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.

ARCTOUCH
MOBILE & CONNECTED EXPERIENCES

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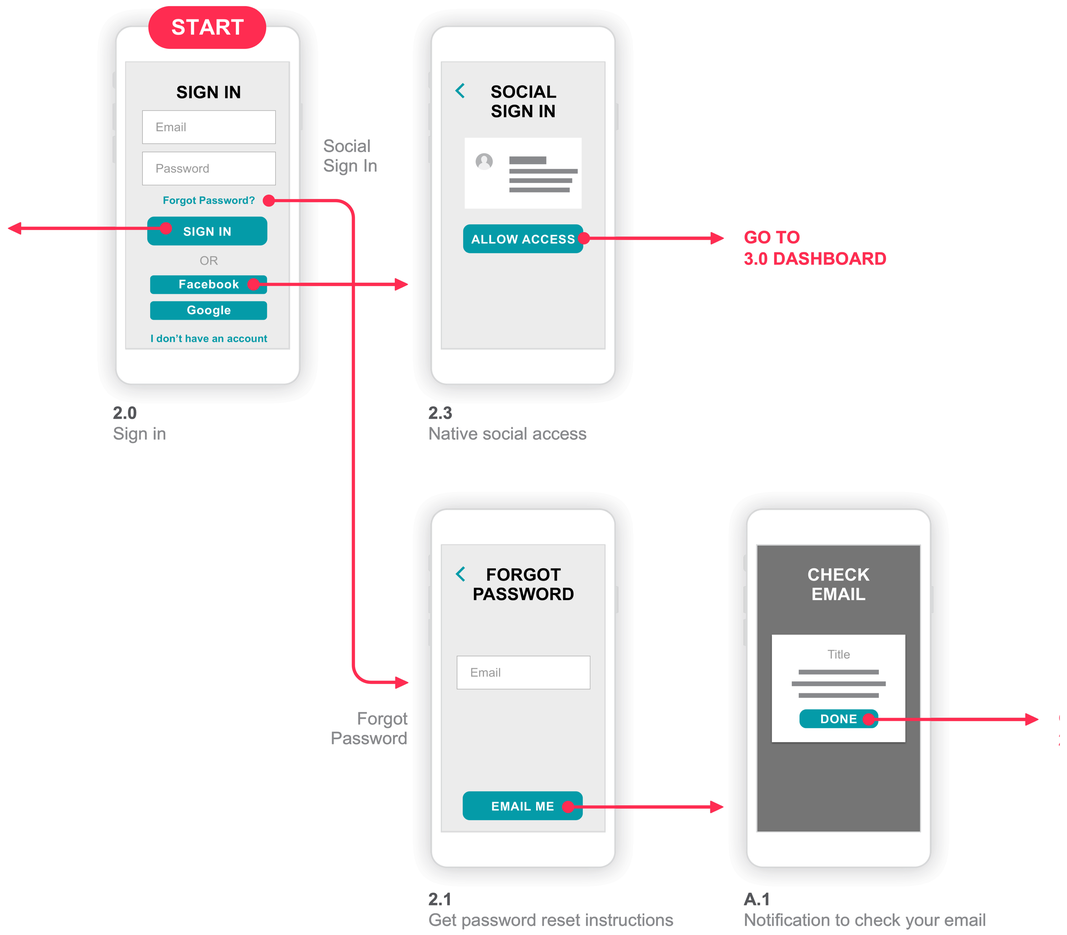
Example User Flow



