

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 🏂

For successfully completing this project. You have in this project built a design system and used it to build mockups and prototype

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).

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/...)
- Frame includes a complete list of visual elements including:
 - o Typography (sizes, weights, and styles)
 - Colors (How foreground colors and background colors interact)
 - UI Elements and Styles
 - Imagery/Illustrations
 - o Icons
- Frame includes a complete list of components they are going to use to create their Pattern Library, which includes:
 - Buttons
 - Navigation
 - o 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.

Great job with the quick fixes. You have done a great job providing components that make use of elements defined earlier in the style guide

- 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/...)

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/...)

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RETURN TO PATH

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