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# **UI/UX** Designer Guidelines

## Overview

This document provides detailed guidelines for the UI/UX design of the messaging app. It outlines the screens, user flow, design principles, and additional instructions to ensure a seamless user experience and consistent branding.

## **Design Principles**

- 1. **Simplicity**: The design should focus on functionality with minimal clutter.
- 2. Accessibility: Ensure readability and usability for all, including users with disabilities.
- 3. **Consistency**: Use a unified color scheme, typography, and components across screens.
- 4. **Responsive Design**: The app must be optimized for various screen sizes, including phones, tablets, and desktops.
- 5. **Performance**: Lightweight design assets to ensure fast loading times.

## Screens and Components

Below is the list of screens and their details:

## 1. Login Screen

- **Purpose**: Allow users to log in using their email and password.
- Components:
  - o Input fields for email and password.
  - o "Forgot Password?" link.
  - Login button.
- Notes:
  - Keep the design clean with clear labels.
  - o Include validation error messages.

### 2. Sign-Up Screen

- Purpose: Allow users to create a new account.
- Components:
  - o Input fields: Name, email, password, and confirm password.
  - Sign-up button.
  - Link to navigate to the Login screen.
- Notes:
  - Provide password strength indicators.

#### 3. Chat List Screen

- Purpose: Display the list of recent conversations.
- Components:

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- List of chat cards (contact name, last message preview, and timestamp).
- Search bar for filtering chats.
- Floating Action Button (FAB) for starting a new chat.

#### Notes:

Use avatars or initials for contacts.

#### 4. Chat Screen

• **Purpose**: Show the chat conversation with a specific user.

#### • Components:

- Message bubbles (left for received, right for sent).
- Text input field with emoji and attachment icons.
- o "Send" button.

#### Notes:

- o Include timestamps for messages.
- Support for rich media (images, documents, etc.).

#### 5. User Profile Screen

• **Purpose**: Allow users to view and edit their profile information.

#### • Components:

- Profile picture upload feature.
- o Input fields: Name, email (non-editable), and password change.
- Save changes button.

#### Notes:

o Include validation for profile updates.

### 6. Settings Screen

• Purpose: Provide app settings and account management options.

#### • Components:

- Toggle options for notifications, privacy, and theme (light/dark mode).
- Logout button.

#### Notes:

Group settings into collapsible sections.

## 7. Forgot Password Screen

• Purpose: Help users reset their password.

#### Components:

- o Input field for email.
- Submit button.
- o Instructions for resetting via email.

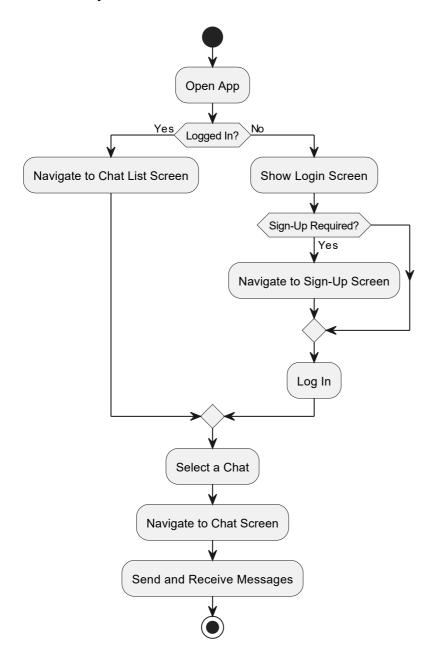
#### Notes:

• Show confirmation message after form submission.

## **User Flow**

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## **User Journey Flow**



## **Design Assets**

## 1. Color Scheme:

- o Primary Color:
- Accent Color:
- o Background:
- o Text:

## 2. Typography:

- o Font:
- o Sizes: standard

### 3. **Icons**:

- Use Material Design icons for consistency.
- o Sizes: standard.

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# **Design Deliverables**

### 1. Wireframes:

o Low-fidelity wireframes for all screens.

#### 2. Mockups:

• High-fidelity, clickable prototypes in Figma, Adobe XD, or Sketch.

## 3. Style Guide:

o Comprehensive guide for colors, typography, and component designs.

## 4. Exported Assets:

- SVG or PNG files for icons and images.
- o Optimized assets for different resolutions.