

Family Story Archive

UI/UX Design Reference for Claude Code

Design System Overview:

Background: Warm cream (#F5F0E8)

Primary text: Dark charcoal/black (#1a1a1a)

Secondary text: Gray (#999999)

Buttons (active): Dark/black with white text, fully rounded corners

Buttons (inactive): White with dark border, dark text

Recording button: Dark circle (idle), Red circle (recording) with pink pulse ring

Handwriting font: Cursive/handwritten style (e.g. Caveat, Patrick Hand, or Kalam)

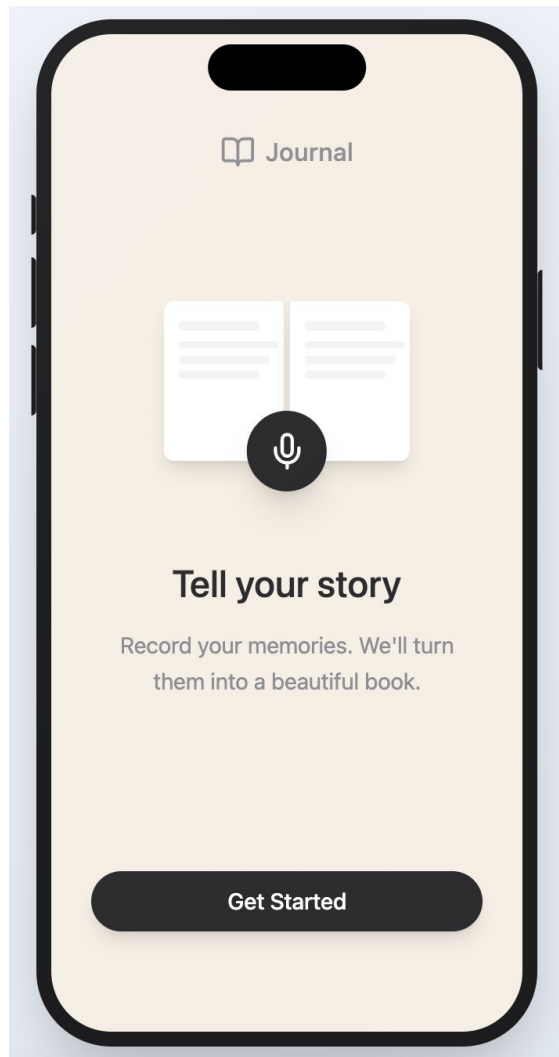
Layout: Mobile-first, centered content, generous vertical spacing

Header: Open book icon + 'Journal' text, present on every screen

Approach: Voice-first input. One question at a time. Text appears like handwriting then fades out.

SCREEN 1: ONBOARDING

Suggested filename: 01-onboarding-landing.png



Design Notes:

- First screen users see when opening the app
- Journal logo (open book icon) + 'Journal' text at top center
- Custom illustration: open book with microphone icon overlaid
- Heading: 'Tell your story' (bold, dark, large)
- Subtext: 'Record your memories. We'll turn them into a beautiful book.' (gray, smaller)
- CTA button: 'Get Started' — full-width, dark/black, rounded corners, bottom of screen
- Background: warm cream (#F5F0E8 approx)
- Mobile-first layout centered in iPhone frame

SCREEN 2: PROJECT SETUP

Suggested filename: 02-project-setup-filled.png

The image shows a mobile app interface for a journal project. At the top, there's a header with a book icon and the word "Journal". Below this is a title "Who's story are we telling?". A text input field contains the name "Roberto Elias". Underneath, a "Relationship" section has four pill buttons: "Parent" (selected, dark), "Grandparent", "Friend", and "Other". Below that, a section titled "What part of their life would you like to explore?" has six pill buttons in a 2x3 grid: "Childhood" (selected, dark), "Immigration", "Career", "Family", "War/Service", and "Education". At the bottom is a large, dark, rounded "Begin Interview" button.

Design Notes:

- Title: 'Who's story are we telling?' (bold, large)
- Name field: text input with rounded corners, light background (example: 'Roberto Elias')
- Relationship selector: 4 pill buttons in 2x2 grid — Parent, Grandparent, Friend, Other
- Selected state: dark/black fill with white text
- Unselected state: white fill with dark border and text
- Life topic selector: 'What part of their life would you like to explore?'
- 6 pill buttons in 2-column grid: Childhood, Immigration, Career, Family, War/Service, Education
- Same selected/unselected styling as Relationship pills
- CTA: 'Begin Interview' button — same style as Get Started (full-width, dark, rounded)
- Same cream background and Journal header as all screens

SCREEN 2B: PROJECT SETUP (scrolled)

Suggested filename: 03-project-setup-scrolled.png

The image shows a mobile app interface for a journal. At the top, there is a header with a book icon and the word "Journal". Below this is a title "Who's story are we telling?". The main content area is divided into two sections. The first section is titled "Relationship" and contains four buttons: "Parent" (dark), "Grandparent" (light), "Friend" (light), and "Other" (light). The second section is titled "What part of their life would you like to explore?" and contains six buttons arranged in a 3x2 grid: "Childhood" (dark), "Immigration" (light), "Career" (light), "Family" (light), "War/Service" (light), and "Education" (light). At the bottom of the screen is a large dark button labeled "Begin Interview".

