A bundle of apps

[Link to Weather app Prototype]

[Link to Timer app Prototype]

[Link to Weekly Progress]

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Through the Lens of “Nostalgia”



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Design Renewal
Project

Visual Design Concept

Visual Design Concept

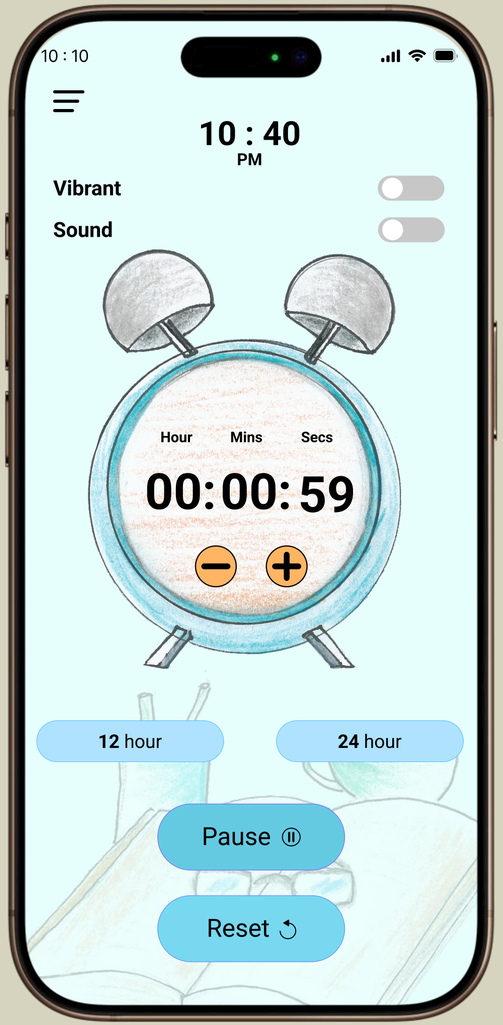
Design Renewal Project

Concept

My main concept for weather and timer app derived from my childhood memories. When we sketch and draw everything with color pencils. So, I decided to name my concept and early idea “Nostalgia” which has a lot of meaning to me, including childhood, sketching, colorful, vibrant and happiness. These are the most important keywords that could describe my concept thorough my design.

Main Keywords :

- Reminiscent of childhood
- Childhood
- Playful
- Nostalgia
- Vibrant and engaging
- Sketching





