

Research - Package* Status Indication

*Different products name Package-equivalent feature differently. ",_Feature_", below refer to the general concept.

Key Takeaways

- Multiple indicators are used to indicate different status. (not only icons, and not all products are using icons as indicators actually)
- Icons are generally used to indicate the binary status: whether an item IS or IS NOT _Feature_ (or to indicate _Feature_ type at the same time at most)
- Icons are barely used to indicate the properties status (whether it's been changed or has updates available)
- No indicators, completely different icons are used. (not adding auxiliary part)

1. Unity

Feature name:

Have a _Feature_ Master:

Auto Update

(other instance):

Status:

Prefab

No

No

1 Non-Prefab

2 Prefab default

3 Prefab w/ change

Status Indication: Name Color + Properties Highlight

[Hierarchy Tree]/Item Name Color -> Non-Prefab/Prefab

Non-Prefab

Prefab

Non-Prefab

Prefab

Camera

Camera

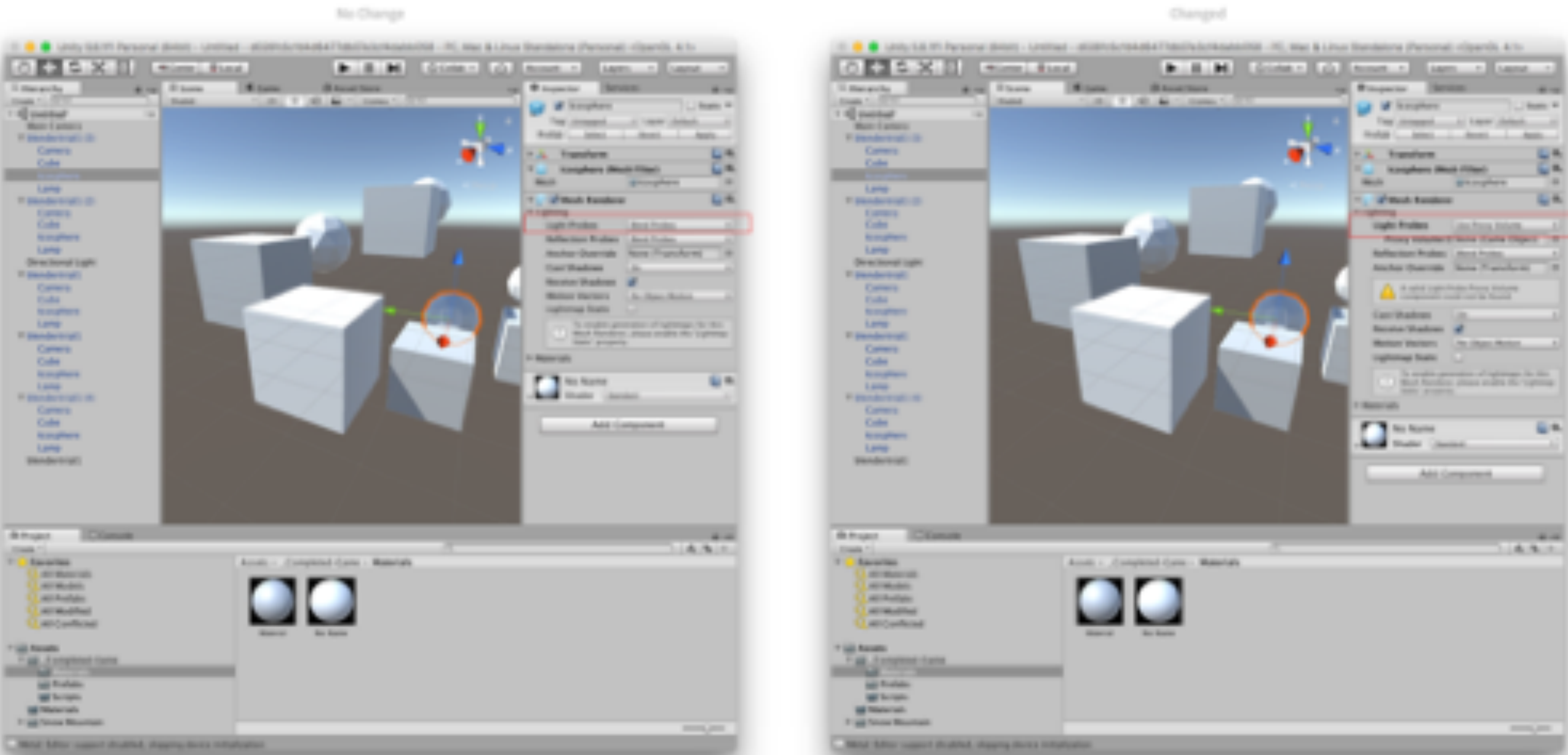
Cube

Cube

Lamp

Lamp

[Properties Panel]/Property Name Font Weight -> Changed/Overrides or not



2. Sketch

Feature name:

