

Figma essentials

In this report, we will explain how we made this phase of the project. Here is the table of contents for easier navigation.

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Motivation

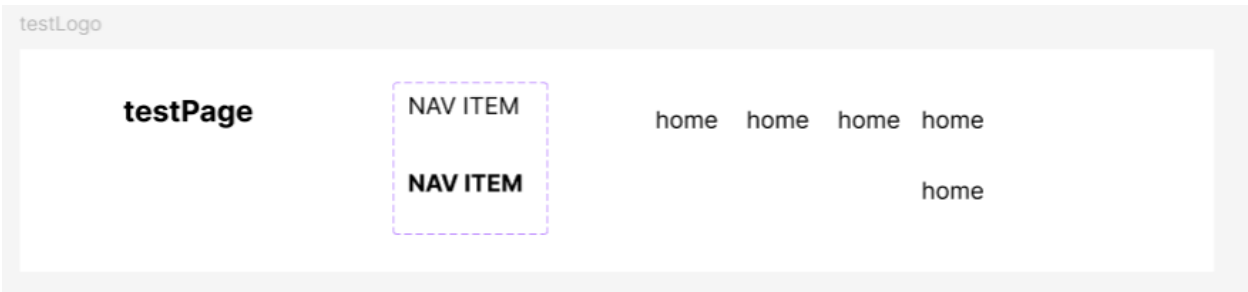
Using Figma, design tool used to create user experience (UX) prototypes, we have made simple yet responsive prototype that will be useful for our big project this semester. Figma is a powerful tool that allows you to add UX components in just a few clicks. It also allows you to create responsive design and to collaborate with multiple people on the same project.

Before you write a single line of code, it is always a good thing to make a prototype to show to your clients/customers so they can give you useful feedback and suggest for any redesigns.

Creating hero section

Creating navbar (using assets and instances)

First, we start by creating the new frame that is going to be a base for our project. Next, we created second frame that we will use to create our logo, navbar items and so on. In that frame, we will store everything that will be used on our page. It is good thing to do it like that because we may need a same button, navbar item or our logo on multiple places. Picture below shows You how our 'template frame' looks like.



Here we can see the logo, navbar that we initially created (home home home home) and NAV ITEM that is used as active (bold) or default component. By making an update to any of those components, we apply all the changes that we made to the parent element to all instances of the given component. Using that we created navbar that can change its content, active or default state and change order of the elements without having to manually adjust for spacings.

Responsive design

After creating navbar, we added hero section just to test responsivity of our prototype. Hero section consists of:

- Hero title
- Dummy text
- Rectangle that represents an image

After all of that we get a prototype that looks something like this:



After that we use constraints that 'anchor' certain object or group of objects to a side of our page. To do that we:

1. Select object or group of object
2. Select Position tab
3. Select Constrains box
4. Choose on which axis we want the constrains

Apart from this report and description, there is also a short video that show responsivity of our design.

Conclusion

We used Figma to created simple yet powerful template and we learned concepts such as:

- How to use Figma
- UI/UX prototype

- Assets and instances
- Responsive design

Those concepts will be important in our big final project.