Health Conscious

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

0. LOAD

0.0

1. ONBOARDING

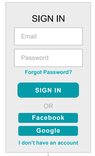
1.0

1.1

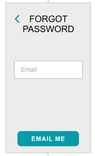
1.2

2. SIGN IN

2.0



2.1



2.2

2.3

A.1

2.2.1

LOGGED IN

3. DASHBOARD

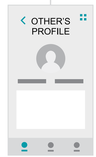
3.0

3.1

3.2

3.3

3.1.1



3.1.2

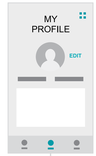
3.2.1

3.2.2

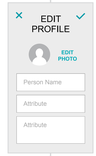
A.2

4. PROGRAMS

4.0



4.1



4.2

4.1.1

4.2.1

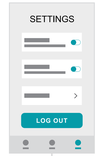
4.2.2

A.3

A.4

5. SETTINGS

5.0



5.1

GLOBAL

A. ALERTS

A.0

B. ERRORS

B.0

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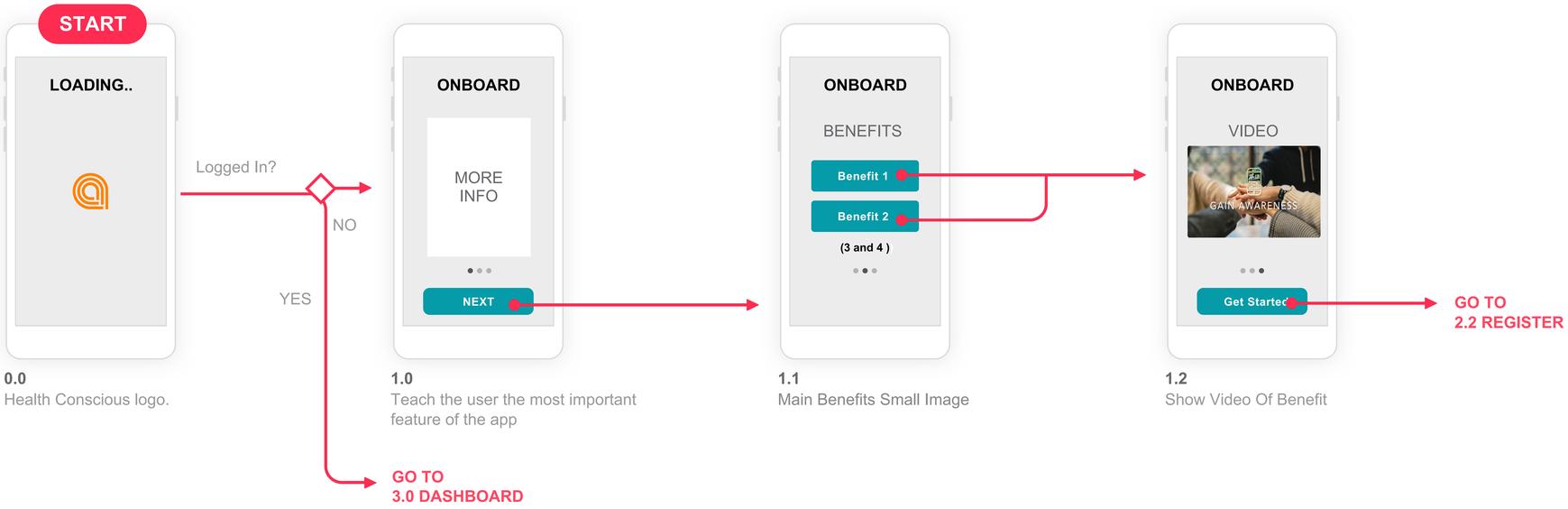
ALCA

USER FLOW EXAMPLE

LAUNCH THE APP AS FIRST TIME USER

Health Conscious User Interface Update:
The following diagram illustrates the recent changes to the user login workflow.