Have a _Feature_ Master:

Auto Update

(other instance):

Status:

Symbol

Yes

(No file symbol update) Yes

(Internal library update) No

1 Non-symbol

2 In file Symbol

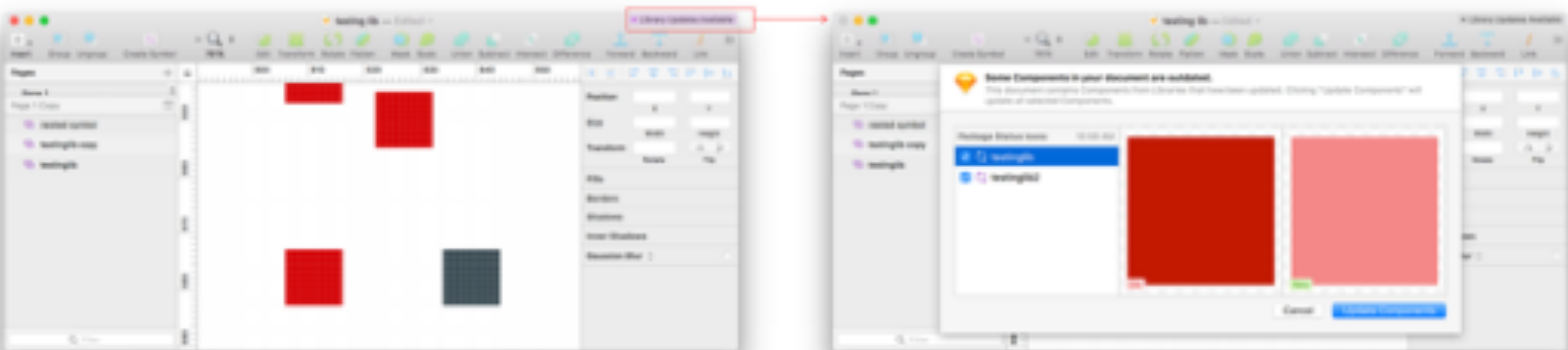
3 External Symbol

4 Updates available (only for external ones)

Status Indication: Icon + Notification

- Icon
 - 1 Non-symbol
 - 2 In-file symbol
 - 3 External symbol

-Notification = update dialog = external symbol updates



3. Figma

Feature name:

Have a _Feature_ Master:

Auto Update

(other instance):

Status:

Component

Yes

Yes

1 Non-Component

2 Component Master

3 Instance default

4 Instance w/ change

Status Indication: Icon + Hierarchy + Action Button Status

-Icon: complete different icons for Non-Component, Component Master, Instance

Non-Component

Component Master

Instance

Rectangle 01

Rectangle 01

Rectangle 01

-Hierarchy: components have to original item as a child

-Instance w/ change: "Reset Instance" button activated, which will make the instance identical to the master

Instance w/o change: "Reset Instance" buttons disabled



Instance w/ change: "Reset Instance" buttons enabled



4. Balsamic

Feature name:

Have a _Feature_ Master:

Auto Update

(other instance):

Status:

Symbol

Yes

Yes

1 Non-symbol

2 Symbol default

3 Symbol w/ change

Status Indication: Selection Box Color + Properties Highlight

-Selection Box Color

Non-Symbol

Symbol

Click me

Click me

-Properties Panel



5. GitHub



	ROBLOX Studio	Unity	Sketch	Figma	Balsamic
		Game Engine	Interface Design	Interface Design	Wireframing
Feature Name	Packages	Prefabs	Symbols (relevant: Libraries)	Components	Symbols
Have a _Feature_ Master	No	No	Yes	Yes	Yes
Master Name	-	-	-	Component Master	Symbol Source
Master Editable	-	-	Yes	Yes	Yes
Auto Update (Instances)	No	No	Yes	Yes	Yes
Separate Place/Mode for Master	No (for V1) Yes (for V-2019)	Yes	Yes	No	Yes
Status	1) Non-Package 2) Package default 3) Package w/ change 4) Pacakge w/ available update 5) Package w/ change + update	1) Non-Prefab 2) Prefab default 3) Prefab w/ Change	1) Non-Symbol 2) In-file Symbol 3) External Symbol 4) Symbol w/ update (only for external ones)	1) Non-Component 2) Component Master 3) Instance default 4) Instance w/ change	1) Non-Symbol 2) Symbol default 3) Symbol w/ change
Status Indication [where] how -> for what		[Hierarchy Tree] Item Name Color -> Non-Prefab/ Prefab [Properties Panel] Propertie Name Font-weight -> Changed or not	[Hierarchy Tree] Item Icon -> non-Symbol/ in-file Symbol/ external Symbol [In General] Notification (only for external symbols) -> Updated or not	[Hierarchy Tree] Item Icon + Hierarchy -> non-Component/ Master/ Instance [Properties Panel] Button Status [Toolbar] Button Status -> Updated or not	[Workspace] Selection Box Color -> Non-Symbol/ Symbol [Properties Panel] Section Name Color + Button Status -> Changed or not







