

[Return to "User Experience Nanodegree" in the classroom](#)

DISCUSS ON STUDENT HUB

Midterm: Create & Improve a High-Fidelity Design

REVIEW

CODE REVIEW

HISTORY

Meets Specifications

Hi There,

Congratulations 🎉

You did a great job in completing this project. Demonstrated good UI skills and put into practice the design principles learned in the course. Keep it up 👍


Course 2 User Flows

Provide a PDF of your Course 2 project review along with a link to the User Flow you completed (can add in Submission Details/Notes section, or by providing in your PDF files clearly marked).

Course 2 user flow miro board link was provided alongside a pdf of review 👍

UI Design Basics

- Signed up to Mobbin and created a “+ New Library”
- Searched and “Saved” inspirational designs to library
- Shared link to their Mobbin Library (starts with <https://mobbin.design/libraries/...>)

Visual inspiration feature are greate and reflect the Udacity Coffee shop App features 
Good visual choices of Buttons, Lists Icons and imagery.

- Frame includes a complete list of visual elements including:
 - Typography (sizes, weights, and styles)
 - Colors (How foreground colors and background colors interact)
 - UI Elements and Styles
 - Imagery/Illustrations
 - Icons

Nice work and Nice Good use of distinct colors and icons.

Style Guide

Colors



Typography

Headings

heading1 (60)

heading 2 (40)

heading 3 (24)

heading 4 (18)

Body Text

Large Text (16)

medium Text (14)

CAPTION (16)

Normal Text (12)

Small Text (9)

Large Text bold (16)

medium Text bold (14)

CAPTION BOLD(16)

Normal Text bold (12)

Small Text bold (9)

Styles

Styles bold

Style italic

Style regular

Style bold italic

Style light italic

Icons



Imagery



Note:

These styles apply to the Udacity Coffee Shop app design and they should be used at all point of the design

Do's:

- Use thumbnail images such that they fit into cards
- Use the green color to represent accepted items.

Dont's:

Don't use icons to represent things other thtn what they are

- Frame includes a complete list of components they are going to use to create their Pattern Library, which includes:
 - Buttons
 - Navigation
 - Other elements that might apply (ie. search bars, input fields, lists, dialogs etc.)
- Defined the do's and don'ts of how each element of their design should be used and not used.

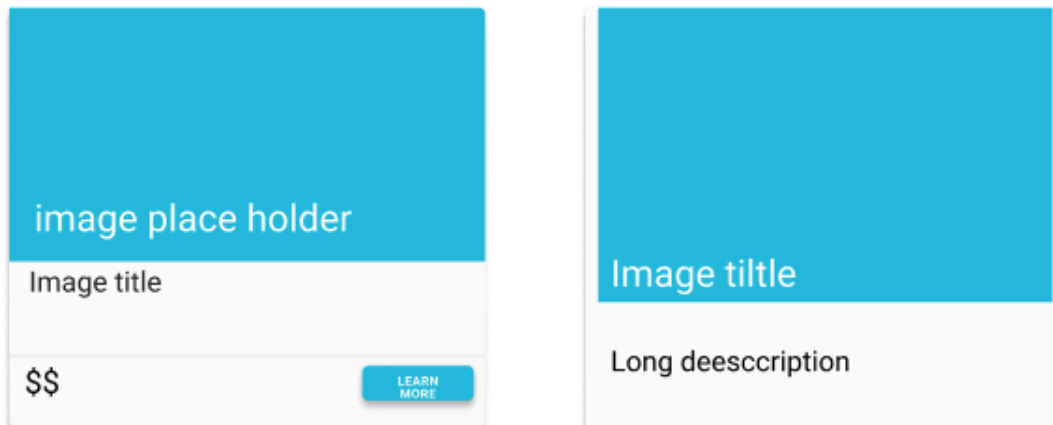
Nice job including button and navigation that match back to the colors and icons from before.
You also did great providing the do's and don'ts

Pattern Library

Buttons



Card



Navigation



Input

DO's

- The navigation should be placed at extremes of the page to increase spacing.

DON'Ts

- Created Frames for their design in Figma (3-5 screens, suggested sizes; iPhone 8, 375x667; Android 360 x 640), using elements from the Style Guide.
- Created design based on chosen Course 2 User Flows.
- Figma Prototype Link provided: (starts with <https://www.figma.com/file/...>)

Your frames are nice and consistent with the pattern library as well as the style guide Kudos to that.

Building Interactive Designs

- Linked screens together based on their C2 User Flows.
- Tested the flow making sure the user has a way to get back to the start of the prototype.
- Figma Link provided (starts with <https://www.figma.com/proto/...>)

Great clickable prototype! The flow was clear to go from start to finish and back again. This should help greatly for engineers that build out your design.

 [DOWNLOAD PROJECT](#)

[RETURN TO PATH](#)
