

# Blind Vision App Specification

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## BLIND VISION REQUIREMENTS

# APP DESIGN SPECIFICATION

### Font

- Almost using “Avenir Next” in label, text, icon, etc..

### App Icon

It was designed followed with iOS guidelines. You should found the 2048 x 2048 px version in file “Icon.png”



### Splash Screen

- Components:
  - Background: **#373A35**, Fill Screen Content
  - App Icon
  - App Name: “Blind Vision”, Avenir Next Bold, dynamic size (~46pt)



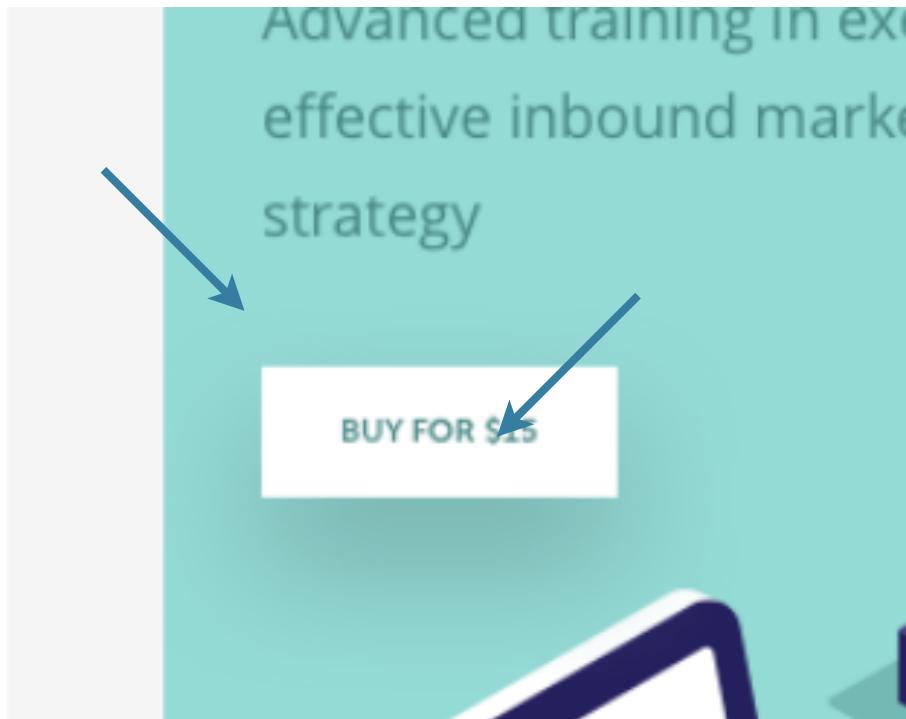
*Splash Screen*

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## BLIND VISION REQUIREMENTS

### Some View Components Will Be Used A Lot

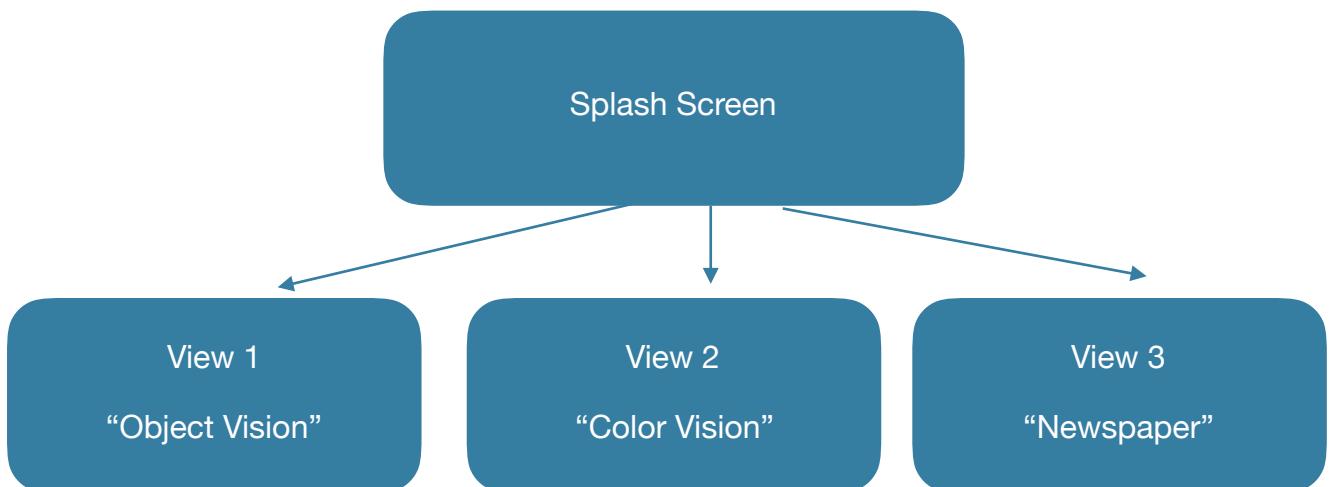
- Blur Floating View (iOS). Reference: <https://macteo.it/ios/2016/08/10/blurred-rounded-uiview.html>
- For Android, blur will not be used, instead using:



