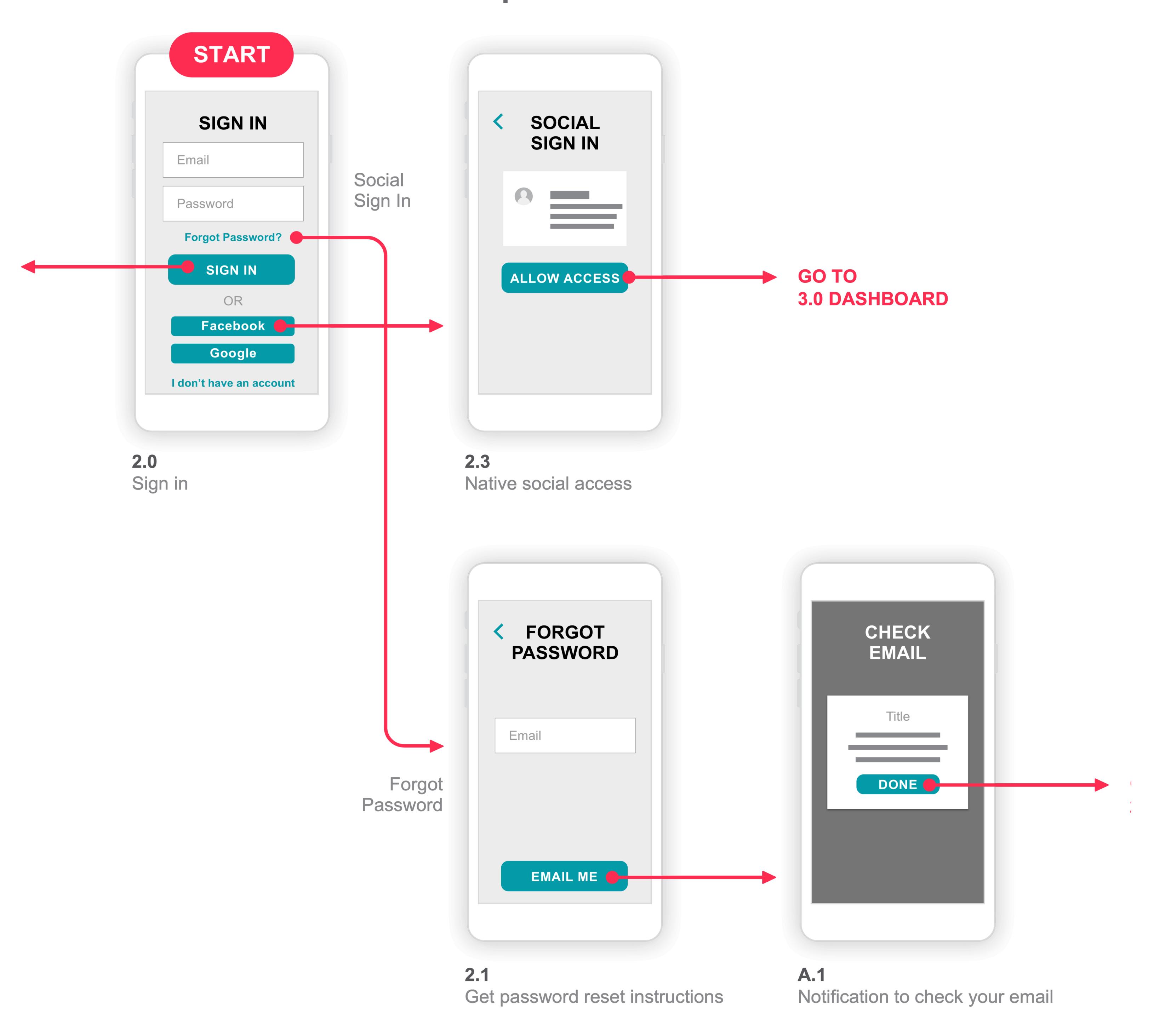
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ArcTouch helps brands connect more deeply with customers through custom experiences for phones, tablets and smart things. Learn more at arctouch.com.

Example User Flow



SCHEMA EXAMPLE

HELPFUL TIP

Start by creating simple versions of all the screens you will need for your app. Separate the app into different labeled sections. Group the screens into these sections and show the section's main screen at the top of the section, and pages that link off of that screen below. Set up a numbering system so you can reference the screens easily, or use our numbering system. We like to number each section and add decimals the deeper you go into that section.

