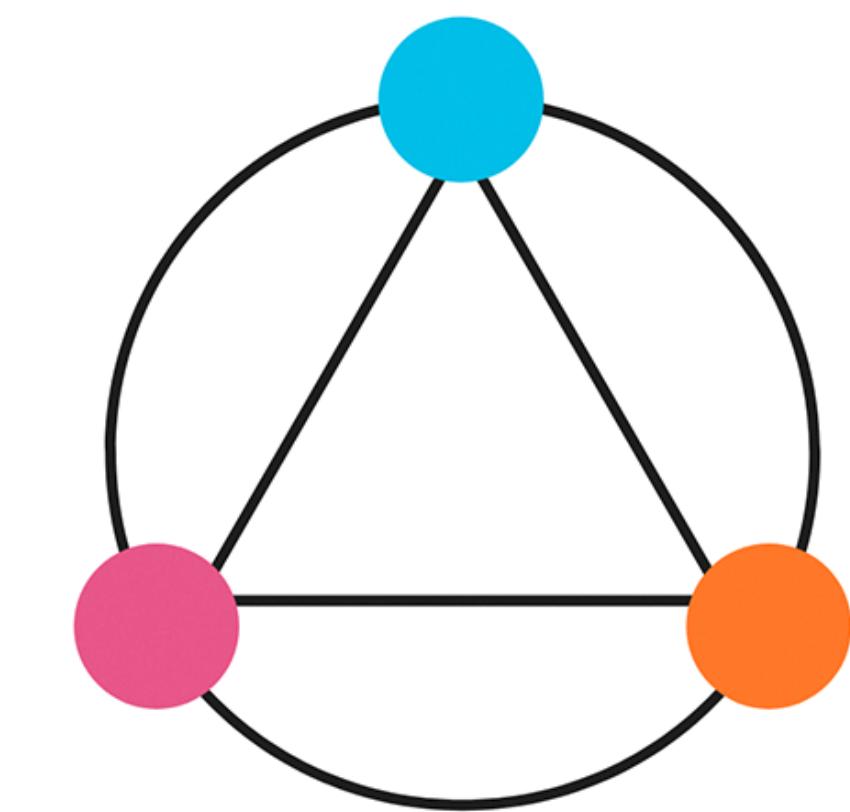


# Nidus

## UX Design Prototype



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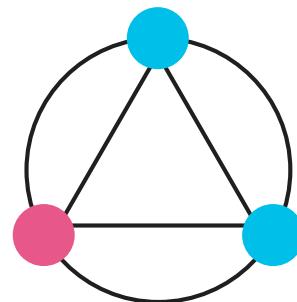
NIDUS



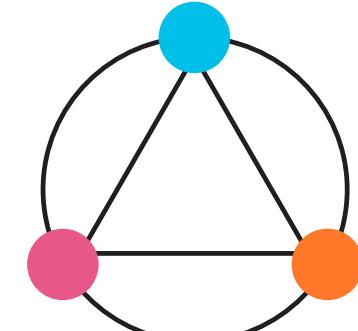
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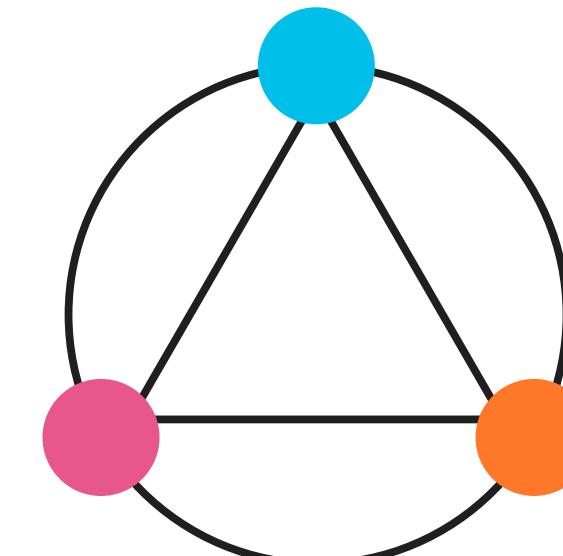
# Logo



NIDUS



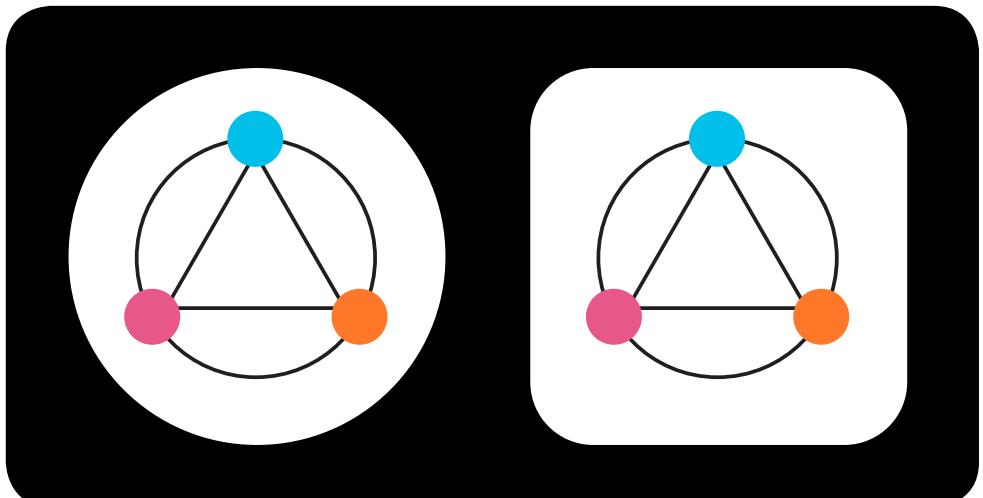
NIDUS



The logo presents the brands primary colours, representing the home (blue), appliances (orange) and security (pink).