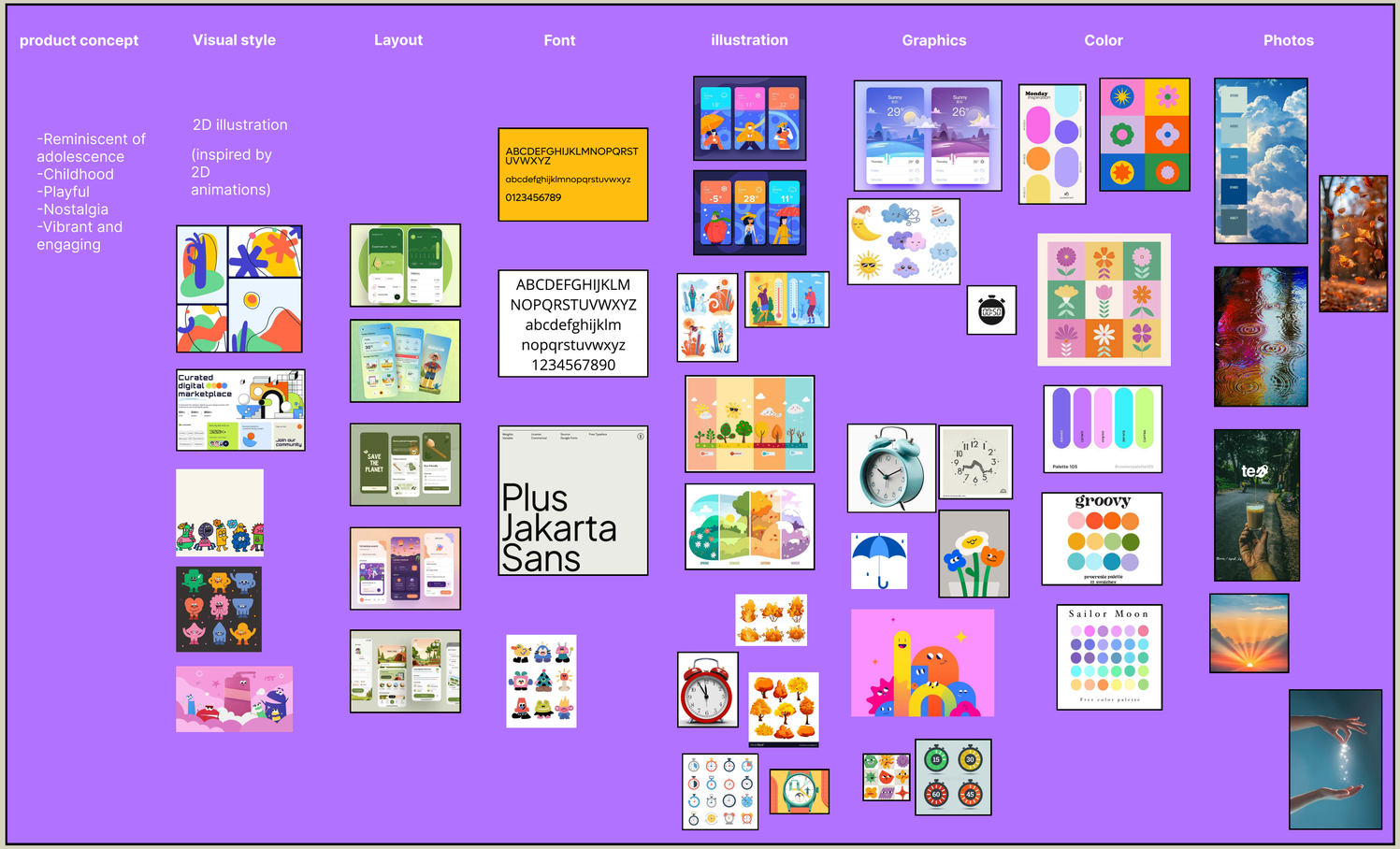
Design Renewal
Project

Visual Research

Visual Research

Design Renewal Project

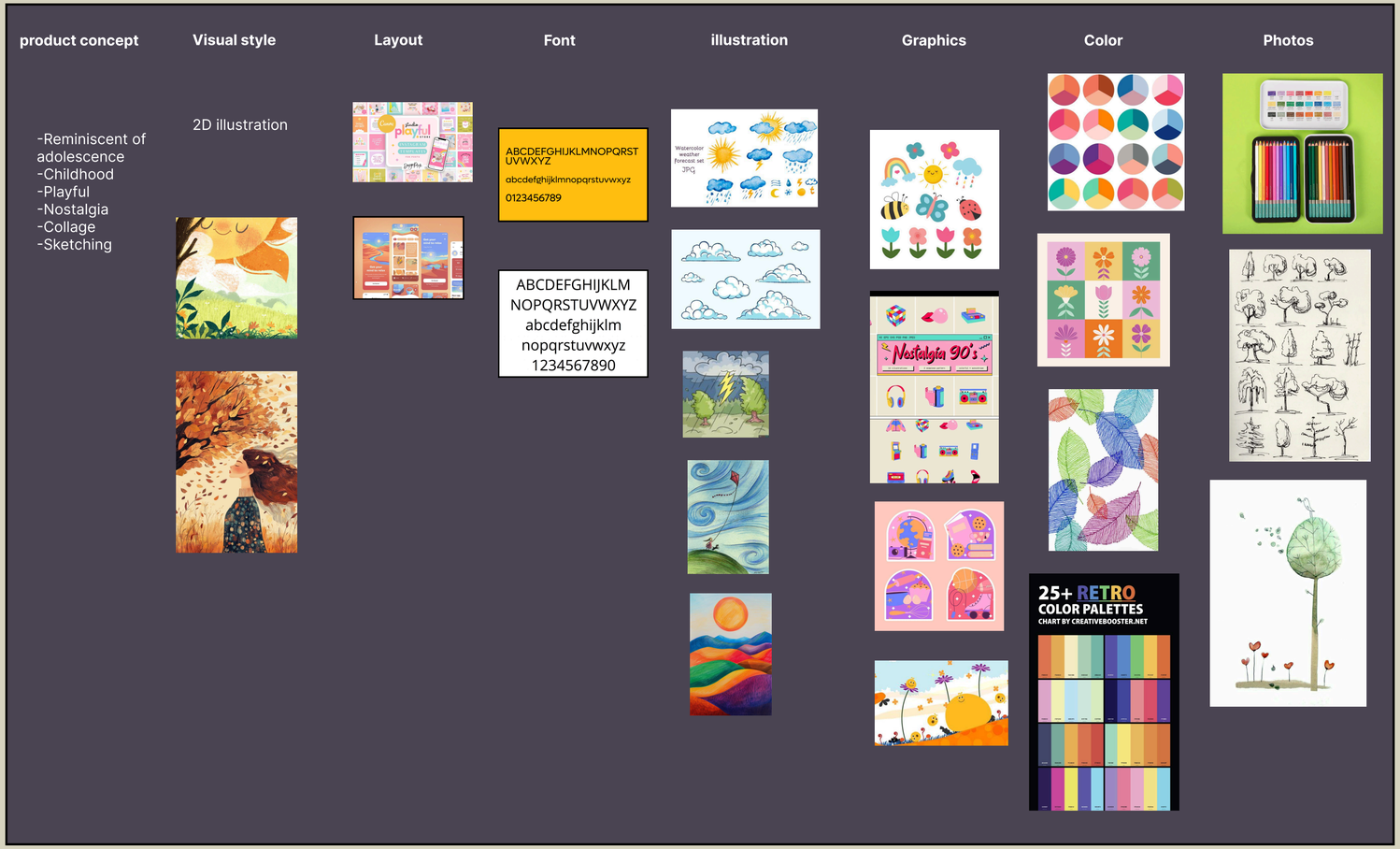
Visual research (1)



Visual Research

Design Renewal Project

Visual research (2)



Design Renewal
Project

Design System

Design System

Design Renewal Project

Grid

As can be seen here, I use 8px for my layout grid, with 16px margin and gutter to keep consistency throughout my design.