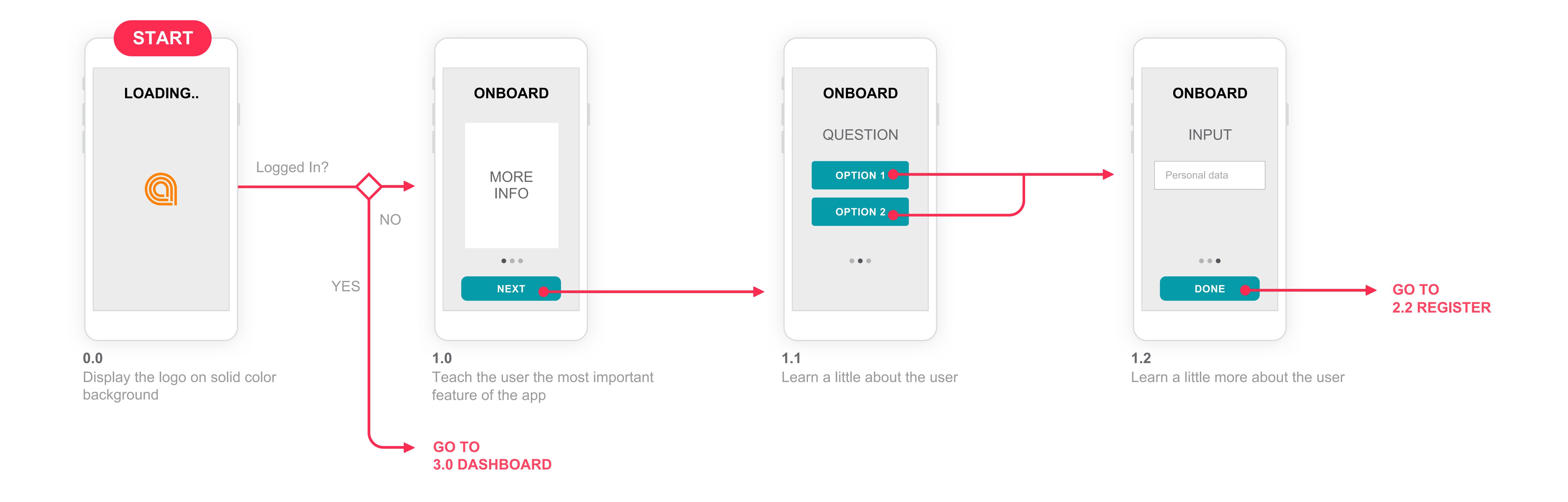
LOGGED OUT LOGGED IN GLOBAL 1. ONBOARDING 2. SIGN IN 5. SETTINGS A. ALERTS 0. LOAD 3. DASHBOARD 4. PROFILE Username B. ERRORS FORGOT PASSWORD SOCIAL SIGN IN < POST Username New Password Person Name