0.0
Health Conscious logo.

1.0
Teach the user the most important feature of the app

1.1
Main Benefits Small Image

1.2
Show Video Of Benefit

Designed for Evolve's Health Conscious Mobile App. by ALCA IT Solutions, 2019

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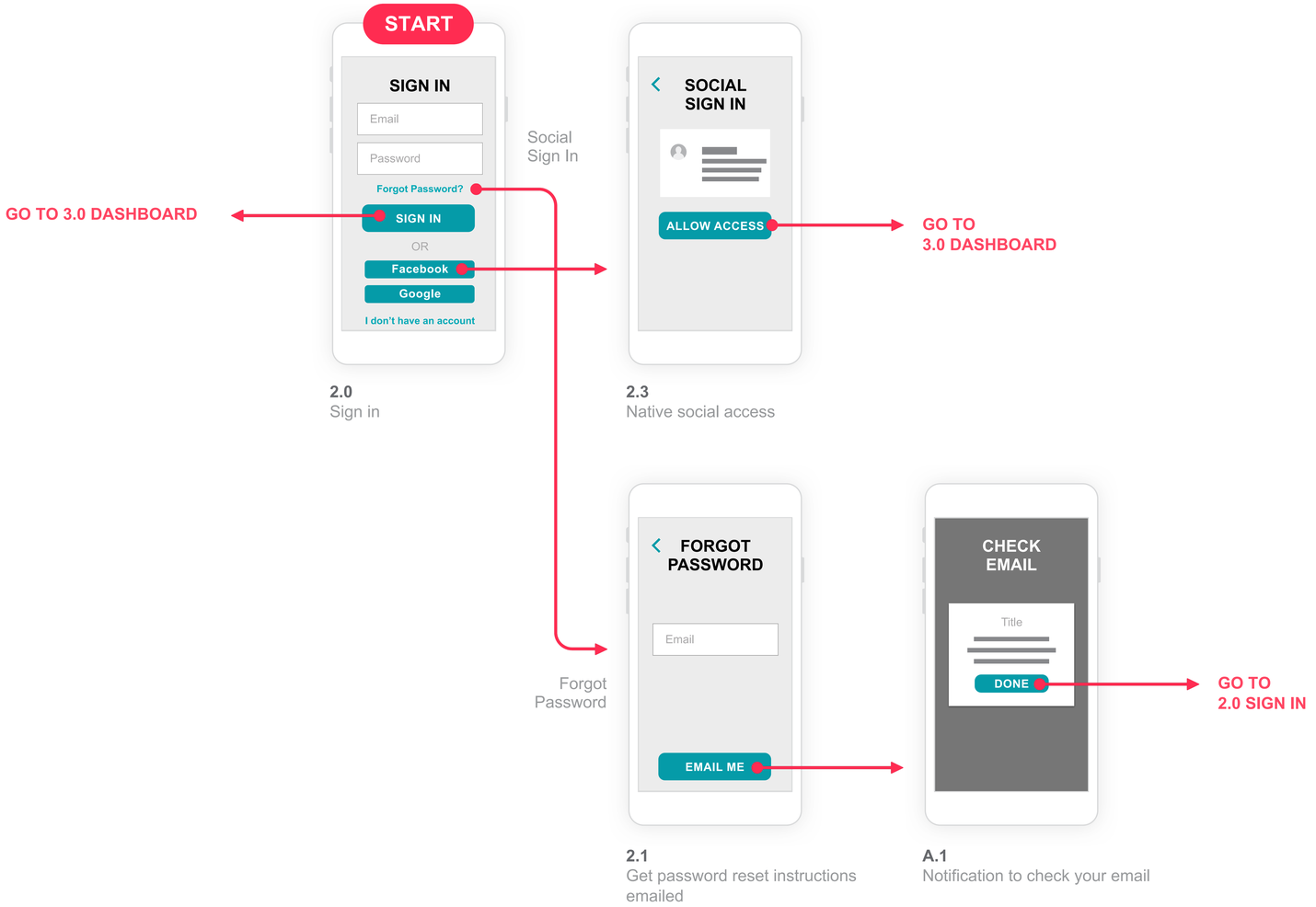
USER FLOW EXAMPLE

SIGN IN



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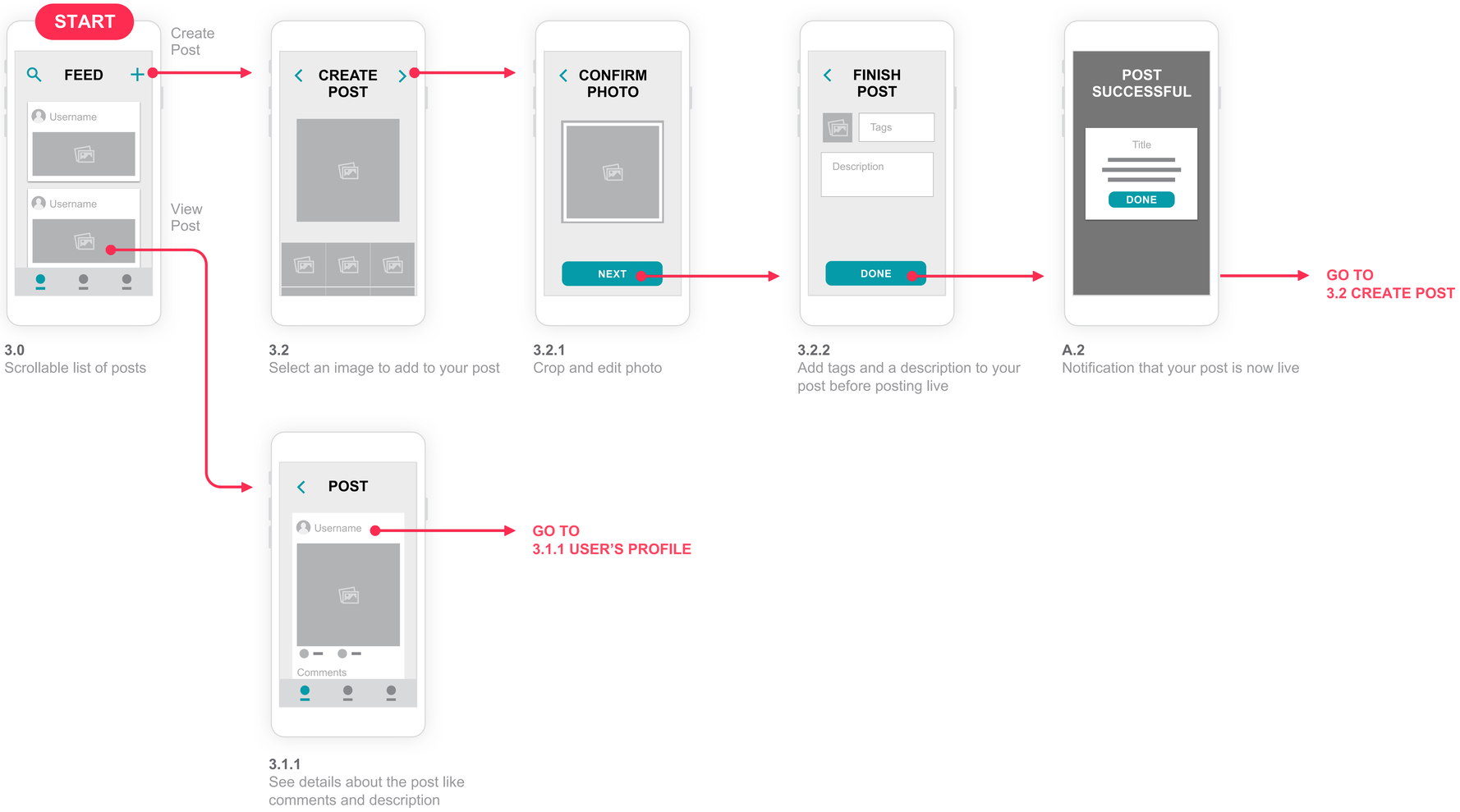
USER FLOW EXAMPLE