Journal

Who's story are we telling?

Relationship

Parent Grandparent

Friend Other

What part of their life would you like to explore?

Childhood Immigration

Career Family

War/Service Education

Begin Interview

Design Notes:

- Same screen scrolled down — shows full topic grid + Begin Interview button
- Confirms the page is scrollable on smaller screens

SCREEN 3: INTERVIEW — WAITING STATE

Suggested filename: 04-interview-waiting.png



Design Notes:

- AI-generated question displayed prominently at top: e.g. 'What is your earliest childhood memory?'
- Font: bold, dark, large, center-aligned
- Faded/ghost text visible in background (previous answers fading out effect)
- Large circular mic button at bottom center — dark circle with white mic icon
- Label below button: 'Tap to speak your answer' (gray, small)
- This is the idle state before recording starts

SCREEN 4: INTERVIEW — RECORDING STATE

Suggested filename: 05-interview-recording.png



Design Notes:

- Same layout as waiting state but button changes to RECORDING mode
- Button: red circle with white square (stop icon) inside
- Pink/light red pulsing ring around the button (animation indicator)
- Red text above button: 'Recording 0:02' (timer counting up)
- Question remains visible at top
- No 'Tap to speak' label during recording

SCREEN 5: INTERVIEW — TEXT APPEARING (Writing State)

Suggested filename: 06-interview-writing.png

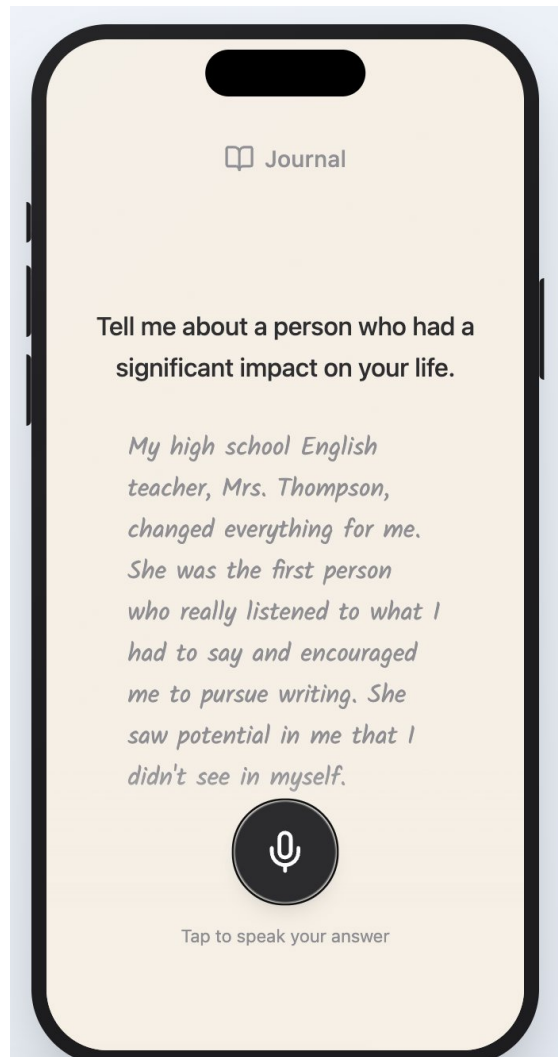


Design Notes:

- After recording stops, transcribed text appears in HANDWRITING STYLE font
- Text color: dark gray/charcoal, italic cursive/handwritten appearance
- Text appears with typewriter animation (character by character)
- Label below text: 'Writing your story...' (gray, centered)
- Mic button returns to dark/idle state at bottom
- KEY DESIGN ELEMENT: The handwriting text is the signature visual of this app
- Font suggestion: use a handwriting web font like 'Caveat', 'Patrick Hand', or 'Kalam'