- Contextual Inquiry

- Persona

- User Research

- Interview

- Survey

- Problem Statement

Definite

Analyze

- Heuristic Evaluation

-Comparative Analysis

date

Protype

- Interactive Prototypes

- wireframes

- Hi-fi Prototypes

userTests

- Approaches

- UserFlows

DesignQA

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1. Unity

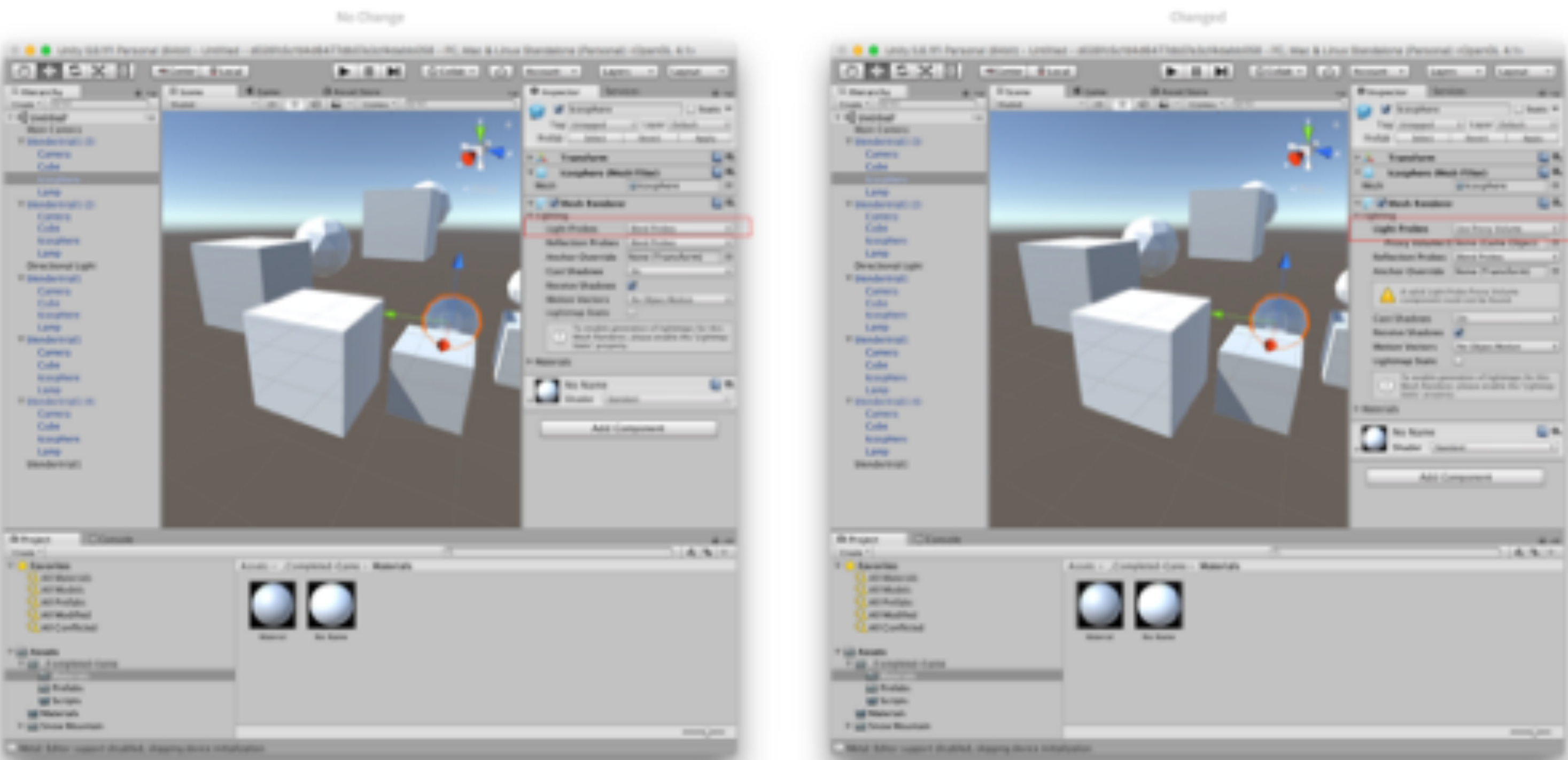
Feature name:	Prefab
Have a _Feature_ Master:	No
Auto Update	No
(other instances):	
Status:	1) Non-Prefab 2) Prefab default 3) Prefab w/ change

