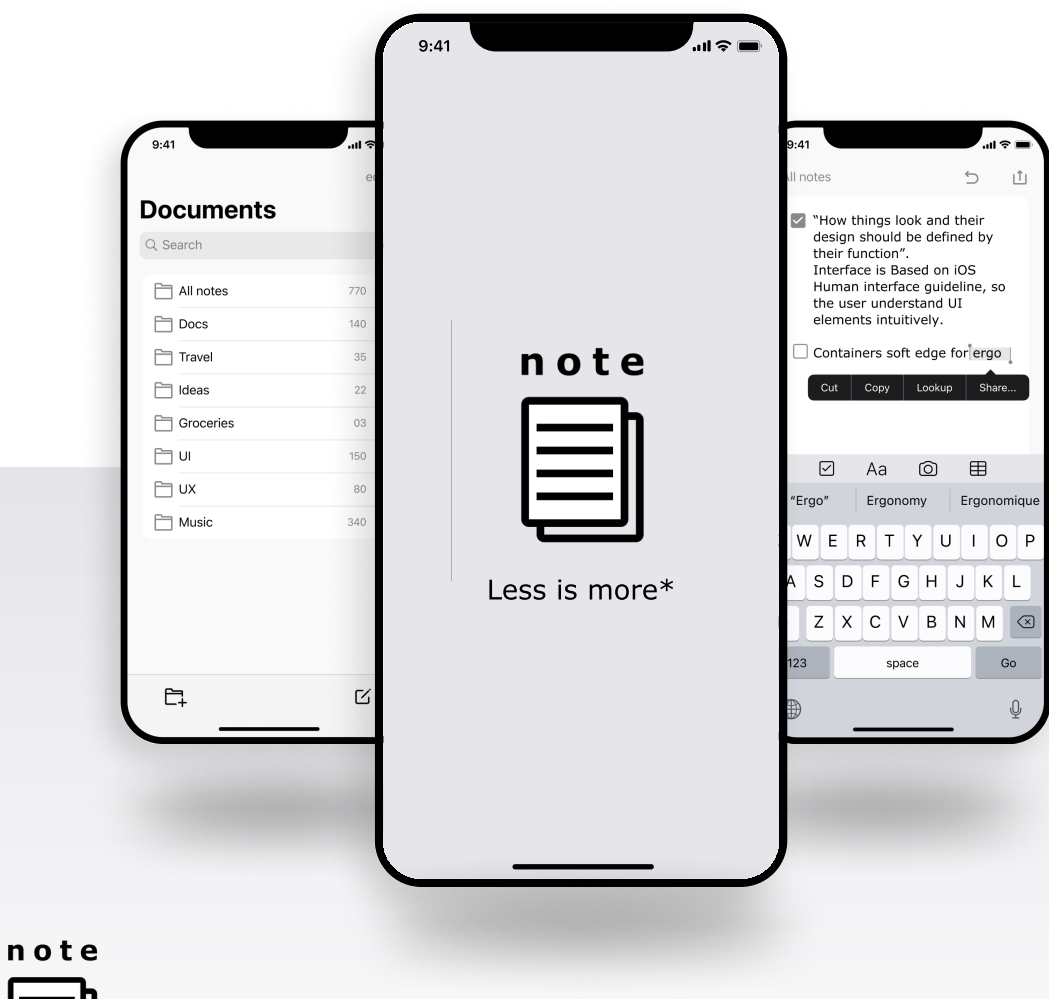


Note taking app



A note taking app that does what it does.

*Quote by designer Dieter Rams

UI design Challenge

- Design a note taking app in less than 6 hours.
- Build a clean interface with minimal requirements,
- Deliver high-fidelity wireframes for 5 screens so client can pitch the concept to their investors. The wireframes need to be shaped by functionalism, with “less is more” in mind.

Approach

- 01

note is a “note-taking” mobile app.

Its look and design should be defined by Functionalism principles based on the industrial designer Dieter Rams.

“How things look and their design should be defined by their function.”
- 02

The interface design is based on iOS Human interface guideline, in order to understand the UI patterns, iconography and navigation intuitively.
- 03

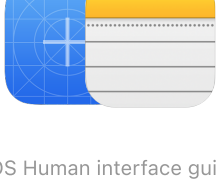
Sans Serif Font Verdana is used for the text input and helps for a clear readability, avoiding reading tiredness and helps people with dyslexia.
- 04

Containers with soft edges and gray background for an ergonomic feel, smooth contrast and ease the eyes.

Duration	Role	Tool	Tasks performed
6 hours on short notice	UI design Branding	Figma	Wireframe UI design

Style Guide

inspirations



- 01 iOS Human interface guideline
- 02 iphone “Notes” app



“Good design is as little design as possible
Less, but better - because it concentrates on the essential aspects, and the products are not burdened with non-essentials.
Back to purity, back to simplicity.”