CREATE AND VIEW POSTS



3.0
Scrollable list of posts

3.2
Select an image to add to your post

3.2.1
Crop and edit photo

3.2.2
Add tags and a description to your post before posting live

A.2
Notification that your post is now live

3.1.1
See details about the post like comments and description

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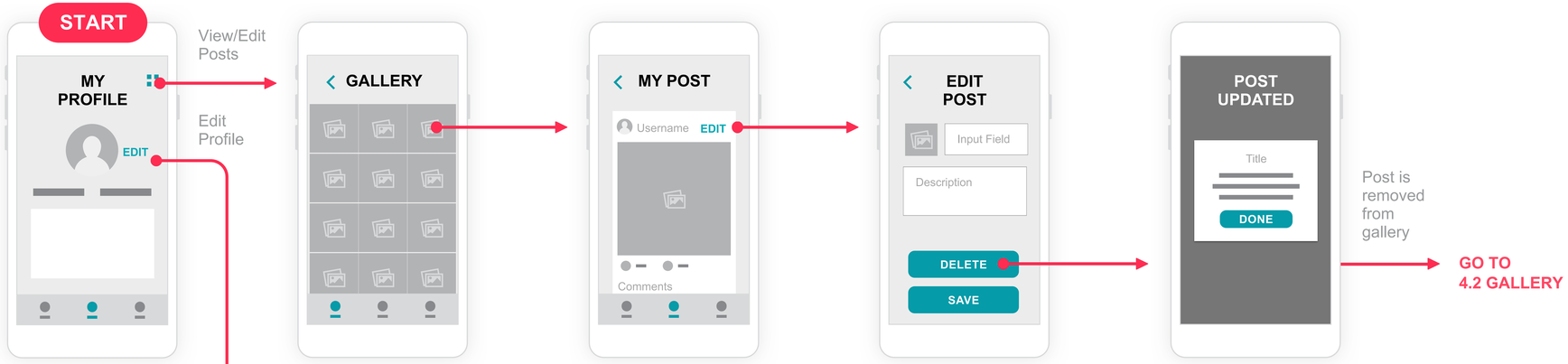
USER FLOW EXAMPLE

VIEW AND EDIT MY CONTENT



4.0
Scrollable list of posts

4.2
Able to see a gallery of posts made by this user

4.2.1
See details about the post like comments and description

4.2.2
Able to edit your own post's tags, description, or delete

A.4
Notification that your post has been deleted

4.1
Select an image to add to your post

4.1.1
Add tags and a description to your post before posting live

A.3
Notification that your photo is now updated

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SYMBOLS
DEVICES

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

DEVICES

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

PHONE PORTRAIT

PHONE LANDSCAPE

TABLET PORTRAIT

TABLET LANDSCAPE

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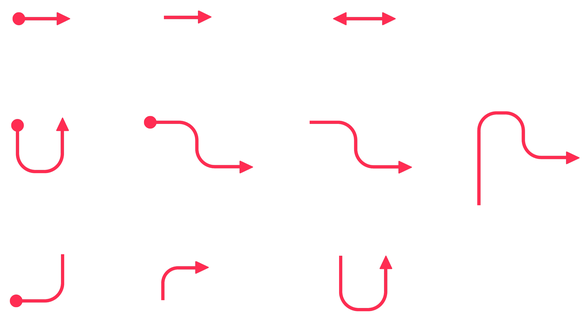
ARCTOUCH