size of my device's screen : w 440, H 956

size of status bar : 59pt

number of columns : 4

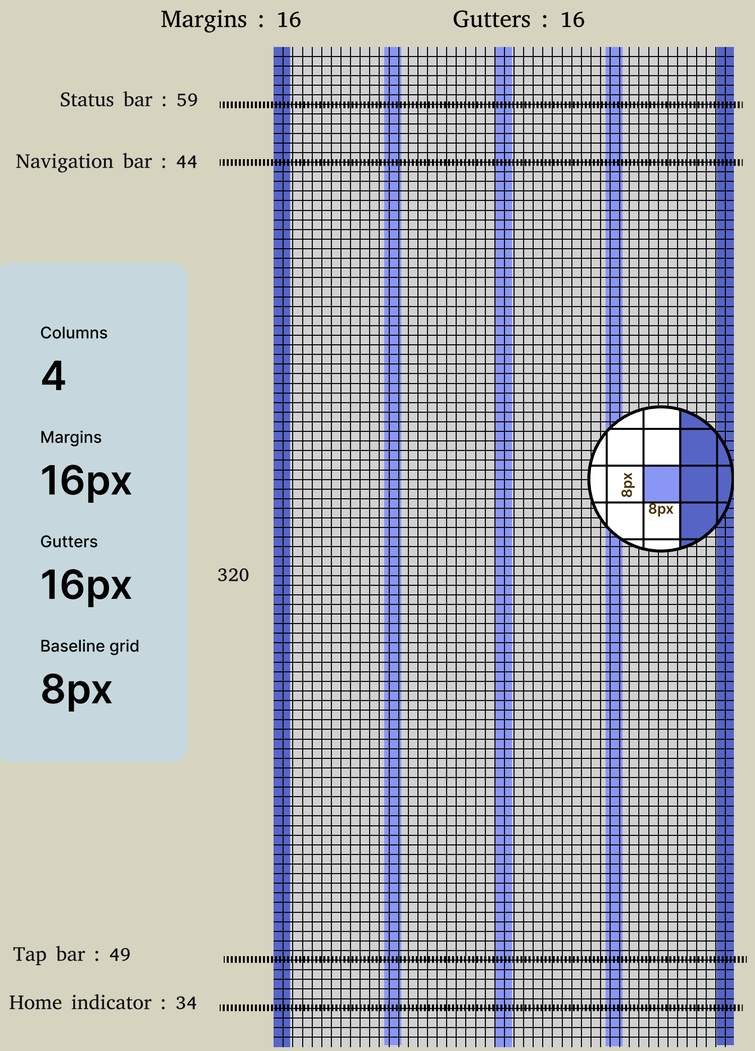
size of each column : W 90, H 956

gutter size : 16

margin size : 16

size of the tap bar (bottom navigation) : 49pt

size of Home indicator : 34pt

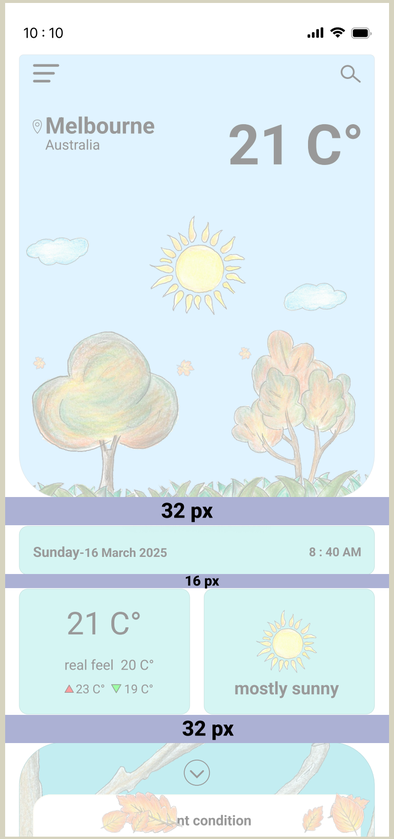


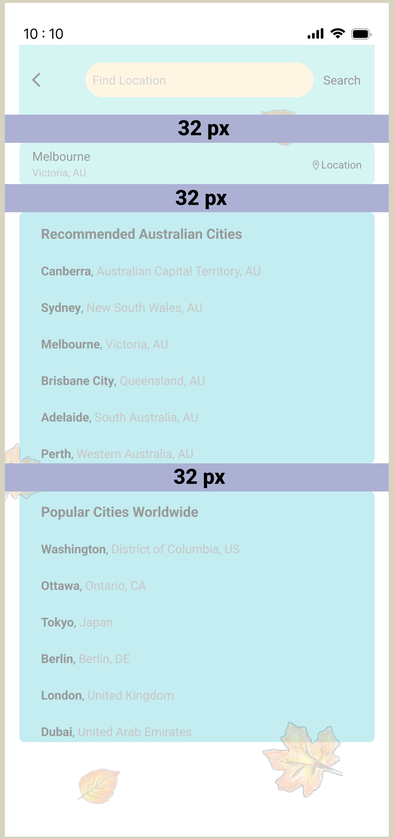
Design System

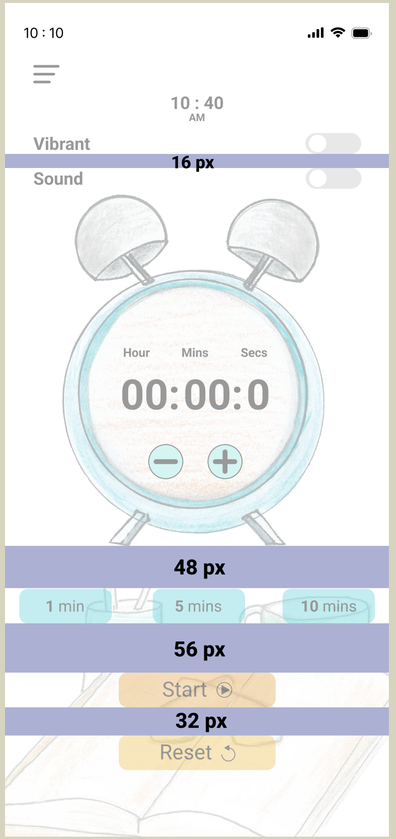
Design Renewal Project

Spacing

As I explained earlier my apps' baseline grid is 8 px, so all the spacing between content, size of boxes and buttons are multiple of 8 to keep consistency throughout all pages.







Design System

Design Renewal Project

Typescale

Roboto typeface (Regular) is my main and only typography I used in my design. It is understandable, simple and easy to read. To make understandable hierarchy, I used different scales and weights for specific typeface “ Roboto”.

Scale Category	Typeface	Weight	Size	Case	Line Height
H1 Headline	**Roboto**	**Bold**	**64**	**Number**	**75**