LAUNCH THE APP AS FIRST TIME USER

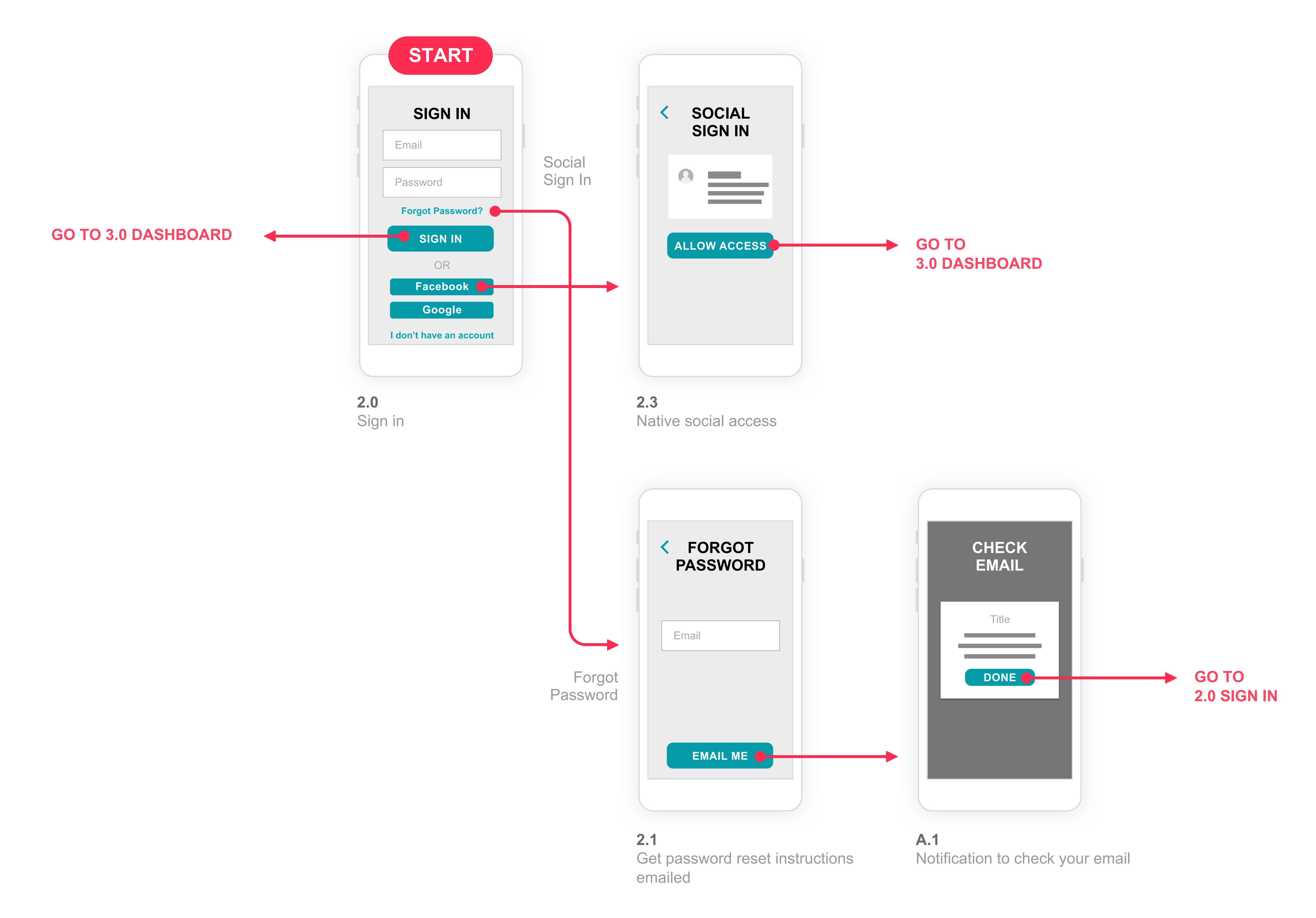
HELPFUL TIP

Separate each section or main action in the app into a detailed flow diagram using the user flow boards shown on this page. Try to have one focused goal for each page, and if it doesn't fit on one page, make the goal smaller and link off to other screens with screen number references. Feel free to use the phone symbols and scalable arrows to link the screens.