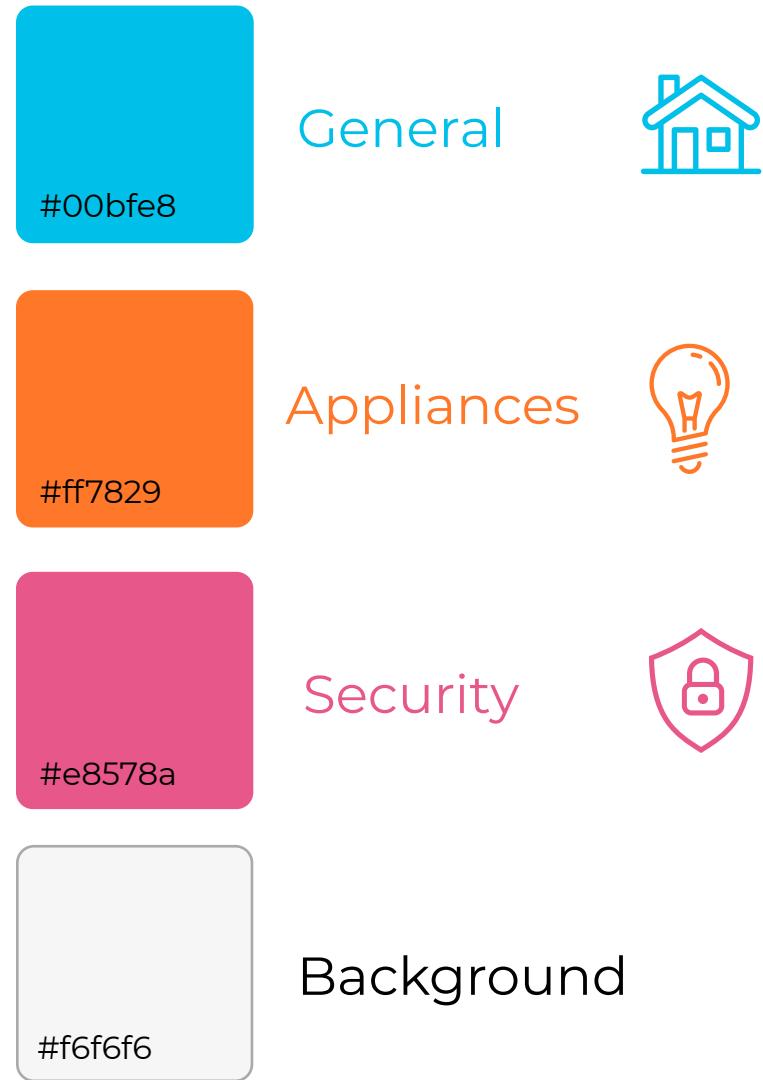
These colours are joined or “networked” together, a symbol of how Nidus brings your home together.

## App Icon



# UI Style and Colour

## Colour Scheme



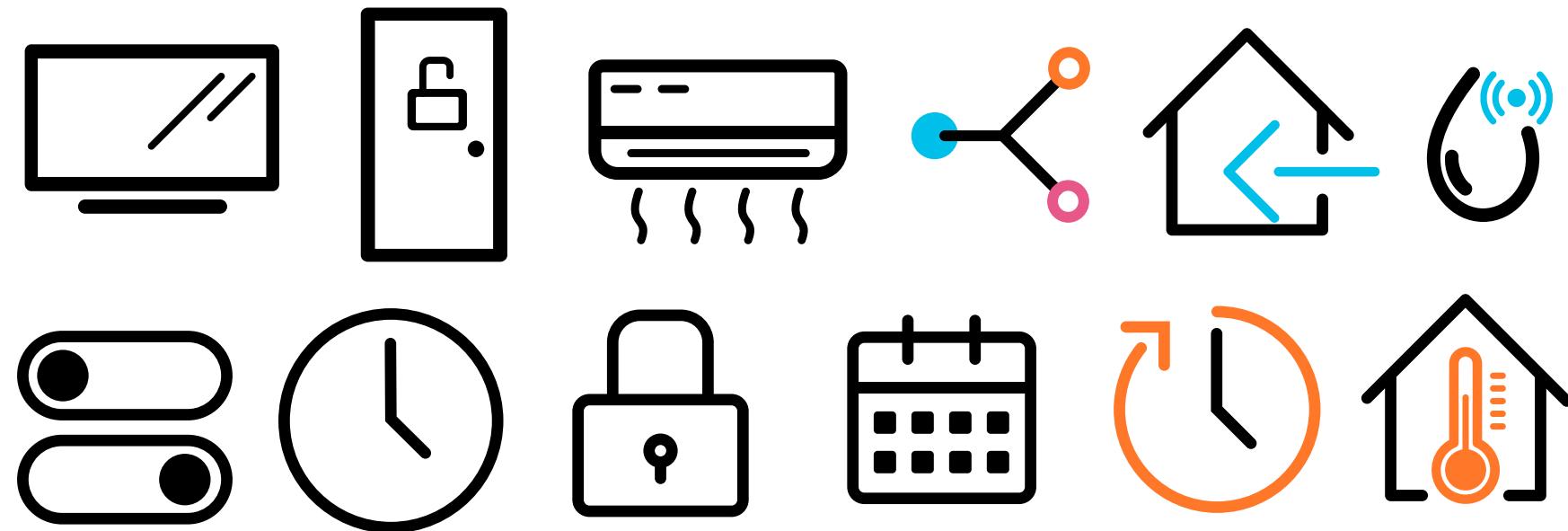
The app has a brightly coloured, simple and clean appearance, taking design cues from both [Google's Material Design](#) (Google LLC, 2019) and [Apple's Human Interface Guidelines](#). (Apple Inc., 2019)

UI elements are easily discerned from the background and each other while still maintaining a colourful palette that gives the app a distinct appearance.

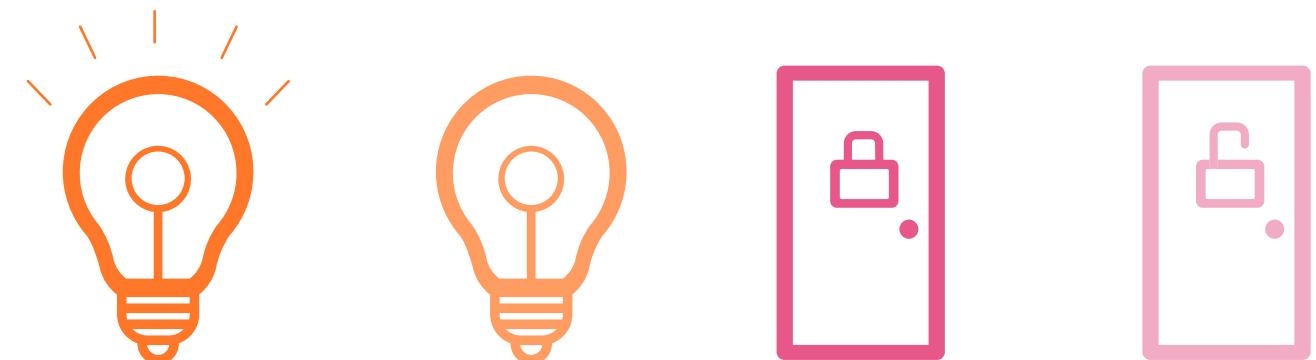
Interactive elements are designed to be as intuitive and clarified as possible while still conveying the necessary information so users don't have to think about what is interactive and what isn't.

# Iconography

Icons are designed to have consistent weights and convey their purpose in a simple and stylish manner. Colour can vary for some extra flair.



