### CSE 110 - WI21 - TEAM 31 UPR - High-Fidelity Interface Design

#### Overview:

This set of documents decomposes implementation for sprints 1,2 and 3, illustrates user workflows, illustrates breakpoint behavior for relevant components, and solidifes color & typography choices for the end product. The highest resolution verison of each screen is provided in a document attached herewith.

#### Interface Metadata:

HEX:	
blue 10:	#cfe2f3
green 10:	#d9ead3
green 20:	#b6d7a8
white 100:	#ffffff
black 100:	#000000
gray 10:	#eeeeee
gray 20:	#b7b7b7
gray 30:	#ccccc
gray 90:	#434343

## **BREAKPOINTS:**

gray 90:

Desktop:	>991px wide
Tablet:	<= 991px
Mobile Landscape:	<= 767px
Mobile Portrait:	<= 478px

# Sprint 1 Views