Dieter Rams

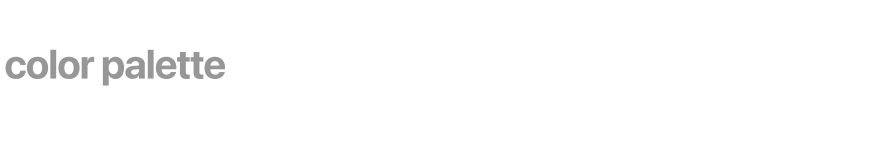
logo



typography

Aa	Aa	Aa
Header SF Pro Display Bold	Subtittle & navigation SF Pro Text Regular Medium Bold	Text input Verdana Regular Bold

icons



color palette

FFFFFF

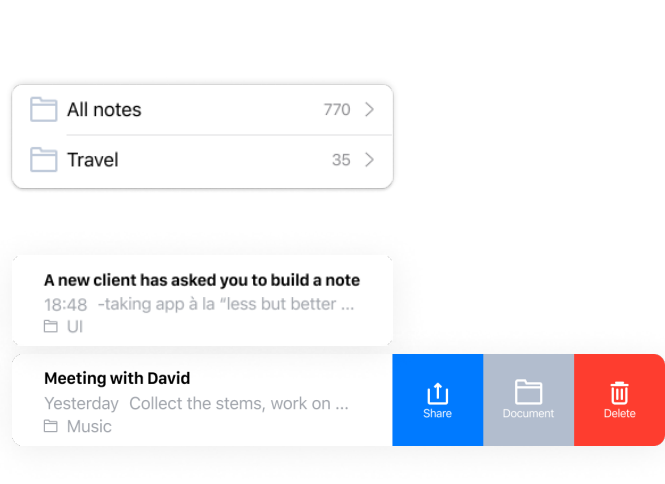
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Navigation text

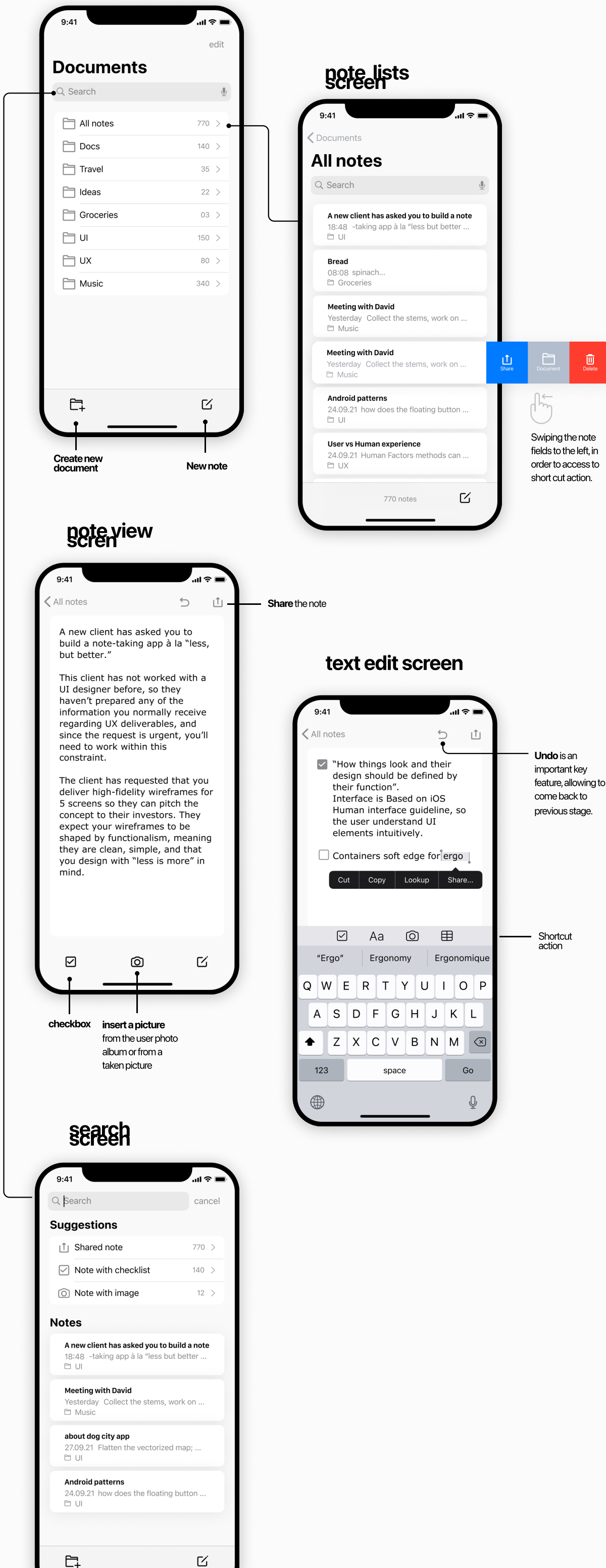
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898A8D

UI patterns



Main Screens & Key features



Thank you !