Icons respond to input, changing their appearance when appropriate to convey information without needing to take up extra space on the screen



# Typography

**Typeface:** Montserrat

A geometric sans-serif typeface that complements the UI with its rounded features

<b>Heading</b>	Light 32pt
<b>Page titles</b>	<b>Bold 24pt</b>

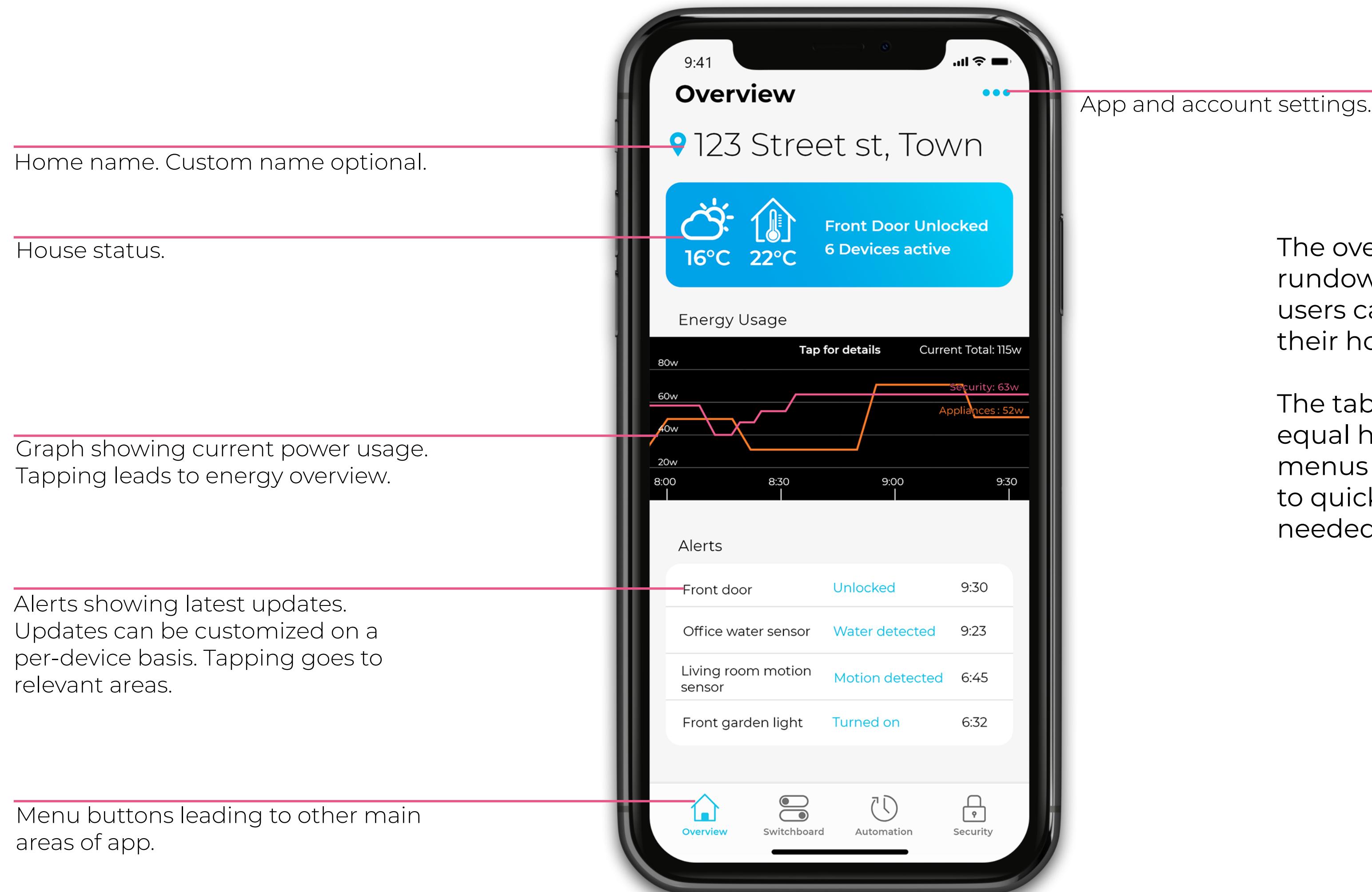
Sub headings Regular 15pt

Button Semibold 13pt

Body Regular 13pt

Details Regular 10pt

# Screens: Overview



The overview screen gives a brief rundown of the house. From here, users can quickly check the state of their house.

The tab menu on the bottom gives equal hierarchy to each of the main menus on the map, allowing users to quickly switch between them as needed.

# Screens: Energy Usage

Daily, weekly or monthly time scopes.

Graph showing usage over time, with the ability to scroll or jump to different dates.

Energy usage breakdown by device type during the dates displayed on the above graph.

Total energy usage.

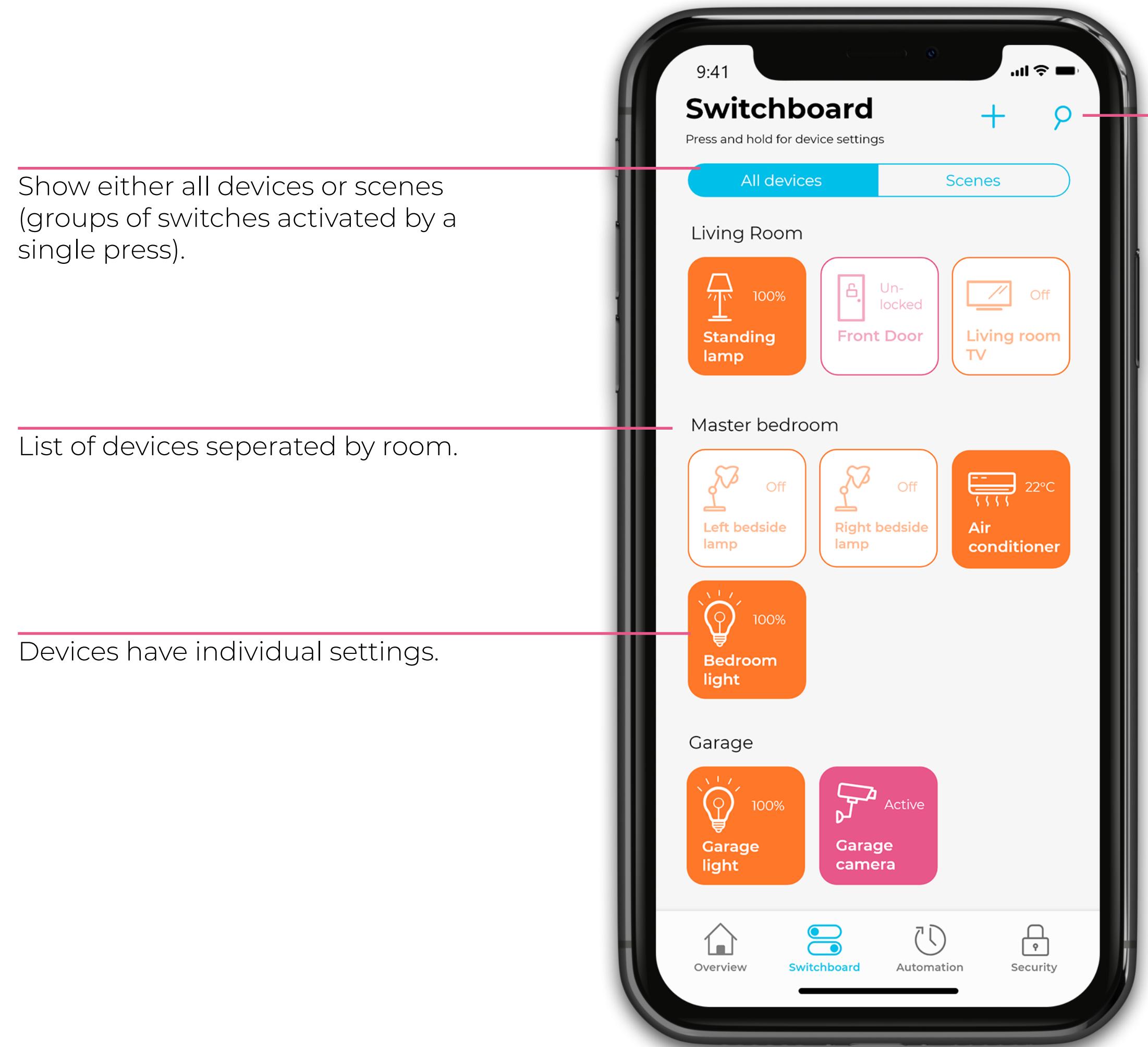
Choose what area of your home you want to display for the energy breakdown.