H2 Headline	**Roboto**	**Bold**	**48**	**Number**	**56**
H3 Headline	Roboto	Regular	36	Sentence	42
H4 Headline	**Roboto**	**Bold**	**32**	**Number**	**38**
Body Large	**Roboto**	**Bold**	**26**	**Sentence**	**30**
Body	**Roboto**	**Bold**	**20**	**Sentence**	**23**
Body	Roboto	Regular	16	Sentence	19
Body	Roboto	Regular/Light	14	Sentence/number	16
Button	Roboto	Regular	24	Sentence	28
Button	Roboto	Regular	18	Sentence	21

Design System

Design Renewal Project

Typescale

Roboto typeface (Regular, Bold & light)

A B C D E F G H I J K L M N
O P Q R S T U V W X

Y Z

a b c d e f g h i j k l m n o p q
r s t u v w x y z

1, 2, 3, 4, 5, 6, 7, 8, 9, 0

! ? “ : + = # * % $

A B C D E F G H I J K L M N
O P Q R S T U V W X

Y Z

a b c d e f g h i j k l m n o p q
r s t u v w x y z

1, 2, 3, 4, 5, 6, 7, 8, 9, 0

! ? “ : + = # * % $

A B C D E F G H I J K L M N
O P Q R S T U V W X

Y Z

a b c d e f g h i j k l m n o p q
r s t u v w x y z

1, 2, 3, 4, 5, 6, 7, 8, 9, 0

! ? “ : + = # * % $

Design System

Design Renewal Project

Components

Sketches (Weather app)

