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# UI/UX and User Flow

## Overview

This document contains detailed information of UI. It outlines the screens, user flow, design principles, and additional instructions to ensure a seamless user experience and consistent branding.

## Overview

This document outlines all the screens in the messaging app, their purpose, functionality, and user flow.

# **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. Splash Screen
  - Purpose: Initial screen shown while the app loads.
  - Actions:
    - · Check if the user is logged in.
    - Redirect to the Login screen if not logged in, or to the Home screen if logged in.

## 2. Login Screen

- **Purpose**: Allows users to log in using their email and password.
- Elements:
  - Email input field.
  - Password input field.
  - Login button.
  - o "Forgot Password?" link.
  - Sign-up link for new users.
- Actions:
  - Validate user credentials and redirect to the **Home** screen on success.

# 3. Registration Screen

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• Purpose: Allows new users to create an account.

#### • Elements:

- o Email input field.
- o Password input field.
- Confirm password field.
- o Sign-up button.

#### Actions:

- Register the user and send a verification email.
- Redirect to the **Login** screen after successful registration.

### 4. Home Screen

• **Purpose**: Central hub of the app, displaying recent chats.

#### • Elements:

- List of recent conversations with users and groups.
- Floating action button (FAB) to start a new chat.

### • Actions:

• Tap on a chat to open the **Chat Screen**.

### 5. Chat Screen

• **Purpose**: Displays conversation history and allows users to send and receive messages.

## • Elements:

- Messages list (scrollable).
- Input field for typing messages.
- o Send button.
- Media attachment button.

#### Actions:

- Send text messages.
- Attach and send media.

## 6. Contacts Screen

• **Purpose**: Displays a list of contacts who are also app users.

#### • Elements:

- Search bar for filtering contacts.
- Add new contact button.

#### • Actions:

• Select a contact to open a new chat.

## 7. Profile Screen

• Purpose: Displays and allows editing of user profile information.

#### • Elements:

User's profile picture.

- Name and email.
- o Edit button.

### • Actions:

- Update profile details.
- Change profile picture.

## 8. Settings Screen

- Purpose: Allows users to configure app settings.
- Elements:
  - Notifications toggle.
  - Theme (light/dark mode) toggle.
  - o Privacy settings.
- Actions:
  - Adjust settings and save changes.

## 9. Forgot Password Screen

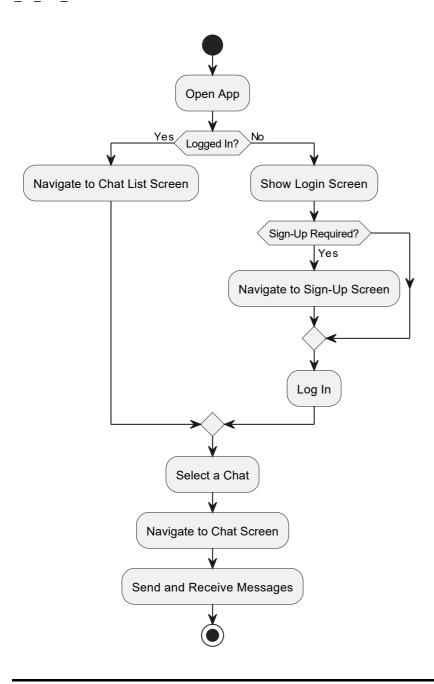
- **Purpose**: Allows users to reset their password.
- Elements:
  - o Email input field.
  - Reset button.
- Actions:
  - Send password reset email and redirect to the **Login** screen.

## 10. Media Viewer Screen

- **Purpose**: Displays media (images, videos) in full-screen mode.
- Elements:
  - Media preview.
  - O Download button.
  - Share button.
- Actions:
  - View, download, or share media.