This screen gives a detailed energy rundown in a single page. Users can view usage for individual rooms or the whole house, over a specified time period.

This screen appears over the top of the Overview screen, putting it below Overview and next to app settings and account settings in the hierarchy.

9:41  
Back Energy Usage  
Showing usage for: Whole house  
Daily Weekly Monthly  
Jump to: 24/5/2019  
Swipe left or right to scroll through dates  
38kWh 42kWh 40kWh 45kWh 33kWh 41kWh  
Fri 24/5 Sat 25/5 Sun 26/5 Mon 27/5 Tue 28/5 Wed 29/5 Thu 30/5  
Breakdown by device type Fri 24/5 — Tues 29/5  
Security 12%  
Lighting 13%  
Large Appliances 27%  
Entertainment 19%  
Heating/Hot Water 29%  
Total from 24/5/19 to 30/5/19: 275 kWh

# Screens: Switchboard



Show either all devices or scenes (groups of switches activated by a single press).

List of devices separated by room.

Devices have individual settings.

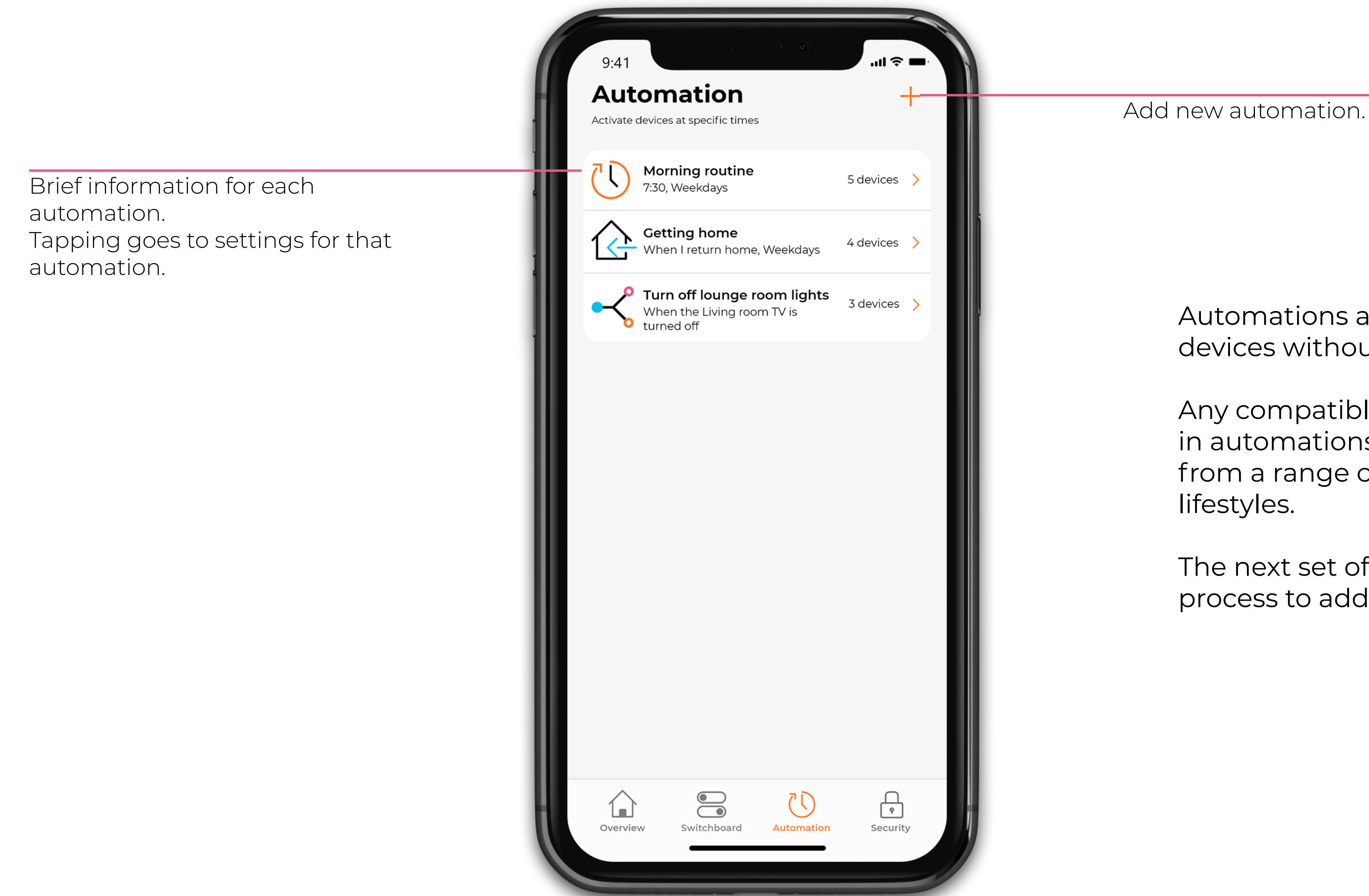
Add new device or scene.  
Search and filter devices.

The switchboard is the main control area for the home. Each device has its own specific settings, accessed by pressing and holding the button for a device.

Scenes can also be created, which are a group of switches put together, allowing you to easily control several devices at once.

Devices can be added or removed from the app easily and there is a search/filter feature for homes with a large amount of devices.

# Screens: Automation



Add new automation.