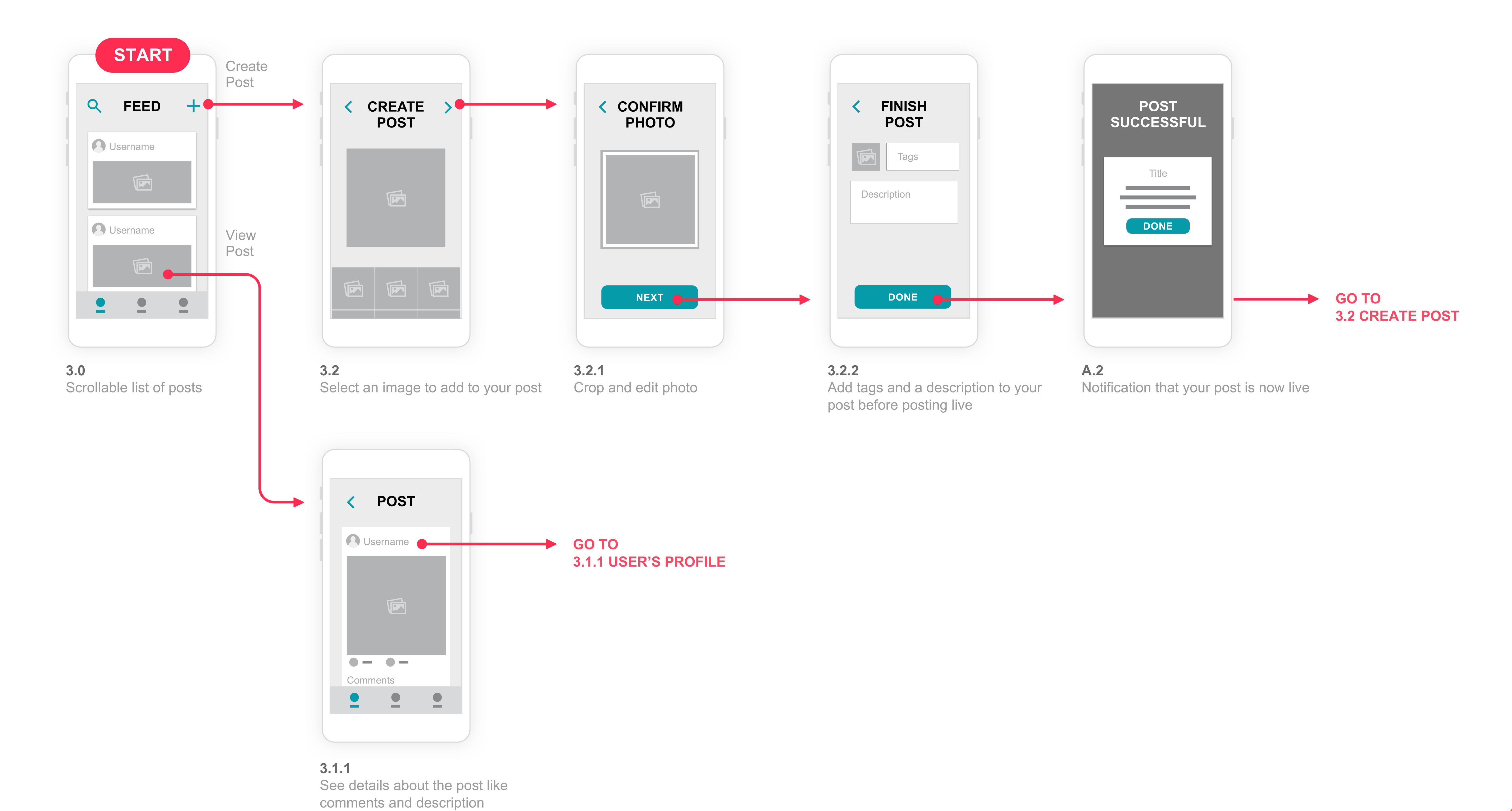


SIGNIN



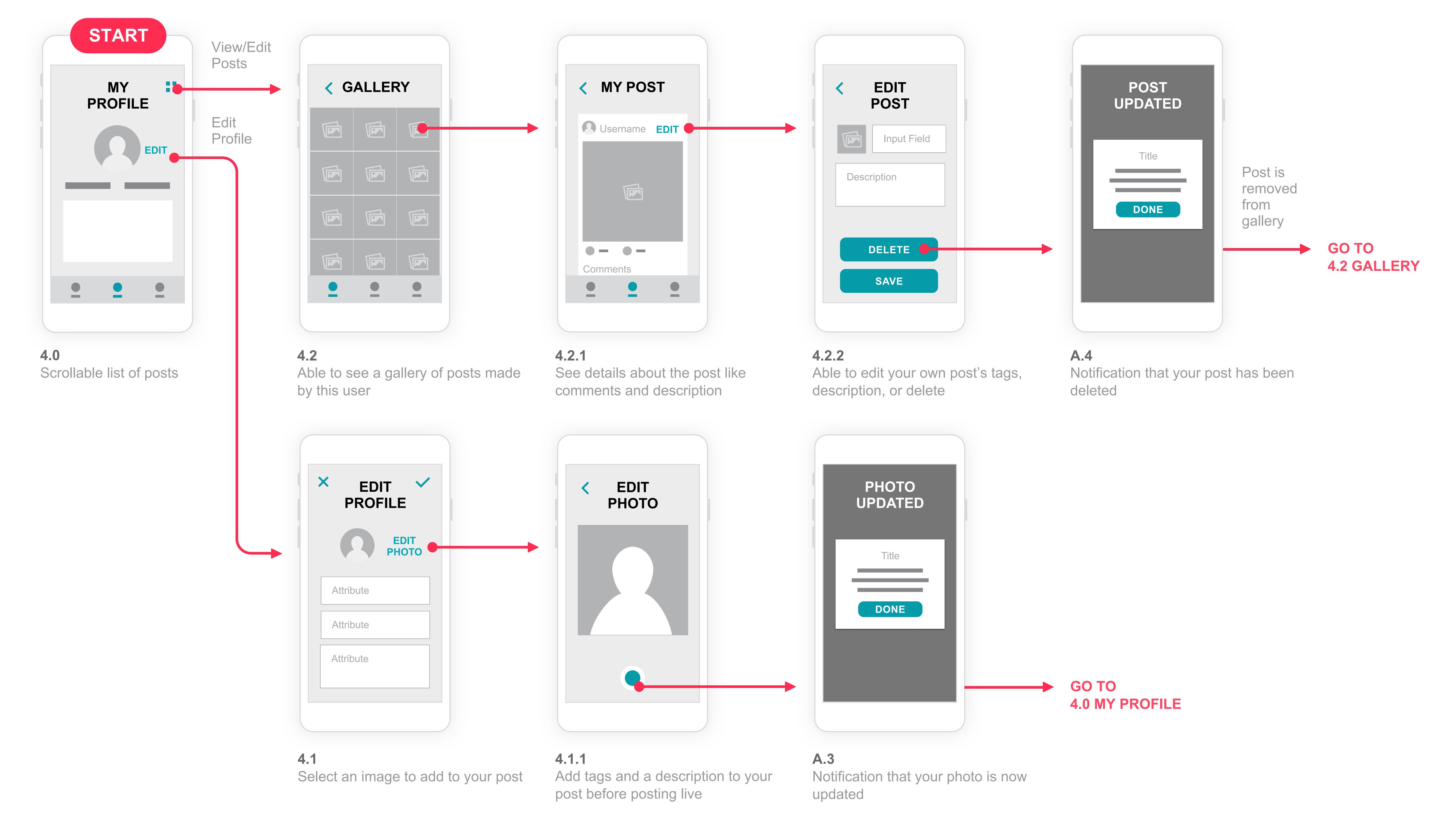


CREATE AND VIEW POSTS





VIEW AND EDIT MY CONTENT





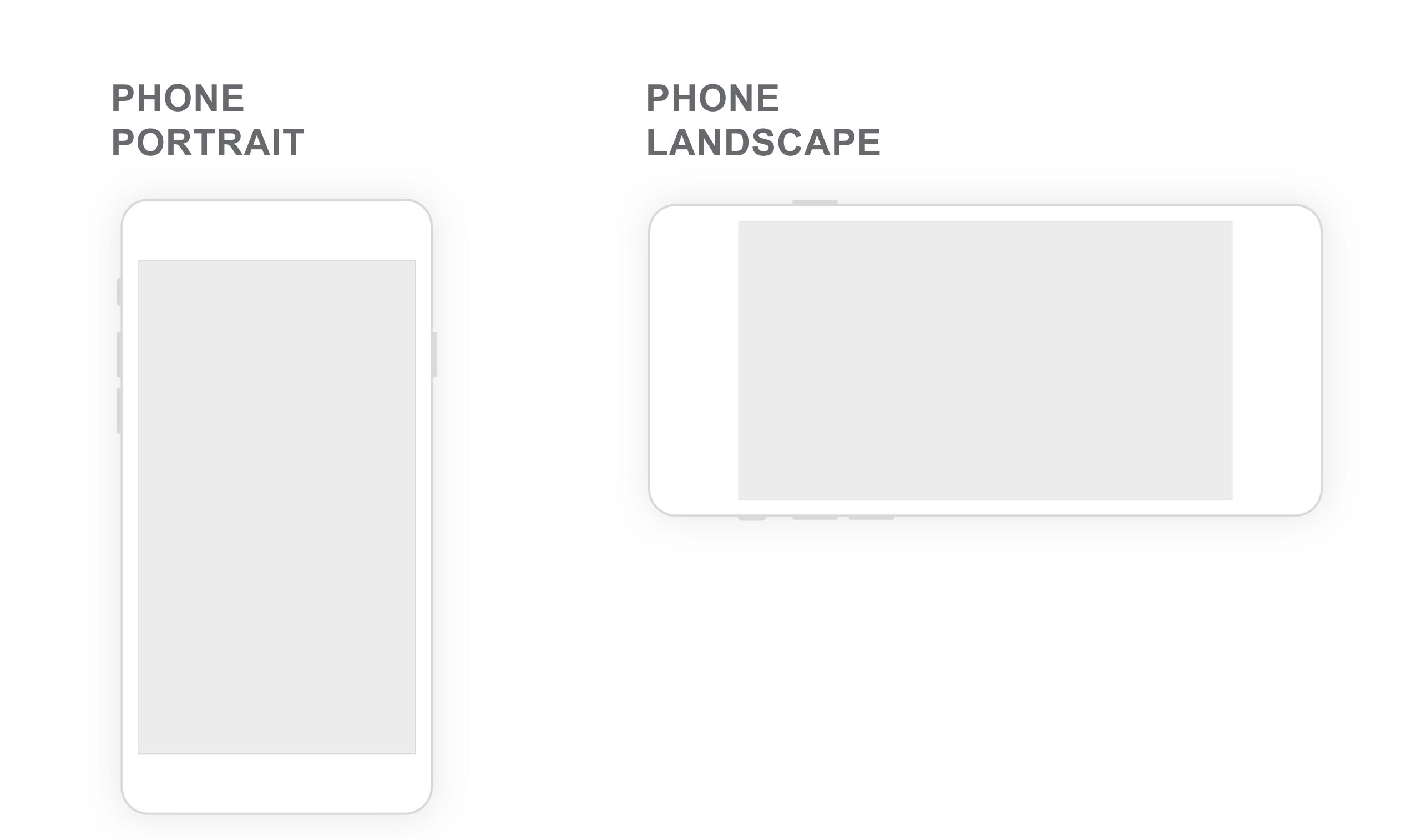
HELPFUL TIP

A grouping of devices, arrows, and other symbols that you can use to lay out your UX Flows.

DEVICES

DEVICES

These devices are set to 1x screen sizes for standard iPhone 6 and iPad.