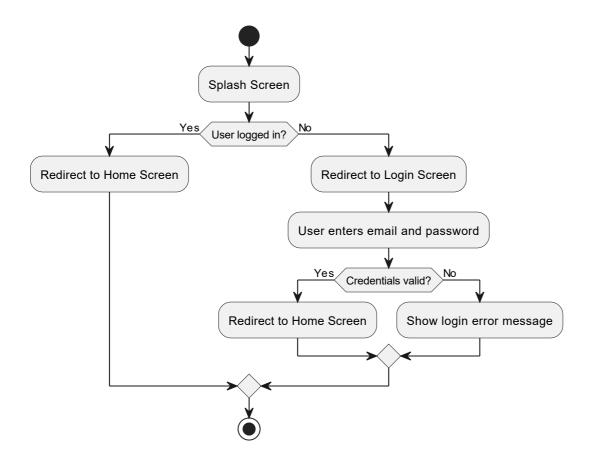
# **User Flow**

**User Journey Flow** 



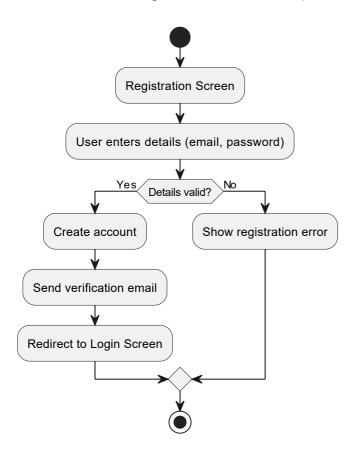
# **User Login Flow**

Guides users through the login process from the splash screen to the home screen.



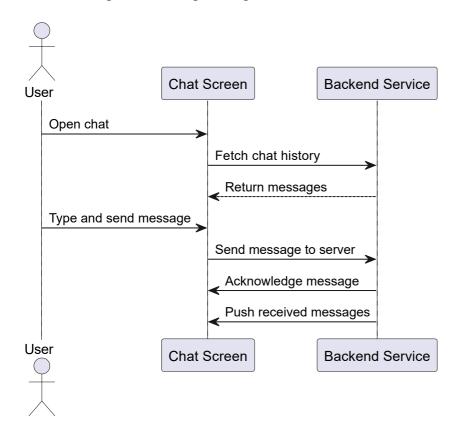
# **User Registration Flow**

Guides new users through the account creation process.



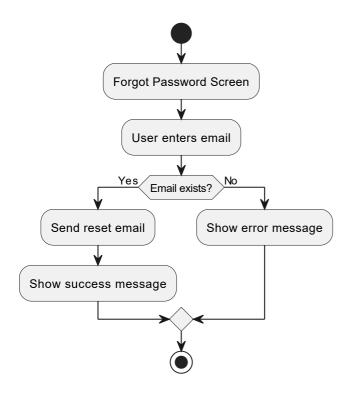
## Messaging Flow

Covers sending and receiving messages in the chat screen.

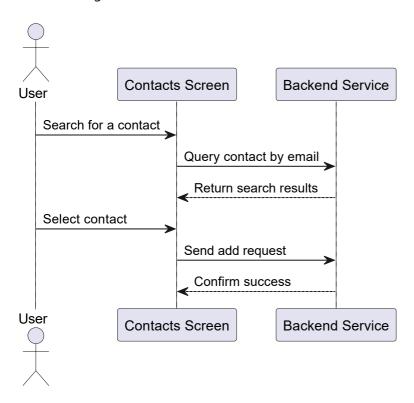


## Password Reset Flow

Outlines the process of resetting a user's password.



Covers adding a new contact to the user's contact list.



# **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.

# **Design Deliverables**

## 1. Wireframes:

o Low-fidelity wireframes for all screens.

### 2. Mockups:

o 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.
- Optimized assets for different resolutions.

# **Notes for Designers**

- 1. Ensure all screens follow a consistent visual theme.
- 2. Maintain clear visual hierarchy to highlight important actions (e.g., FABs, primary buttons).
- 3. Include user feedback for actions (e.g., loading indicators, success/error messages).
- 4. Optimize for accessibility:
  - Use high-contrast colors.
  - Support screen readers.
  - Provide large tappable areas for buttons.