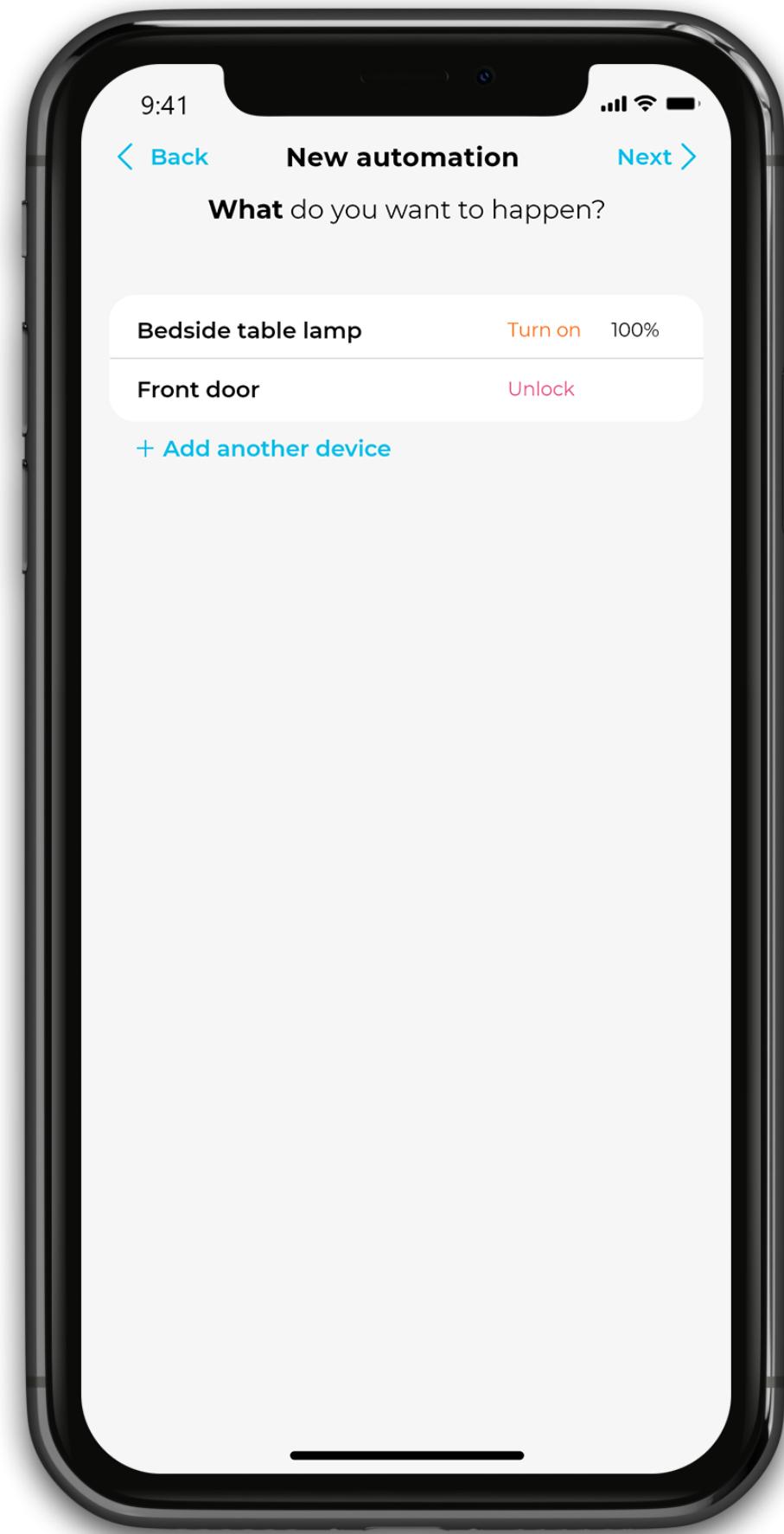
Brief information for each automation.  
Tapping goes to settings for that automation.

Automations allow you to use your devices without lifting a finger.

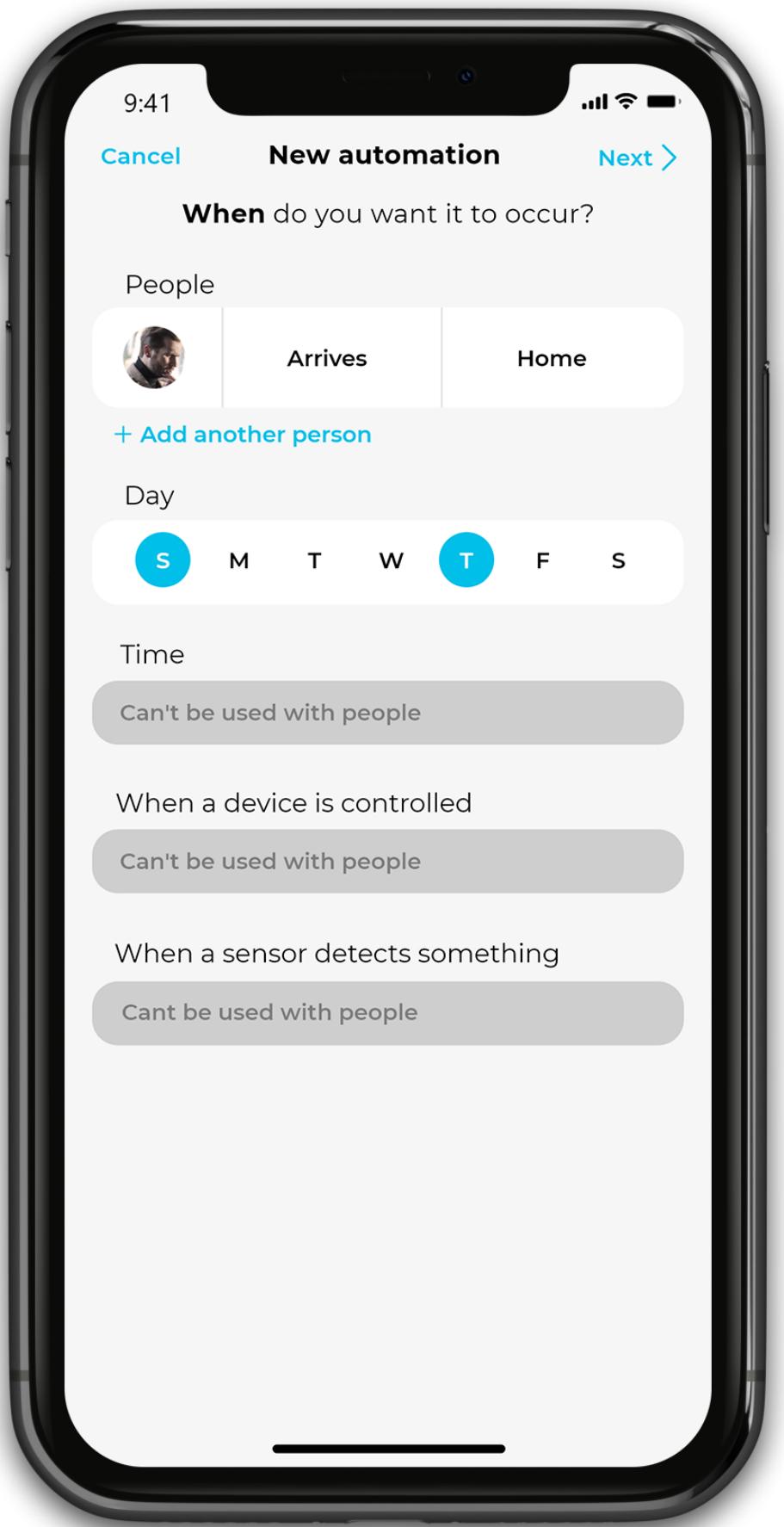
Any compatible device can be used in automations, and users can choose from a range of criteria to best suit their lifestyles.

