**InBloom Graphics Requirements**

Devices in this project will range from 240X320 to 480X800. Here is a detailed list of screen sizes to design for.

240X320, 320X480, 360X640 and 480X800

Those will cover most of the target devices I want to support. Usually the resources and screen concepts should be in the highest resolution possible so that they can be scaled down without quality loss for lower resolutions. All graphics should be in PNG format. This is the only supported format guaranteed to work across all devices.

InBloom is built as a key-based application as well as a touch one. That implies the presence of soft keys in the design. E.g. Going back from a screen or popping up a menu. Soft keys are always on the bottom left and right of the screen.

This application is built for feature phones as opposed to smart phones and thus the memory available is much lower than other ones. Techniques such as 9-patch are heavily used to make the most of the graphics resources. Designing for J2ME involves keeping 9-patching in mind so that all resolutions can be catered for from a simple and small graphics resource. This actually relieves the work required from the graphics designer. 9-patch was introduced in Android platform but I have a J2ME implementation of the concept so that I can use patched images in my application. The required source patch image is the same as that in Android.

Overall requirement is concept screens. All screens to be covered and designed first. Then a couple of themes to be addressed. I am looking for 6 themes such as (girl’s diary, summer, winter, autumn, spring and old diary styles). 2 themes will be available in the application the rest will be for the PRO version. Styling and theme-ing is really important for my business model and approach to marketing the application.

If you are up for it I will provide you a detailed work out mock up screens so you know how many screens there are and the exact content of the screens. We can further discuss navigation and screen flow so you get a better idea.