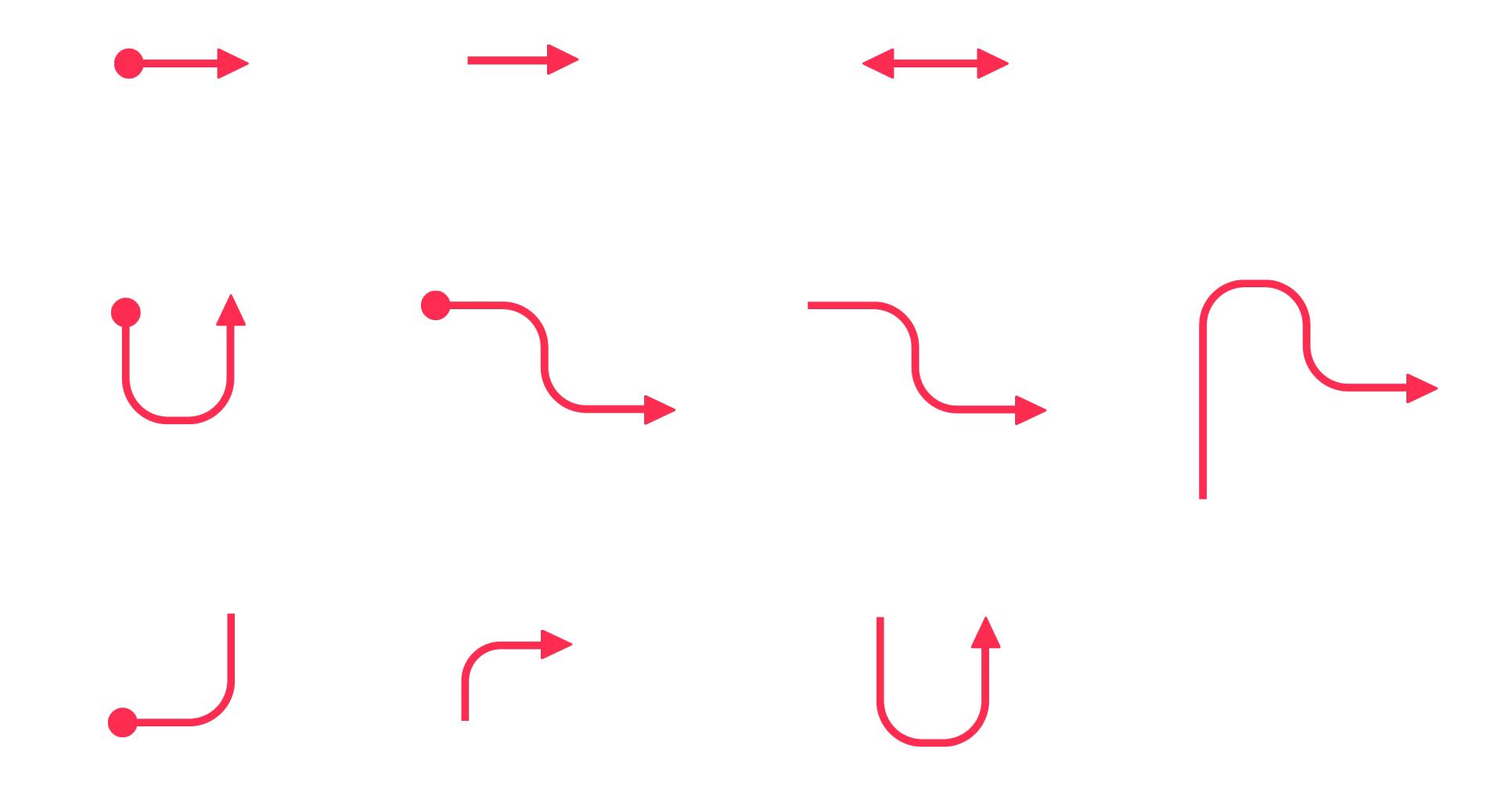




ARROWS & CONNECTORS

SCALABLE BITMAP ARROWS

These arrows will scale and keep their arrow head and tail as long as you scale them larger than their original size.



