

Midterm: Create & Improve a High-Fidelity Design

REVIEW

CODE REVIEW

HISTORY

Meets Specifications

Dear student,

The hi-fi (midterm) stage of your **fitness app** project is in good shape.

The most relevant aspects of your project are the following:

- 👉 Style guide: You have every required frame.
- 👉 Pattern library: Good set of UI components.

However, there are some things that you must complete or improve:

- ⚠️ Design screens: You need to use elements from your pattern library only.

Please, see my comments below for more details. You will find the next sections:

- Highlights** Positive aspects of your work.
- Requires changes** Improvements that you must do to fulfil the rubric's criteria.
- Next steps** Suggestions for you to improve your work.
- Resources** Links to additional resources to enhance your learning experience.

Good luck with the next submission.

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



- Sign up to Mobbin and create a new collection in the "My Collection" tab.
- Search and "Save" the design patterns and elements to your newly created collection.
- Take screenshots of the design patterns and elements in your Mobbin collection and save them in a PDF file.

Next steps

- [?] Your library could have more elements for inspiration. You can use other sources of inspiration by checking others' work on sites like Dribbble or Behance.

Resources

- [?] Tool: [UX Archive](#). Another repository of existing designs



- Frame includes a complete list of visual elements including:
 - Typography (sizes, weights, and styles)
 - Colors (How foreground colors and background colors interact)
 - UI Elements and Styles
 - Imagery/Illustrations
 - Icons

Highlights

- [✓] You have every required section in the style guide.

Next steps

- [?] The typography section is easier to follow when the font size and font types are annotated in the frame, as seen in the image below.

Typography

Button

Poly, Regular, 18pt, ○ `rgba(0, 0, 0, 1)`

H1

Sen, Regular, 20pt, ● `rgba(0, 0, 0, 1)`

Title

Sen, Regular, 72pt, ○ `rgba(0, 0, 0, 1)`

Menu

Sen, Regular, 24pt, ● `rgba(198, 198, 198, 1)`
● `rgba(45, 94, 221, 1)`

H2

Button2

Caption

H3

Sen, Bold, 18pt,

○ rgba (0, 0, 0, 1)

Poly, Regular, 36pt,

○ rgba (0, 0, 0, 1)

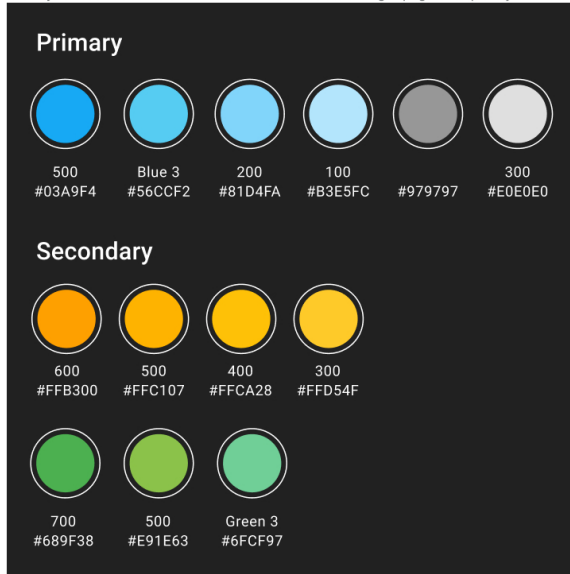
Poly, Regular, 20pt,

○ rgba (0, 0, 0, 1)

Poly, Regular, 20pt,

● rgba (0, 0, 0, 1)

- [-] The elements in the colours section are easier to follow when they have natural names e.g. **main**, **background**, **soft yellow**., as seen in the image below. That way it is easier to talk about them with other team members. Also, grouping them in primary and secondary facilitates referencing them.



- [-] Icons work better when they are concise i.e. they have a similar appearance in colour and size.

Resources

- [-] Article: [Solid vs Outlined Icons](#)



- Frame includes a complete list of components they are going to use to create their Pattern Library, which includes:
 - Buttons
 - Navigation
 - 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.

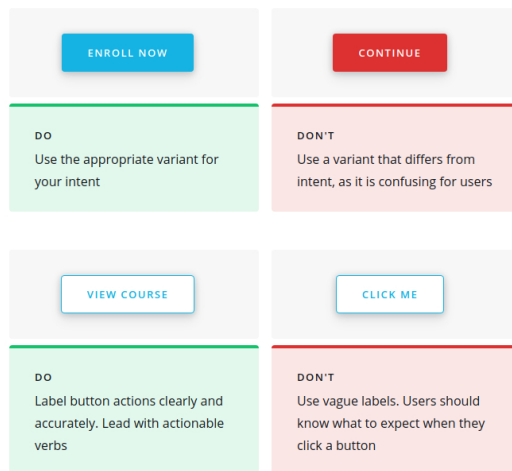
Highlights

- [✓] You have a variety of UI elements in your pattern library.

Next steps

- [-] Checking Dos and Don'ts from existing design guides is a must to improve yours. The image below shows an example of Dos and Don'ts from the Udacity style guide.

Do's and Don'ts



Resources

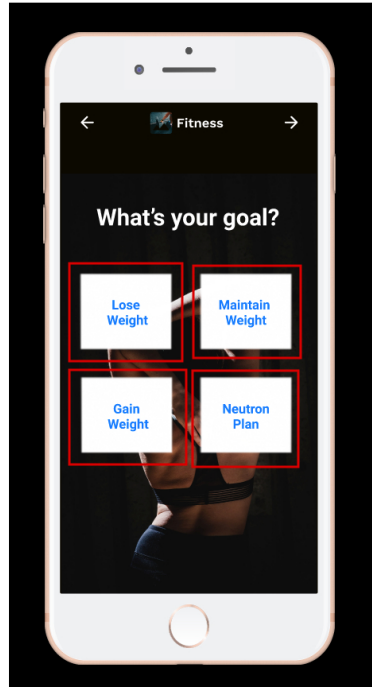
- [-] Style guide: [Veritas: Udacity's style guide](#)
- [-] Article: [Atomic design in depth](#)



- 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/...>)

Requires changes

- [x] You need to create screens using just elements in your style guide and pattern library. The objective of the pattern library and style guide is to give you the basic blocks to build the screens of your prototype. Think of them as Lego blocks, if you added a block that is not part of the suite, it would fit in the entire structure. The same happens in your design, if you add an element that is not part of your style guide or pattern library, it will not be consistent with the rest of the elements. The elements I marked in the image below are not part of your pattern library. Even if the element is a simple text box, it has to be in your pattern library.



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/...>)

Highlights

- [✓] Your prototype is functional and wires up every screen.

[Download Project](#)

[Return to Path](#)