The next set of screens goes through the process to add an automation.

# Screens: Create Automation

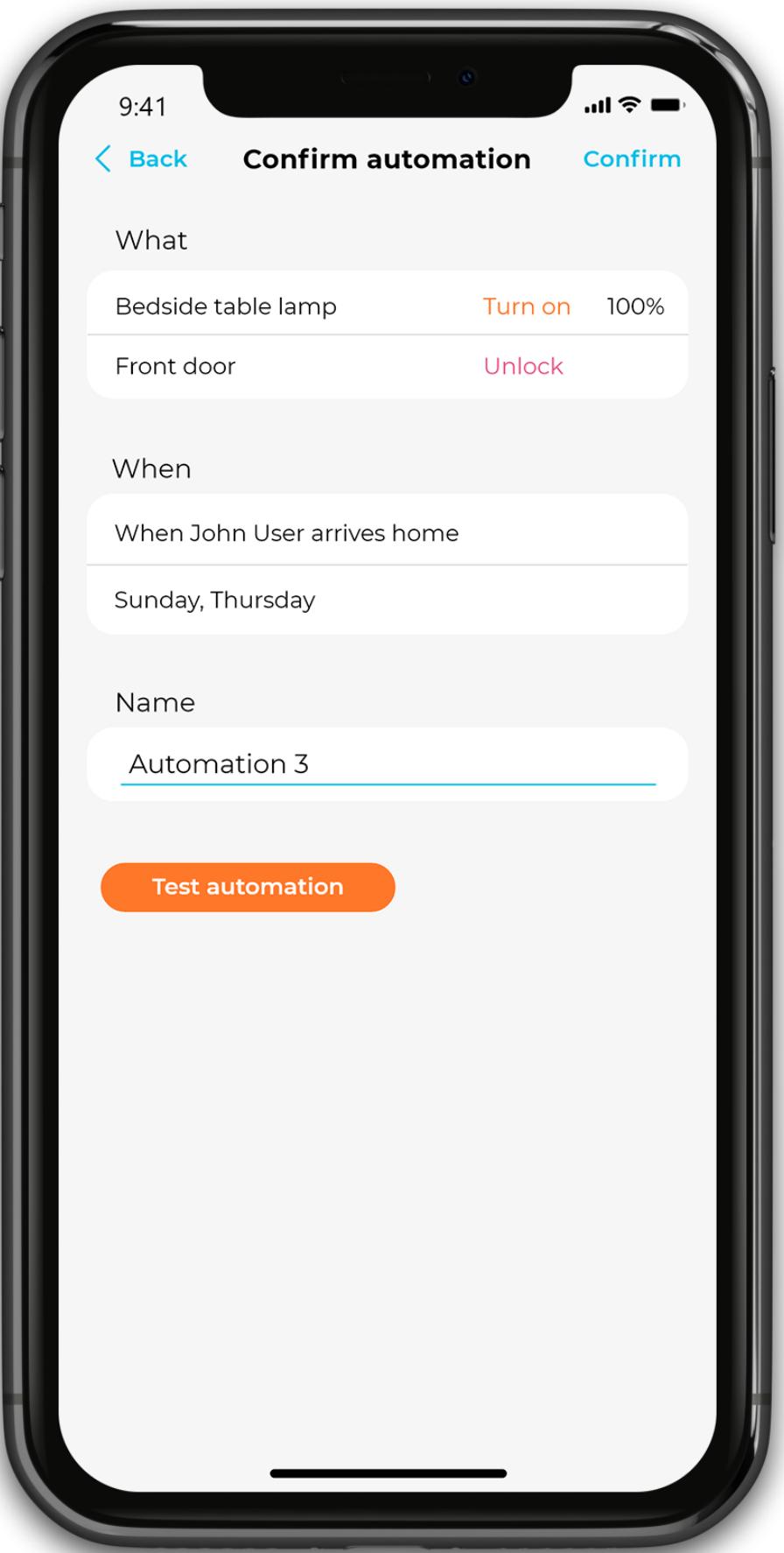


Each device can be customized to use specific settings when automated.



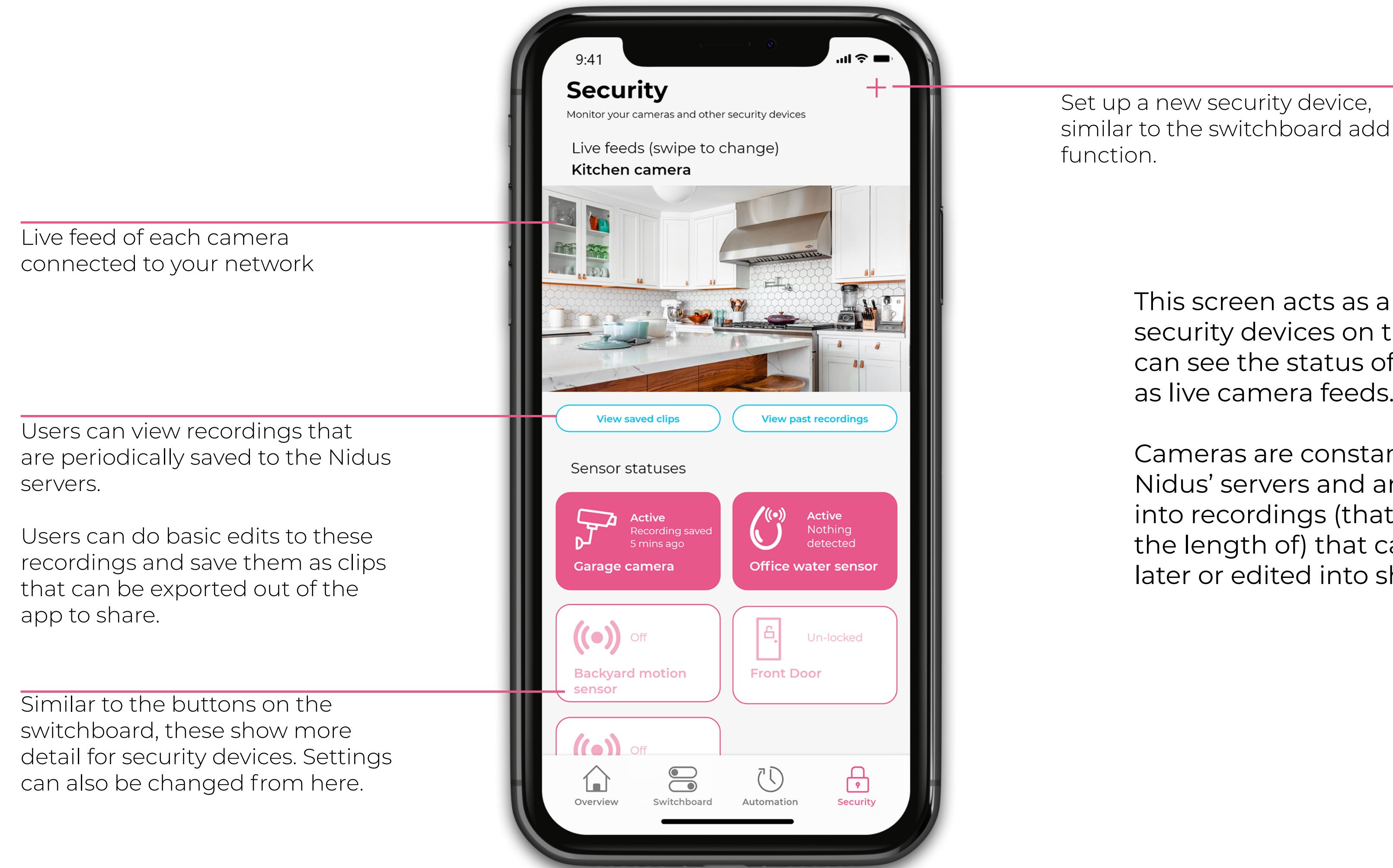
Different criteria can be used together to activate the automation.

