

What You'll Build

 <https://youtu.be/mI4MJ6R4L-M>

Your project will be split into two deliverables, one will be for your Midterm, the other for your Final Project. These will provide you with key skills used by UX designers in the industry, and would be a great portfolio piece as well!

Midterm

For this project, you will use the digital design you made for the mobile or web application in C2 to source Inspiration for the Visual Design and create a Style Guide. You'll then create a Components Sheet that you'll use to design High-Fidelity Mockups with Figma. Finally, you'll take your High-Fidelity Mockups and create a Clickable Prototype.

Check out the project

The items below will make up your midterm project!



- ✓ Visual Design Inspiration Library with Mobbin
- ✓ Style Guide with Figma
- ✓ Component/Pattern Library with Figma
- ✓ High-fidelity Mockups with Figma
- ✓ Clickable/Interactive Prototype with Figma

Final Project

For this project, you'll take the clickable Prototype you created in your midterm and improve the accessibility of your design. You'll then iterate on your design based on Data & KPIs. Finally, you'll prepare your designs for Engineering Handoff.

This entire course is structured to help you learn the skills you'll need for the final project. In fact, if you follow along with everything we do in the lessons, you will build out the project as you go—and will be essentially finished with it by the time you get to the end of the course.

It can help a lot to keep the final project in mind as you go through the lessons. If you want to see the kind of thing you'll be submitting by the end, you can find examples of the UI Style Guide, UI Component Libraries, and High Fidelity Prototype Figma file below:

[Example UI Style Guide](#)

[Example UI Style Guide in Zeplin](#)

[Example UI Component Library](#)

[Example high fidelity prototype](#)

If you'd like, you can also skip ahead at any time and check out the full instructions for the midterm and final project in their own respective lessons later in the course.

Check out the project

The below items make up your final project for the course.



- ☐ Annotated Iteration for Accessibility with Figma
- ☐ Annotated Iteration based on Data & KPIs
- ☐ Handoff designs with Zeplin

Supporting Materials

[Udacity C3 L0 Styleguide Figma](#)

[Udacity C3 L0 Styleguide Zeplin](#)

[Udacity C3 L0 Uikit Figma](#)