SYMBOLS

ARROWS & CONNECTORS

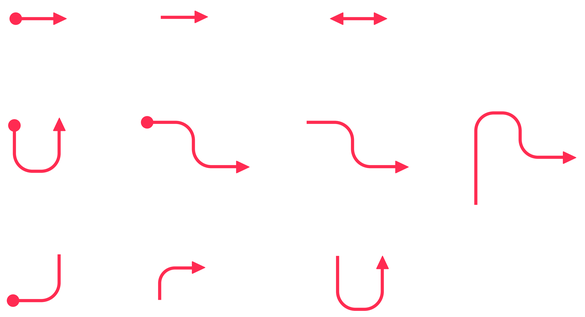
SCALABLE BITMAP ARROWS

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



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



CONNECTORS

OTHER SYMBOLS

START END

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SYMBOLS

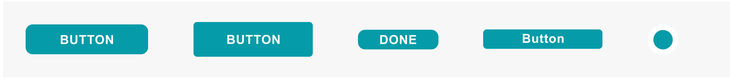
SCREEN ELEMENTS

SCREEN ELEMENT SYMBOLS

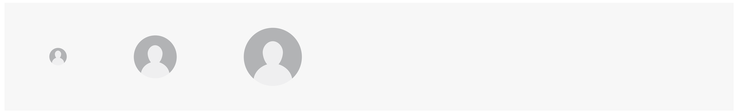
These screen elements can be used to design your screen layouts.

ICON

BUTTON

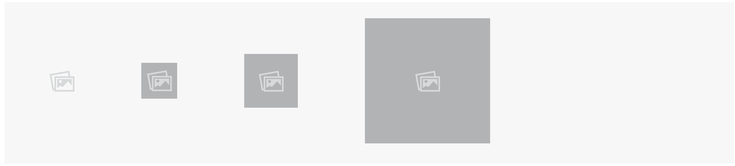


AVATAR

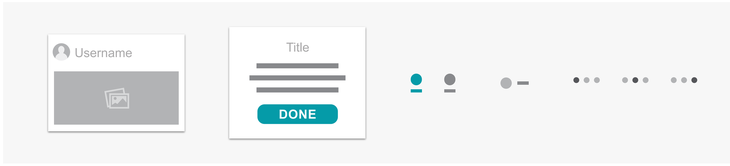


TEXT FIELD

IMAGE



MISC SCREEN ELEMENTS



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ARCTOUCH

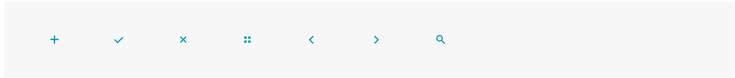
SYMBOLS

SCHEMA SCREEN ELEMENTS

SCREEN ELEMENT SYMBOLS AT HALF SIZE

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

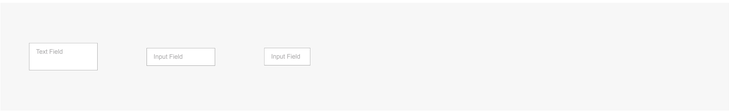
ICON



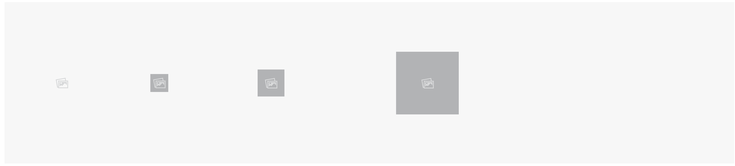
BUTTON

AVATAR

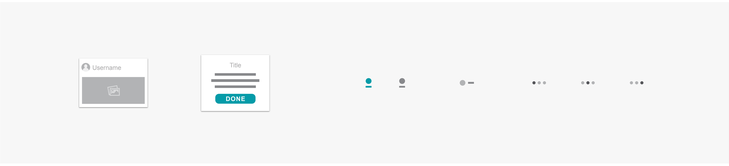
TEXT FIELD



IMAGE



MISC SCREEN ELEMENTS



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