Homework 6: Hi-Fidelity Mockups

Goal: Design high-fidelity concept mockups for your client (the same as HW 05). Review your identity guidelines. Follow the wireframes provided, fill your layout with the "real" content (images, icons, and headlines only; use dummy text for the body copy); you can resize information blocks but must not remove any of the content or functionality. UX path students may offer alternative wireframes - if you choose to do so, provide your wireframes along with your design. Allowed "3-rd party" content: photos, textures, icons. No screenshots of existing apps/designs, no templates or UI packs except the one developed during the lab. Screen: iPhone 14 & 15 Pro. Software: Figma for layout, Photoshop for image adjustments, Illustrator for working with graphic assets.

Deliverables:
Page 1 – Submission checklist
Page 2 – Concept: a brief description of your visual choices.
Page 3 – UI Style guide. Atoms, molecules and organisms: typographic hierarchy specimen, colour palette, UI elements, icons (use more pages if needed)
Page 4 – Layout - organize all screens on one page (use tabloid, landscape). Make sure to scale you work down for submission

Deliverable	%
Visual Concept: practical, appropriate, consistent with the current design trends and your identity guidelines. Layout is coordinated with the wireframes provided. Effective use of visuals	20
Ideation: concept and design (color palette, typography, images choices) explained.	10
Identity: Color, typography, and visuals are coordinated with your identity guidelines.	20
Content & Style: meaningful content – replace placeholders with "real" information. Images are coordinated in terms of their style, shot/zoom/crop, color, exposure, saturation. Icons have uniform style, weight, stroke	10
Style guide: styles for hierarchy (body text, headlines 1,2,3, etc.) labels, buttons, and other UI elements, and icons in use are provided. On the mockups, styles are rendered in consistency with your guide.	10
Design principles: Readability Hierarchy Free space Balance Effective use of modular, column, and baseline grids. Consistent, logical alignment Gestalt: continuity, proximity, common region Unity **Technical perfection:** images, typography, icons are free of distortions; other technical errors.	30
Total	100

Incomplete submission (points are reduced based on the number of deliverables missed).
Assignments completed by less than 50% will be marked "Late."
Discussion comments are missed or are not meaningful (-5%) or Late submission (-10%)

UM DAISY

Your Wellness Companion

Concept

Design Guidelines

I followed a 4 column grid system.

All spaces between UI elements is within multiples of 4px, keeping consistent spacing throughout the entire design

Typography

The typeface used is Montserrat. This is part of the University of Michigan style guide. It is clean and easy to read, and has a classic look.

I used a mixture of Medium and Regular weight, with occasional variance.

Visuals

All images used follow the style guide, which is focused on using warm tones and enjoyable environments.

All iconography comes from the same icon library, Lucide icons.

Color

I used Strong Purple as my primary color, as it has a great amount of contrast on the light background. I used Peaceful Purple and Maize in light transparencies for the background, to tie the other colors in and bring a more joyous feel to the app.

UM DAISY
Your Wellness Companion

Atoms

Headline 1
Headline 2
Headline 3

Headline 4   *Hyperlink*

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Ut et massa mi. Aliquam in hendrerit urna. Pellentesque sit amet sapien fringilla, mattis ligula consectetur, ultrices mauris. Maecenas vitae mattis

Pellentesque commodo lacus at sodales sodales. Quisque sagittis orci ut diam condimentum, vel euismod erat placerat. In iaculis arcu eros, eget tempus orci facilisis id.

Large Primary Button

Small Primary Button

Molecules

Read more books

Watch out!
You often will feel **okay** or **sad** when you have 3 or more assianments due.

Choose emotion

1 2 3 4 5 6 7 8 9 10

Start typing...

Meet with friends

Spend time outside

Organsims

How well do you manage stress?
Please select one option.

Amazing

Good

Okay

Bad

Welcome
How are you feeling today?

Let's check in.

More

Upcoming Events
Keep an eye on your calendar

Project 2	
Si 206	12/6
Assignment 22: Fig&Grou...	12/6
ARTDES 275	
Presentation in class	12/7
SI 307	

More

Featured

Spend Time Outside
Being outdoors releases endorphins and can boost mood!

UM DAISY
Your Wellness Companion

Screen 1:
9:41

Track your daily mood

Continue

Screen 2:
9:41

Receive personalized recommendations

Continue

Screen 3:
9:41

Get insights into mood based on upcoming events

Continue

Screen 4:
9:41

What are your goals?
Choose as many as you would like.

- Read more books
- Stay organized
- Eat better
- Track wellbeing
- Meet personal goals
- Celebrate wins
- Do more art
- Wake up earlier

Screen 5:
9:41

What are your favorite activities?
Choose as many as you would like.

- Reading
- Gardening
- Cooking
- Working out
- Golfing
- Going out
- Art
- Walking

Screen 6:
9:41

How well do you manage stress?
Please select one option.

- Amazing
- Good
- Okay
- Bad

Screen 7:
9:41

Welcome
How are you feeling today?

Let's check in.

More

Upcoming Events
Keep an eye on your calendar

Project 2
Si 206   12/6

Assignment 22: Fig&Grou...
ARTDES 275   12/6

Presentation in class
SI 307   12/7

More

Screen 8:
9:41

Weekly ⌄
‹ December 1 - December 7 ›

Watch out!
You often will feel **okay** or **sad** when you have 3 or more assignments due.

- Monday
- Tuesday
- Wednesday
- Thursday
- Friday
- Saturday

Screen 9:
9:41

Log a new emotion.
Let's describe how you are feeling

What emotion are you feeling?
Choose emotion

How intensely are you feeling it?
1 2 3 4 5 6 7 8 9 10

Describe how you feel.
Start typing...

Screen 10:
9:41

Activities
Get insights to boost your mood

Featured

Spend Time Outside
Being outdoors releases endorphins and can boost mood!

More to do

Meet with friends

Spend time outside