SCREEN 6: INTERVIEW — COMPLETED ANSWER

Suggested filename: 07-interview-answer-complete.png

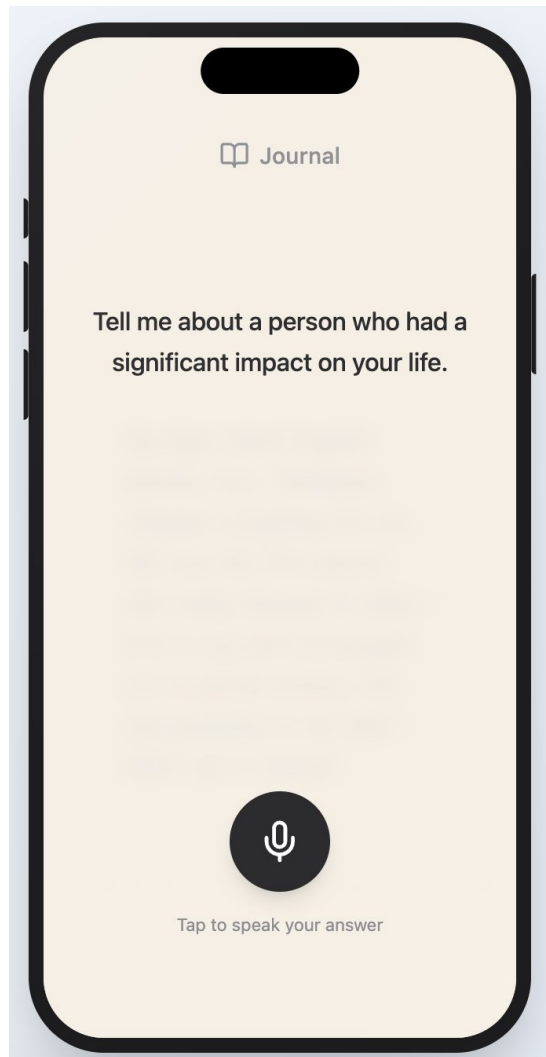


Design Notes:

- Full transcribed answer visible in handwriting font
- Example shown: story about a teacher named Mrs. Thompson
- Text fills the space between question and mic button
- Mic button at bottom ready for next interaction
- 'Tap to speak your answer' label returns
- After a moment, this text fades out and the next question appears

SCREEN 7: INTERVIEW — NEXT QUESTION

Suggested filename: 08-interview-next-question.png

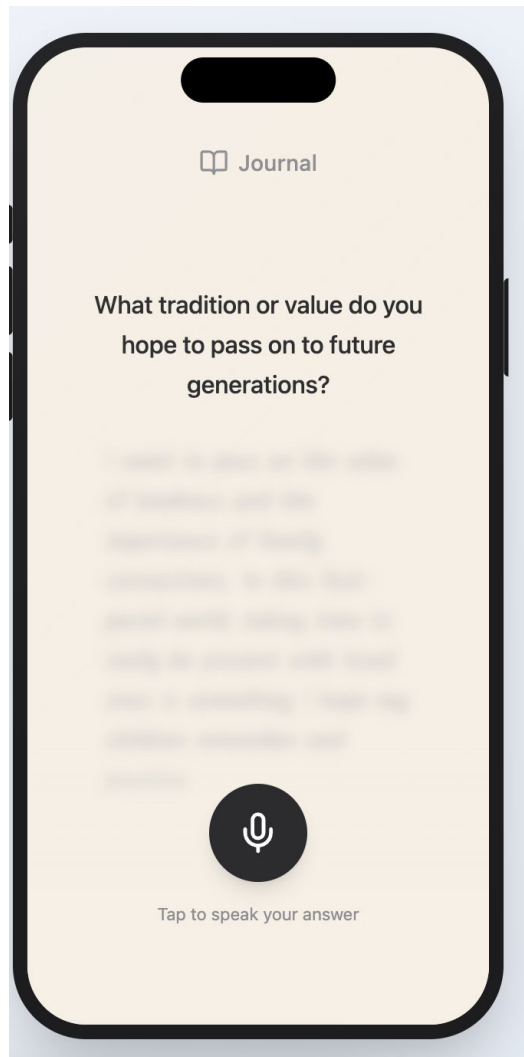


Design Notes:

- Previous answer has faded out
- New AI-generated question appears: 'Tell me about a person who had a significant impact on your life.'
- Same layout and styling as Screen 3 (waiting state)
- Ghost/faded text from previous answer may still be partially visible in background
- This demonstrates the question-by-question flow cycle

SCREEN 8: INTERVIEW — ADDITIONAL QUESTIONS

Suggested filename: 09-interview-more-questions.png



Design Notes:

- Shows another question in the cycle: 'What tradition or value do you hope to pass on to future generations?'
- Faded handwriting text visible in background from previous answer
- Demonstrates that the app cycles through multiple AI-generated questions
- Same consistent layout throughout the interview flow

USER FLOW SUMMARY

Complete User Journey:

1. **Onboarding** — User sees 'Tell your story' landing. Taps 'Get Started'.
2. **Project Setup** — User enters name, selects relationship (pill buttons), selects life topic (pill buttons). Taps 'Begin Interview'.
3. **Interview Loop** (repeats for each question):
 - a. AI question appears at top
 - b. User taps mic button to record answer
 - c. Button turns red with timer during recording
 - d. User taps stop — transcribed text appears in handwriting style with 'Writing your story...'
 - e. Text fades out, next question appears
4. **Story View** (not yet designed) — Generated narrative from all answers

Key Animations:

- Recording button: idle (dark) to recording (red + pulse ring)
- Text appearance: typewriter effect, character by character, in handwriting font
- Text fade: completed answer fades out before next question
- Ghost text: faint traces of previous answers visible in background