Foodle Asset Usage

This document is meant to provide some direction on how these assets are to be utilized in the app Foodle.

App Prototype:
https://www.figma.com/proto/6g8XMWFOIsUzAwj3c1CsUW/5.17-Submission-Finishing-Touches-Mike-Marin?node-id=556%3A25979&viewport=583%2C528%2C0.08264075219631195&scaling=scale-down

This is the final MVP showing all links from screen to screen, along with working transition references between screens. Prototype is best viewed using the Figma Mirror app on iOS but can also be viewed by clicking the link above.

App Layered Design File:
https://www.figma.com/file/6g8XMWFOIsUzAwj3c1CsUW/5.17-Submission-Finishing-Touches-Mike-Marin?node-id=0%3A1

This is a link to the native Figma file used to create all assets and prototype. This can be referenced if a specific HEX code is needed, or an asset needs to be reexported for other uses. All images are sized specifically to the area that it occupies, so images sourced here will not be able to be used in printed material as resolution is too low.

App Static Assets:
https://drive.google.com/file/d/1pw-ZubeXxtUveKnzy0LlvdRyCfD6HoXG/view?usp=sharing

All static assets, icons, backgrounds, placeholder images have been included in the zipped static assets file. Naming convention used when working with prototype is provided, but doesn't have to be followed if a better one exists.

(abbreviation of asset)_(asset name)_(asset state).(file extension)
Example: ico_indicatorDot_active.svg

Branding Layered Style Guide & Assets:

https://drive.google.com/file/d/1awgkogfhmAXTpNAUz7nvgk1jBpCSnbA2/view?usp=sharing

Within the branding zipped archive are logo assets in all styles featured in Foodle in both raster and vector formats. The logo has two types, a fun pictorial logo, as well as a solid color logo. Depending on where the logo is to be placed, use the fun logo on items that aren't meant to be too serious like marketing material, website, etc. Use solid logo on internal documentation, and anywhere a more serious adaptation of the logo is needed. Please use vector assets wherever able as that version is preferred.

Please reach out to the author if any further clarification is needed, or if you have suggestions on what could be improved on.