# Project Overview

**LINK TO FIGMA FILES: (Style Sheet, Screens/Prototype, Interactive Componets)** [**https://www.figma.com/design/nqdM8jqDuobqXyaGNlQfp0/Final-Project-UI?node-id=0-1&t=9OZcFqy9OSGYQjj9-1**](https://www.figma.com/design/nqdM8jqDuobqXyaGNlQfp0/Final-Project-UI?node-id=0-1&t=9OZcFqy9OSGYQjj9-1)

**LINK TO INTERACTIVE PROTOTYPE:** [**https://www.figma.com/proto/nqdM8jqDuobqXyaGNlQfp0/Final-Project-UI?node-id=19-192&starting-point-node-id=14%3A10&t=FEhayoMFKmNcypu9-1**](https://www.figma.com/proto/nqdM8jqDuobqXyaGNlQfp0/Final-Project-UI?node-id=19-192&starting-point-node-id=14%3A10&t=FEhayoMFKmNcypu9-1)

**LINK TO INTERACTIVE COMPONENTS PROTOTYPE:** [**https://www.figma.com/proto/nqdM8jqDuobqXyaGNlQfp0/Final-Project-UI?node-id=26-2049&t=r0uUk5lk0CxsAcBX-1**](https://www.figma.com/proto/nqdM8jqDuobqXyaGNlQfp0/Final-Project-UI?node-id=26-2049&t=r0uUk5lk0CxsAcBX-1)

Your final task in this course is to design a **fully high-fidelity user interface** for a digital product using Figma.  
This project focuses on applying visual design principles, creating strong layouts, and building a coherent design system that reflects everything you’ve learned about interface design.

You will choose a theme, select a platform (web, tablet, or mobile), define a clear design system, build a minimum of 15 fully designed screens, and create an interactive prototype — all organized cleanly in one Figma file.

# Instructions:

## Choose a Project Theme

Select one of the following domains for your final app design:

1. **Virtual Event Hub** – An online event platform where users can view live sessions, browse speakers, chat with attendees, and access schedules.
2. **Mental-Wellness Tracker** – A mobile app for daily mood logging, mindfulness activities, and emotional progress tracking.
3. **Community Food-Share** – A service where neighbors post surplus groceries and arrange pickups through a mobile-friendly platform.
4. **Interactive Map Guide** – A digital map for a specific environment (e.g., a theme park, university campus, shopping mall, or hiking trail). The app allows users to navigate, explore points of interest, filter map layers, and receive contextual information..

You may interpret the theme creatively, but your work should stay within the domain and meet interface design goals.

## Deliverables Inside Your Figma File

You will organize your Figma file into **three pages**:

* UI Style Sheet
* Interactive Components
* 15 Screens with an interactive prototype

## UI Style Sheet (Page 1)

This is a visual guide that defines your app’s design language. Think of it as your “mini design system” for consistency across all screens.

**Include the following:**

* **Color Palette**  
  Primary, secondary, neutral, and semantic colors (success, error, warning). Include HEX codes.
* **Typography Scale**  
  At least H1–H5, body text, and captions. For each, specify font family, size, line-height, and font weight. Include examples.
* **Icon Guidelines**  
  Define icon stroke width, consistent size (e.g., 24×24 px), and style (line, filled, or mixed). Show a few examples.
* **Spacing & Grid System**  
  Include spacing system (based on 4/8 px increments) and grid structure (e.g., 4-column for mobile or 12-column for web). Use visual overlays if possible.
* **Core UI Components**  
  Include:
  + Primary & secondary buttons (default, hover, pressed, disabled)
  + Text input field (normal, focus, error)
  + Cards or content blocks
  + Modals or pop-ups
  + Navigation bar or tab bar

*This page should clearly communicate your visual logic to a developer or design collaborator.*

## Interactive Components (Page 2)

This page demonstrates your **clickable or state-based UI elements** as standalone components.

Examples to include:

* Buttons: default, hover, pressed, disabled
* Icon buttons: selected vs. unselected (e.g., “favorite” or “bookmark”)
* Toggles and switches
* Tabs or filters with active states
* Input fields with normal, focus, and error states

You can present these as Figma **Variants**, or separated frames side by side.

*These components should be reused in your main screens!*

## High-Fidelity Screens and the interactive prototype (Page 3)

Design a **minimum of 15 fully detailed screens** that represent your product’s main user experience. Each screen must be styled using your style sheet.

**Your screens must include:**

* Welcome or home screen
* Login / sign-up flow (if applicable)
* Main dashboard or content view
* Core task flow (e.g., register for event, log emotion, scan exhibit)
* Detail screen (e.g., speaker info, food item, exhibit detail)
* Settings or profile page
* Success confirmation
* Error or empty state (e.g., “No data yet” or “Network error”)

### Requirements:

* One fixed screen size (Mobile: 375×812px, Tablet: 834×1112px, Desktop: 1440×900px)
* Full color, no grayscale mockups
* Real text content (no Lorem Ipsum)
* Clear visual hierarchy and thoughtful spacing
* All screens must be linked in Figma’s Prototype mode

# File Organization Standards

* Clearly name your three Figma pages: Style Sheet, Interactive Components, Screens + Prototype
* Name all components and layers descriptively (e.g., Button/Primary/Large)
* Group your reusable components into Figma's Assets panel
* Use sticky notes or comment mode if you need to explain any screen behavior or exception