Design guidelines – Omnidrive App

1. Theme: How serious or playful should the design be?  
   Considering this app is intended to be used in a strictly professional setting, it will be 100% serious.
2. Color Scheme:
   1. Does the company have a color scheme?  
      The company we are developing this application for (Solwr) has a color scheme consisting of yellow as the primary color and black as their accent color.  
      Update: After trying to create the application with these colors, we where unhappy with how that looked, and decided to go for a different color scheme, more closely aligned with the color scheme used for a prototype of a similar app already created by Solwr. These new colors will be reflected in the “Main color” and “Accent color(s)” sections of the document.
   2. Main color:  
      White (#fff)
   3. Accent color(s)  
      Light gray, background (#ddd)  
      Red, to indicate errors (#F05555)  
      Blue, buttons (#1E09FF)  
      Dark blue, selected button (#0000FF)
3. Hierarchy and layout:
   1. What is the order of importance for the different elements?  
      Error elements should be displayed at the top in red, so that they are the first thing users see if they are present. Then the elements for regular usage should be displayed, with the specific elements depending on the section being viewed. Buttons to switch section should be at the bottom, out of the way, but easy to find, as they will likely every time the app is in use.
   2. What sections will there be?  
      The app should contain the following sections:  
      - Robot list  
      - Alerts  
      - Map  
      - Robot controller
   3. How will the elements be organized?  
      For the “Robot list” section, robots should be displayed in card elements, with name on the left-hand side for easy reading, and a “Connect” button on the right side of the same card element, clearly indicating that the button corresponds to that robot.   
      For the “Robot control” section, the robot the user us currently connected to should be displayed at the top of the page, followed by an approximate distance. Then, a joystick element (gray) the used can interact with, a “slow mode” switch element for reduced speed and increased accuracy, buttons for “Front”, “Mid” “Read”, “Pivoting” and “Parallel” steering (in a row), and “Drive to” and “Disconnect” buttons (in a row). Steering buttons should be gray, with white text, with the exception of the currently selected steering button, which should be dark blue with white text. The ”Drive to” and “Disconnect” buttons should be blue with white text.
4. Images:  
   An image of a map of the warehouse where the robot will be driving will be used.  
   Other than that, no images are expected to be used.
5. Icons:
   1. Will there be icons, and if so, for what?  
      Icons will be used for the robot list (Robot, battery level, position, error triangle), as well as to section selection buttons at the bottom of the screen (“Robot list”, “Alerts”, “Map”, “Robot control”).
   2. Colored or black & white or grayscale icons?  
      The icons will be black, except for the warning icons, which will be red.
6. Typography:
   1. Should it by a Serif or Sans-serif font?  
      Sans serif font style will be used in the application.
   2. Bold or thin font?  
      The robot names should be written in bold font. Other text should be written in regular font.
   3. Rounded or sharp edges.  
      Sharp edges.
7. Border rounding:
   1. How rounded should the edges be, according to theme?  
      Card and button elements should have moderately rounded borders.
8. Shadows:
   1. How much shadow will we use in general, according to the theme?  
      Card elements should have a weak, but noticeable shadow.