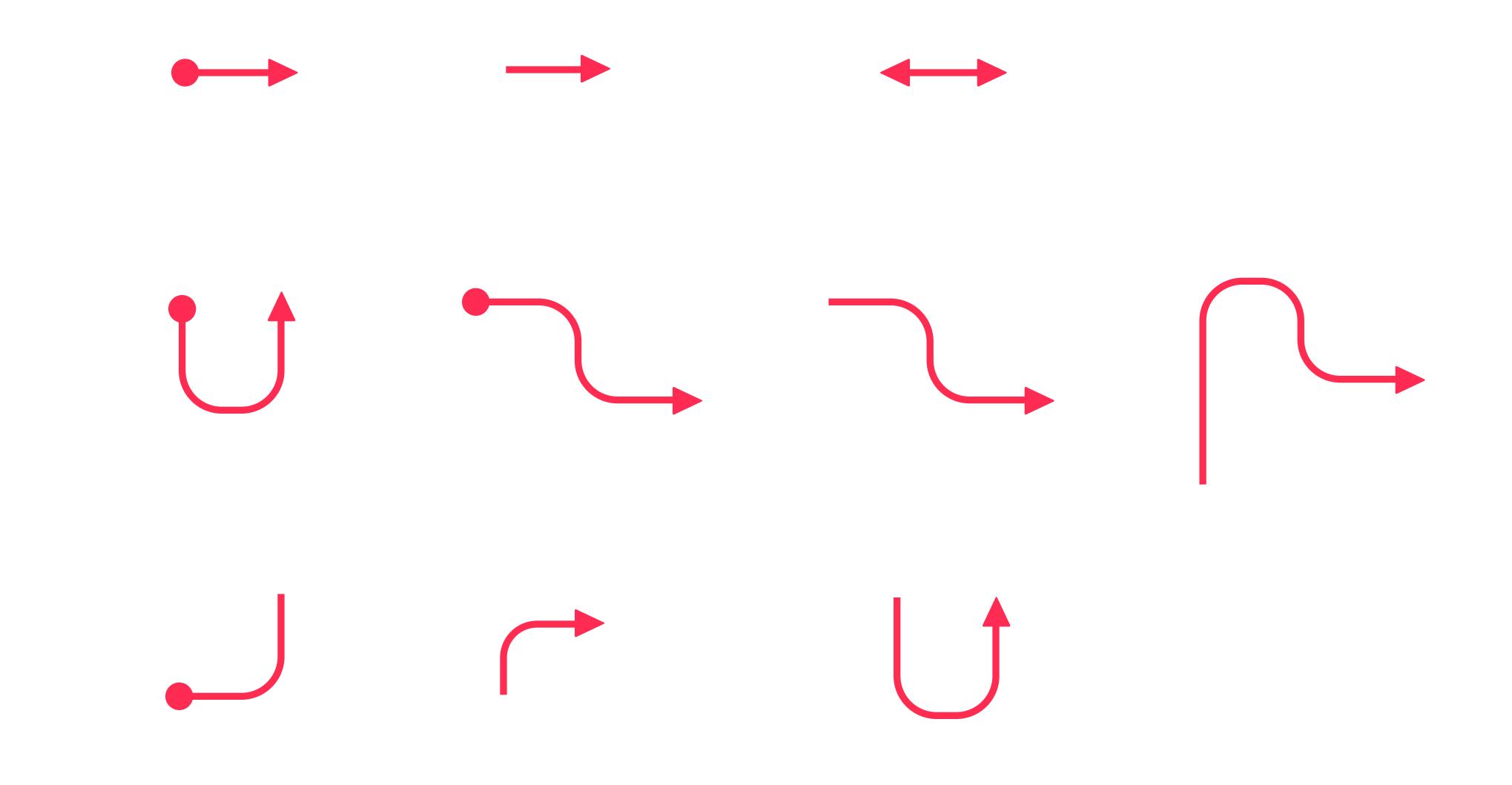
CONNECTORS



VECTOR

Made into scalable bitmaps by using this technique:

- 1. Select arrow
- 2. Layer > Flatten Selection To Bitmap
- 3. Layer > Image > Convert to 9-Slice Image



OTHER SYMBOLS









SCREEN ELEMENTS

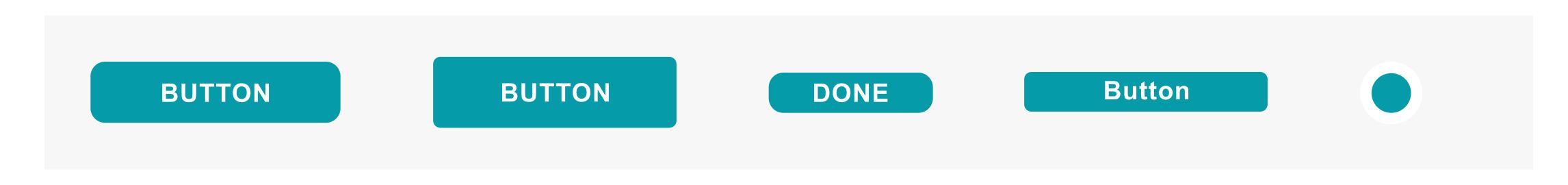
SCREEN ELEMENT SYMBOLS

These screen elements can be used to design your screen layouts.