(Solid Rectangle, with hard blur shadow, with text fill is transparent to the behind layer for optional)

- An emoji matcher

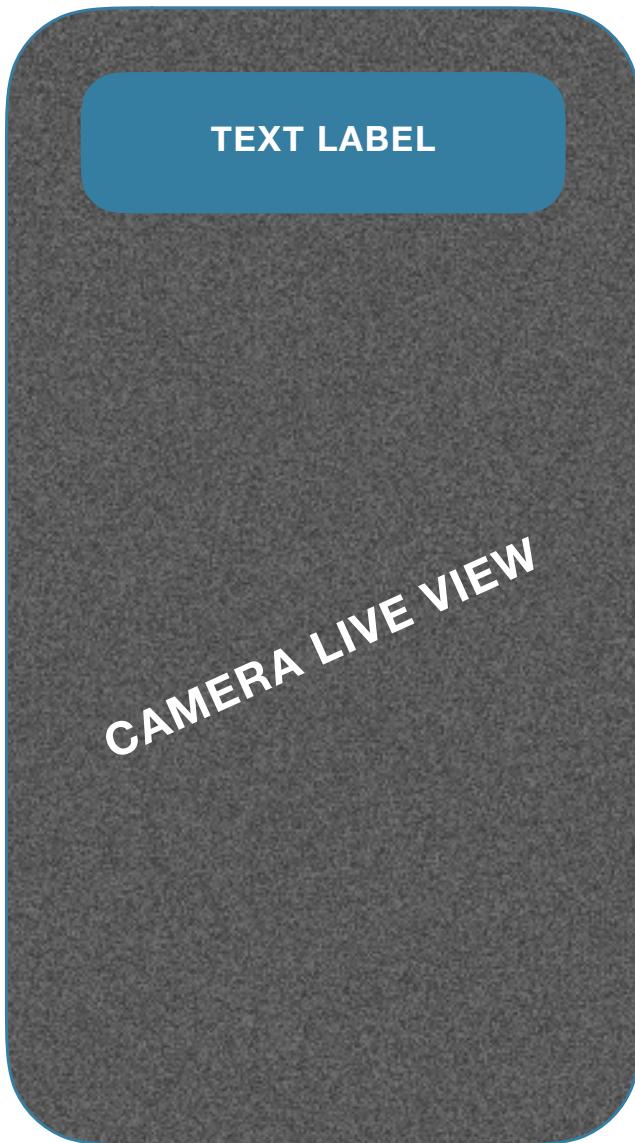
### Screen Flow



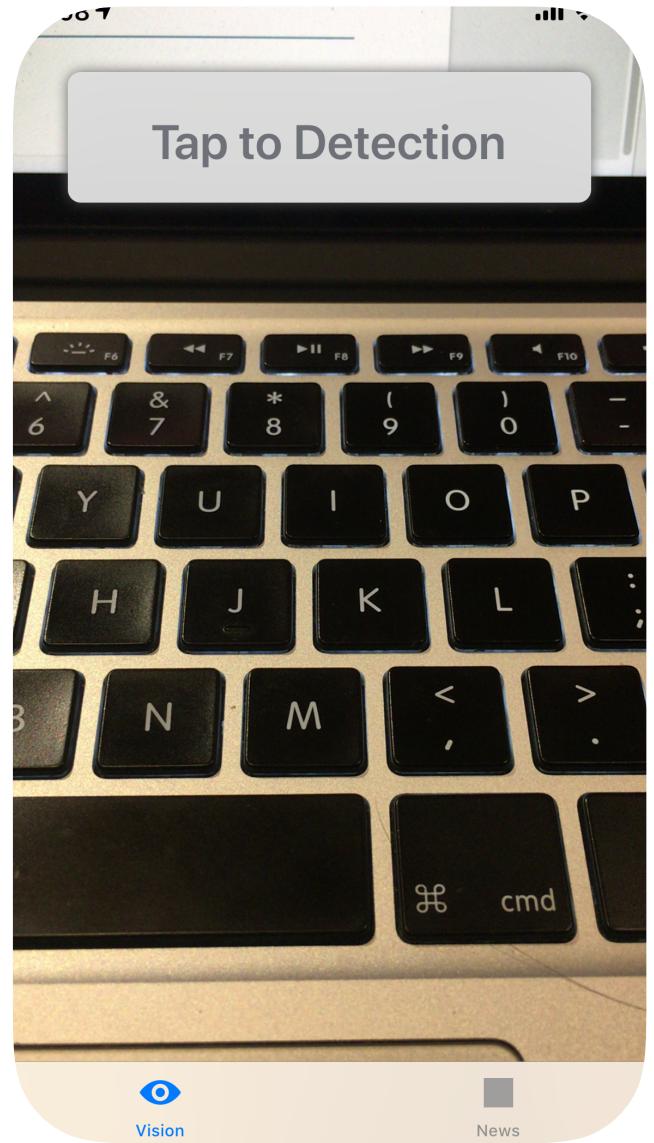
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## FUNCTION 1: OBJECT VISION