Status Indication: Name Color + Properties Highlight

[Hierarchy Tree]/Item Name Color -> Non-Prefab/Prefab



[Properties Panel]/Property Name Font Weight -> Changed/Overrides or not



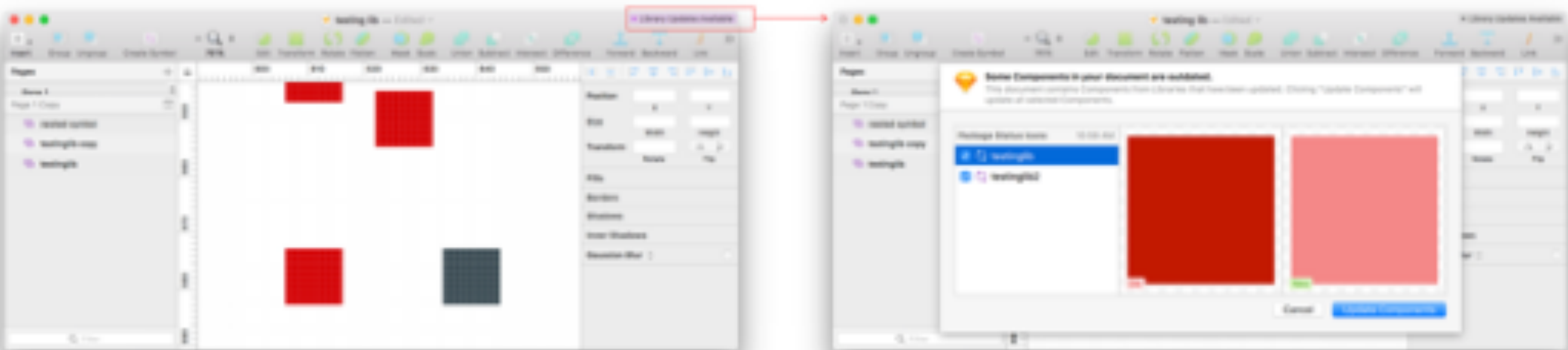
2. Sketch

Feature name:	Symbol
Have a _Feature_ Master:	Yes
Auto Update	(in file symbol update) Yes (external library update) No
(other instances):	
Status:	1) Non-symbol 2) In file Symbol 3) External Symbol 4) Updates available (only for external ones)

Status Indication: Icon + Notification

- Icon:
 - 1) Non-symbol
 - 2) In file symbol
 - 3) External symbol

-Notification = update dialog = external symbol updates



3. Figma

Feature name:	Component
Have a _Feature_ Master:	Yes
Auto Update	Yes
(other instances):	
Status:	1) Non-Component 2) Component Master 3) Instance default 4) Instance w/ change

Status Indication: Icon + Hierarchy + Action Button Status

-Icon: complete-different-Icons for Non-Component, Component Master, Instance



-Hierarchy: components have its original item as a child

-Instance w/ change: "Reset Instance" button activated, which will make the instance identical to the master

Instance w/o change: "Reset Instance" buttons disabled



Instance w/ change: "Reset Instance" buttons enabled

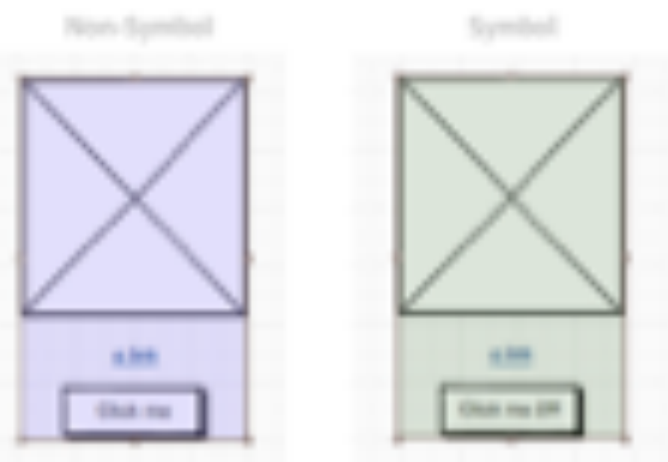


4. Balsamic

Feature name:	Symbol
Have a _Feature_ Master:	Yes
Auto Update	Yes
(other instances):	
Status:	1) Non-symbol 2) Symbol default 3) Symbol w/ change

Status Indication: Selection Box Color + Properties Highlight

-Selection Box Color



-Properties Panel



5. Github