Certain criteria cannot be used together as they would cause logical errors where the automation will never be triggered.



Confirming the automation returns to the automation screen.

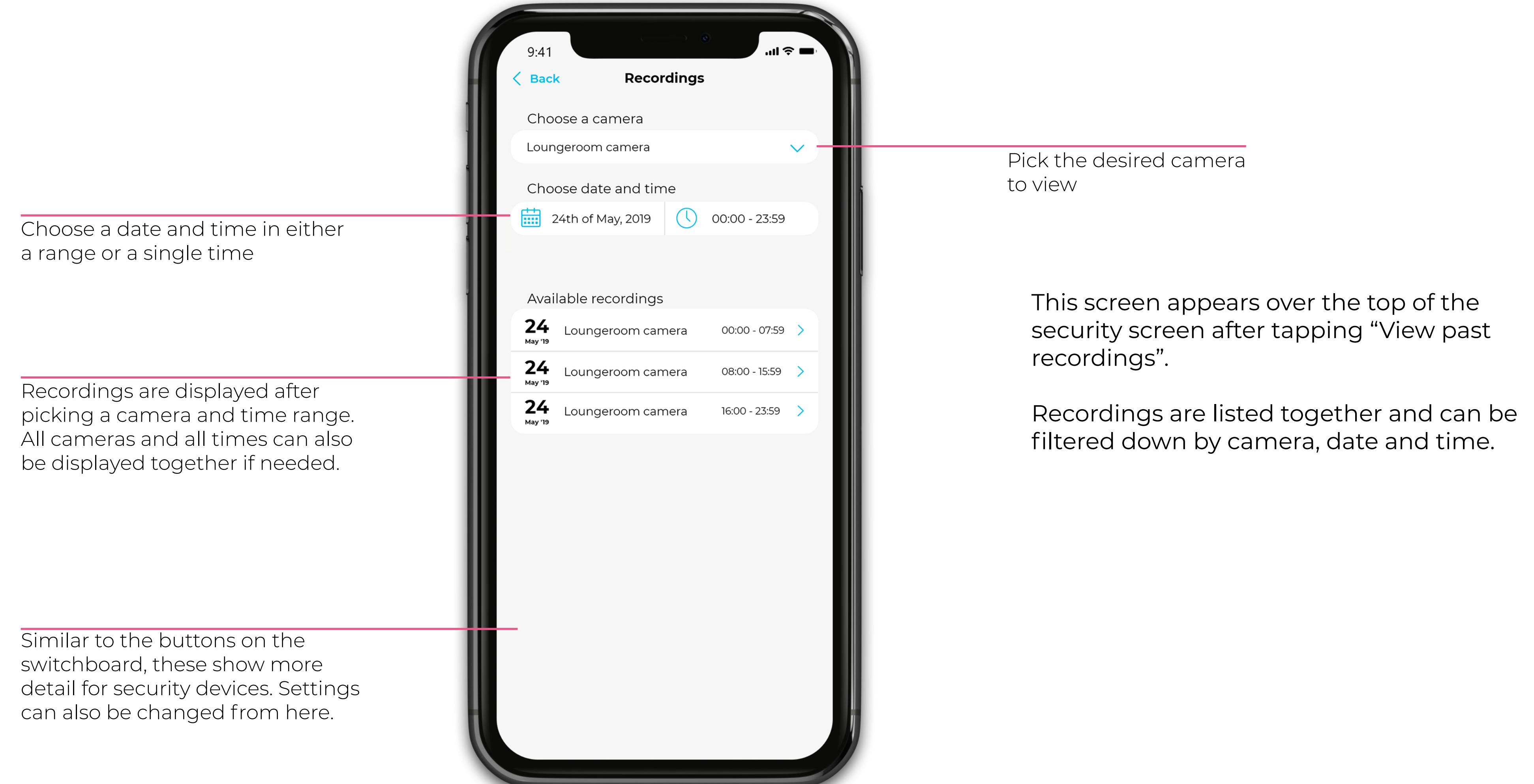
# Screens: Security



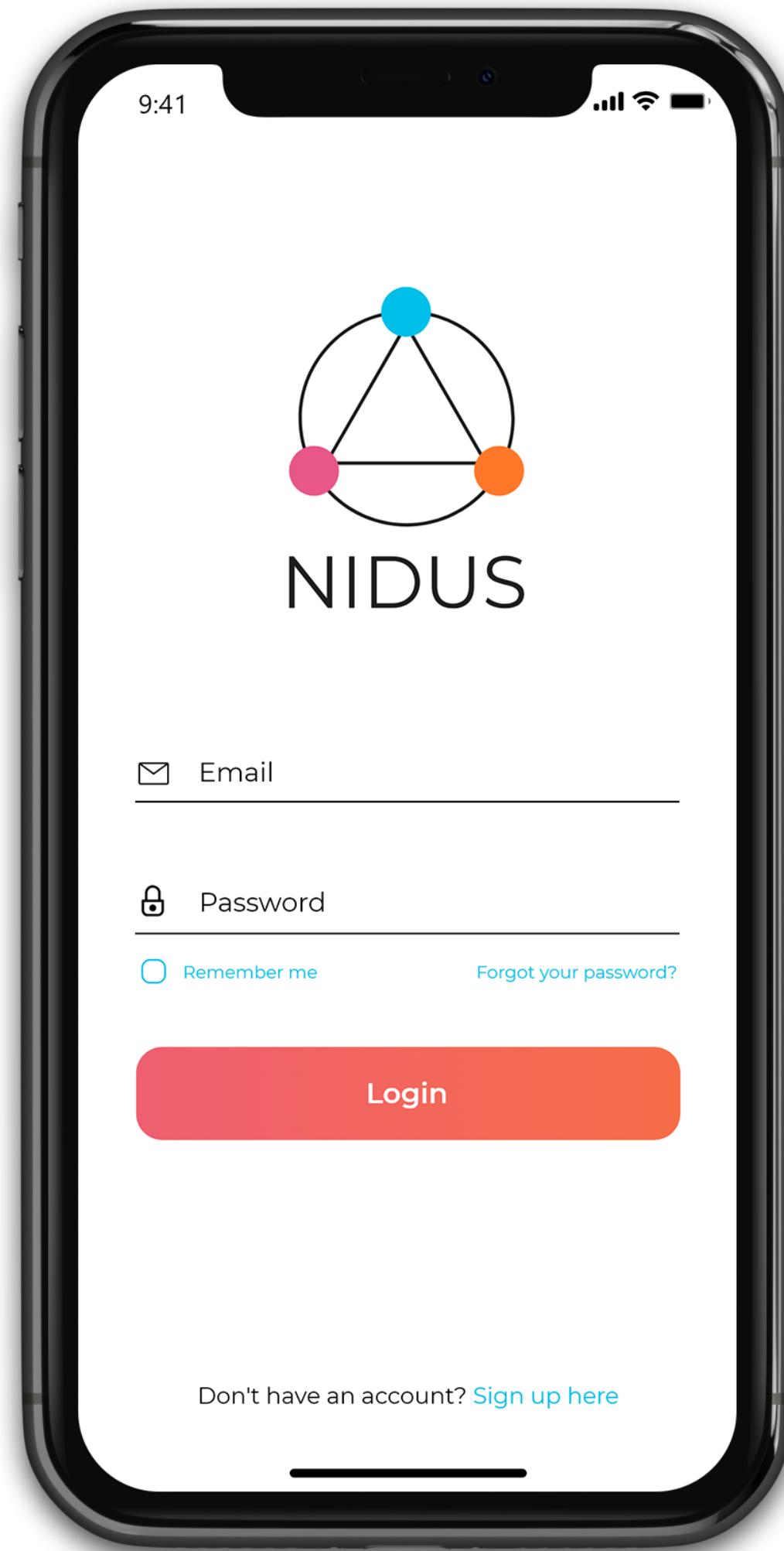
This screen acts as a hub for all the security devices on the network. Users can see the status of each device as well as live camera feeds.

Cameras are constantly streaming to Nidus' servers and are periodically saved into recordings (that the user specifies the length of) that can be viewed again later or edited into short clips.