### Screen Design



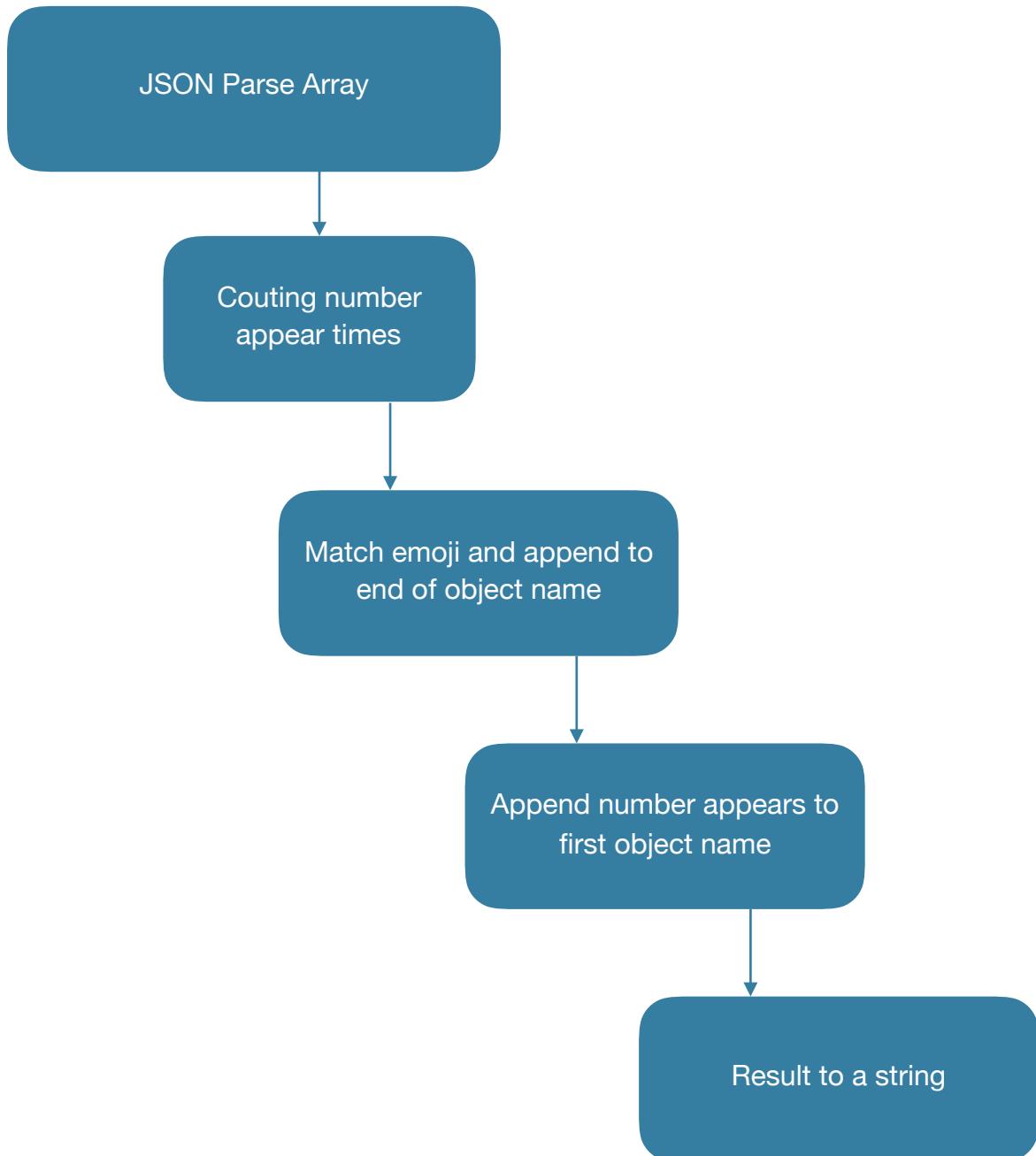
LAYOUT



DEMO

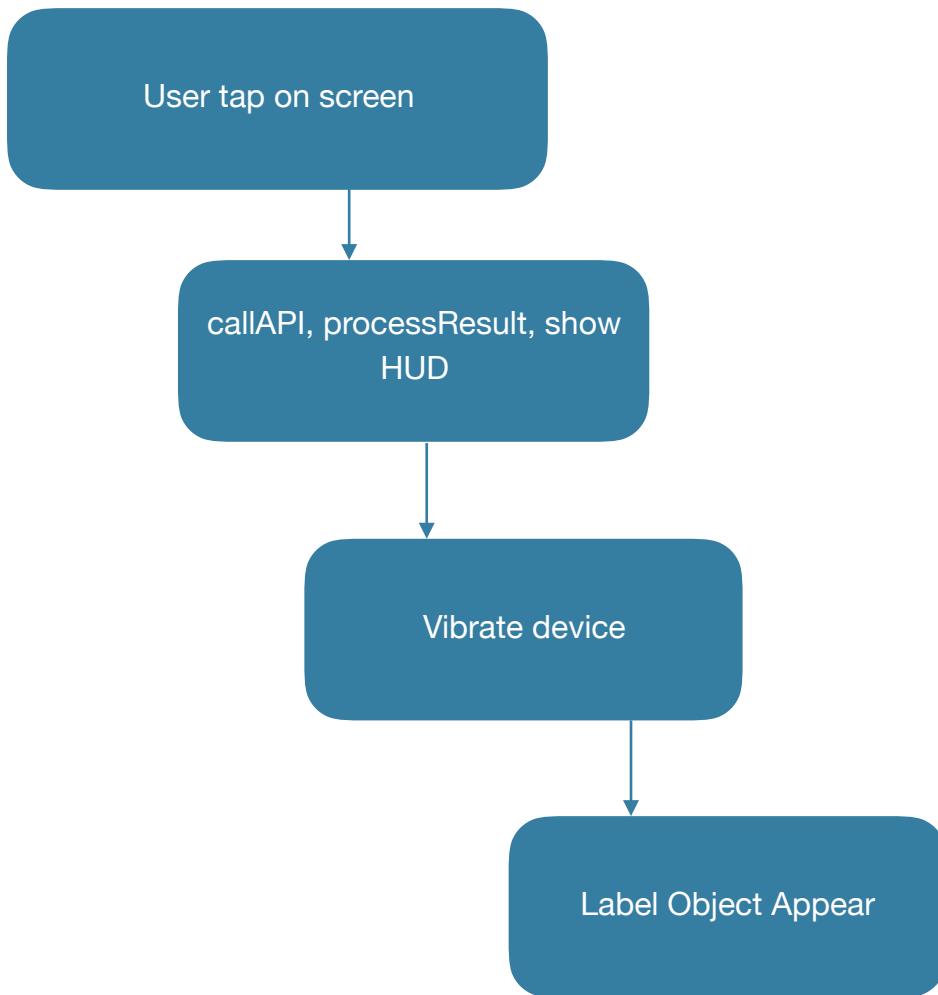
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## Text Label Process Flow



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## User Flow



- **Attention:**

- I will use analyzing HUD, for iOS I used JGProgressHUD, for android you can reference KProgressHUD:  
<https://github.com/Kaopiz/KProgressHUD>
  - Remember to implement vibrate function
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