ICON



BUTTON



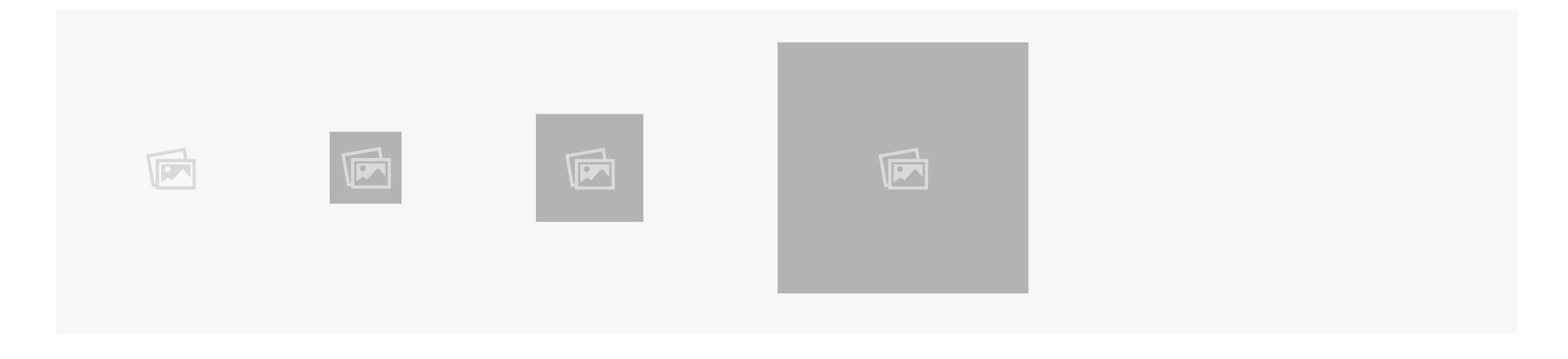
AVATAR



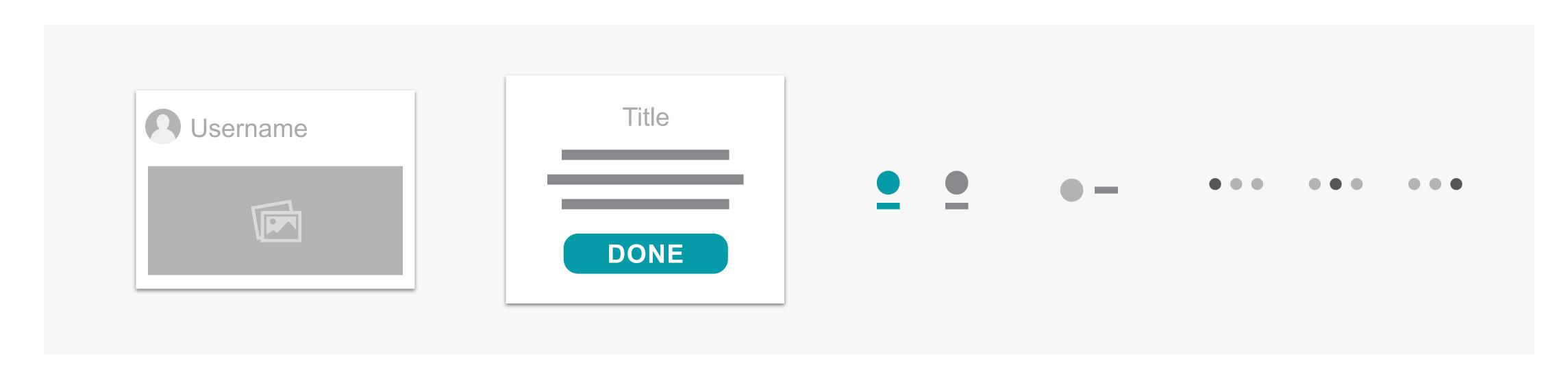
TEXT FIELD



IMAGE



MISC SCREEN ELEMENTS





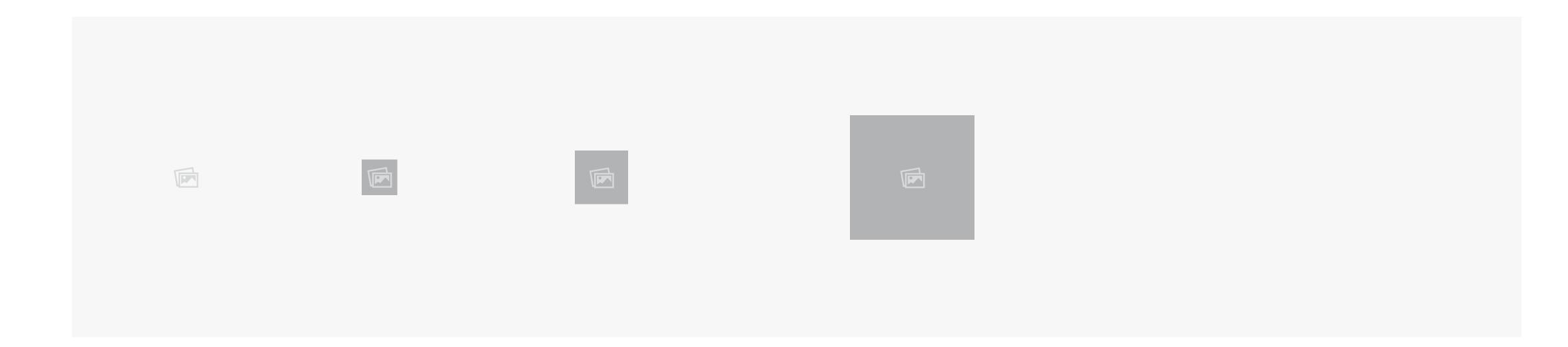
SCHEMA SCREEN ELEMENTS

SCREEN ELEMENT SYMBOLS AT HALF SIZE

These screen elements can be used to design your schema layouts.

BUTTON AVATAR TEXT FIELD

IMAGE



MISC SCREEN ELEMENTS