# Screens: Recordings

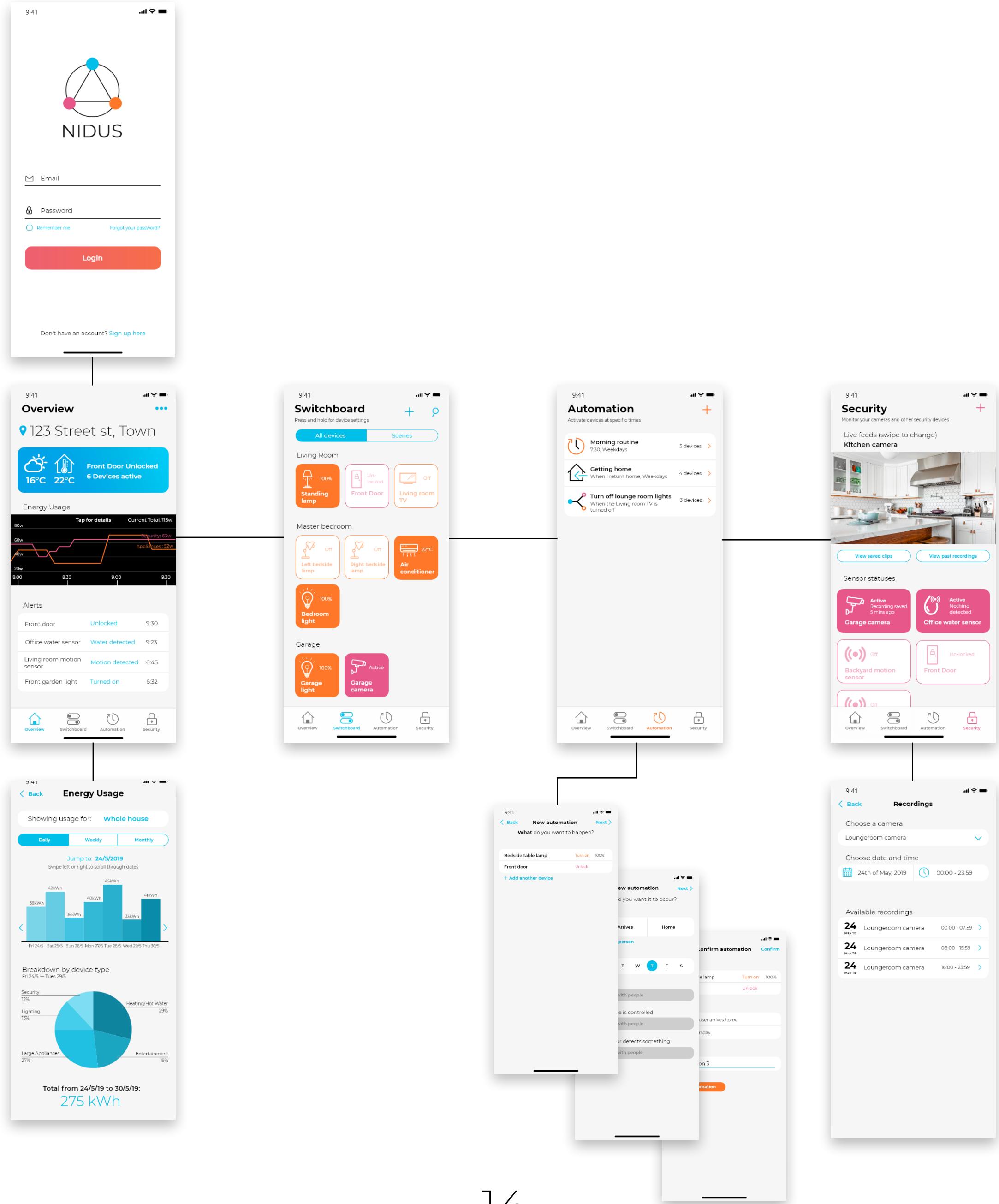


# Screens: Login



The login screen follows the standard set by other mainstream apps, with a “remember me” function and the ability to recover passwords or create a new account.

# Screen Hierarchy



# References

## Research

Google LLC. (2019). Material Design. [online] Available at: <https://material.io/design/> [Accessed 14 May 2019].

Apple Inc. (2019). iOS - Human Interface Guidelines. [online] Available at: <https://developer.apple.com/design/human-interface-guidelines/ios> [Accessed 13 May 2019].

## Icons

Unlisted icons created by Ash Murphy

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