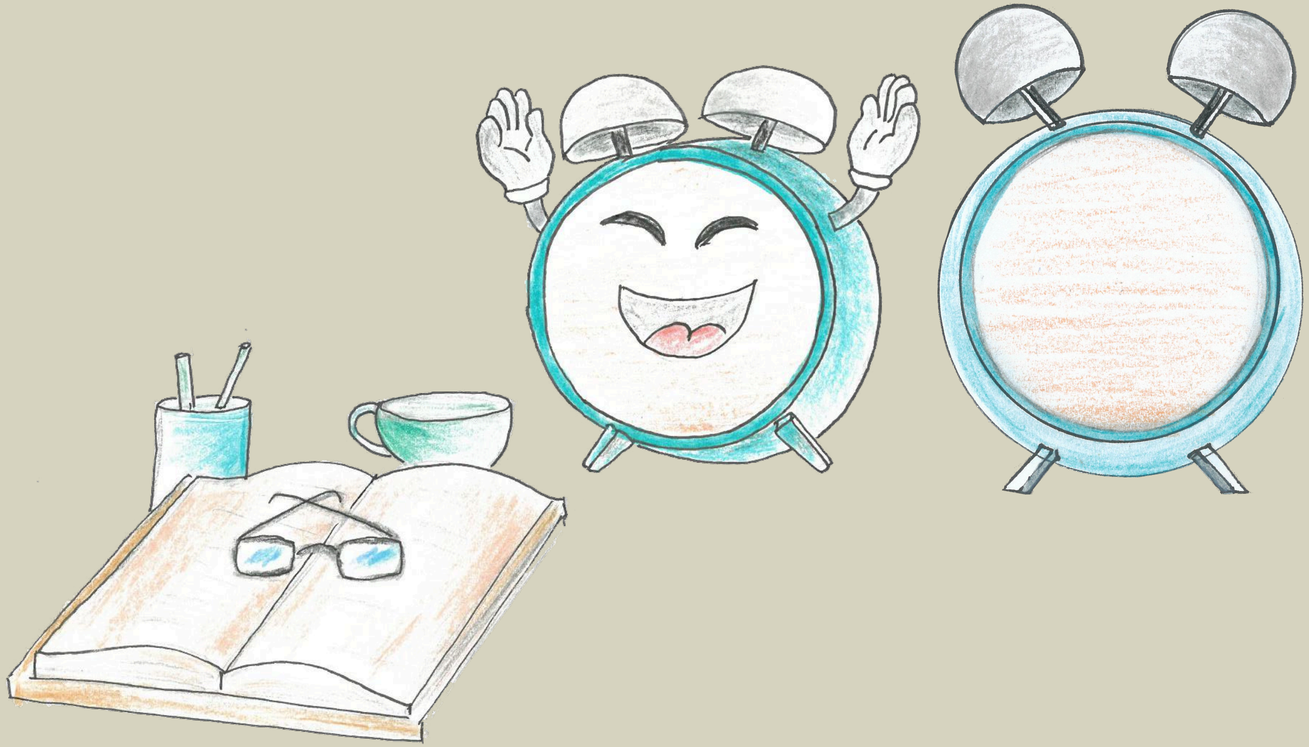


Design System

Design Renewal Project

Components

Sketches (Timer app)



Design System

Design Renewal Project

Color

The color palette for both weather and timer app are mostly close to my findings in visual research.
On the one hand, I try to convey a sense of childhood and nostalgia, on the other hand, I want to be engaging and vibrant.
So, as can be seen I choose some colors as primary, secondary, semantic and neutral colors.

Semantic colors

Red Orange

HEX : FF2F2F
RGB : 255, 47, 47
CMYK : 0, 0, 0, 0

Primary colors

Light Blue

HEX : AEE2FF
RGB : 174, 226, 255
CMYK : 0, 0, 0, 0

Malibu

HEX : 64CAE3
RGB : 100, 202, 227
CMYK : 75, 68, 67, 90

Turquoise Blue

HEX : 77D9F1
RGB : 119, 217, 241
CMYK : 75, 68, 67, 90

Neutral colors

White

HEX : FFFFFF
RGB : 255, 255, 255
CMYK : 0, 0, 0, 0

Black

HEX : 000000
RGB : 0, 0, 0
CMYK : 75, 68, 67, 90

Grey

HEX : C8C8C8
RGB : 200, 200, 200
CMYK : 75, 68, 67, 90

Design System

Design Renewal Project

Color

Icon colors

Banana Yellow
HEX : FFE53A
RGB : 255, 229, 58
CMYK : 75, 68, 67, 90

Blue koi
HEX : 6599C6
RGB : 101, 153, 198
CMYK : 75, 68, 67, 90

Denim Blue
HEX : 74BCFB
RGB : 116, 188, 251
CMYK : 75, 68, 67, 90

Columbia Blue
HEX : A7D6FF
RGB : 167, 214, 255
CMYK : 75, 68, 67, 90

Secondary colors

Apricot
HEX : FFB564
RGB : 255, 181, 100
CMYK : 0, 0, 0, 0

Water leaf
HEX : 97E7E1
RGB : 151, 231, 255
CMYK : 75, 68, 67, 90

Clear Day
HEX : E6FFFD
RGB : 230, 255, 253
CMYK : 0, 0, 0, 0

French Pass
HEX : C8ECFF
RGB : 200, 236, 255
CMYK : 75, 68, 67, 90

Iceberge
HEX : D7F0FE
RGB : 215, 240, 254
CMYK : 75, 68, 67, 90

Design Renewal
Project

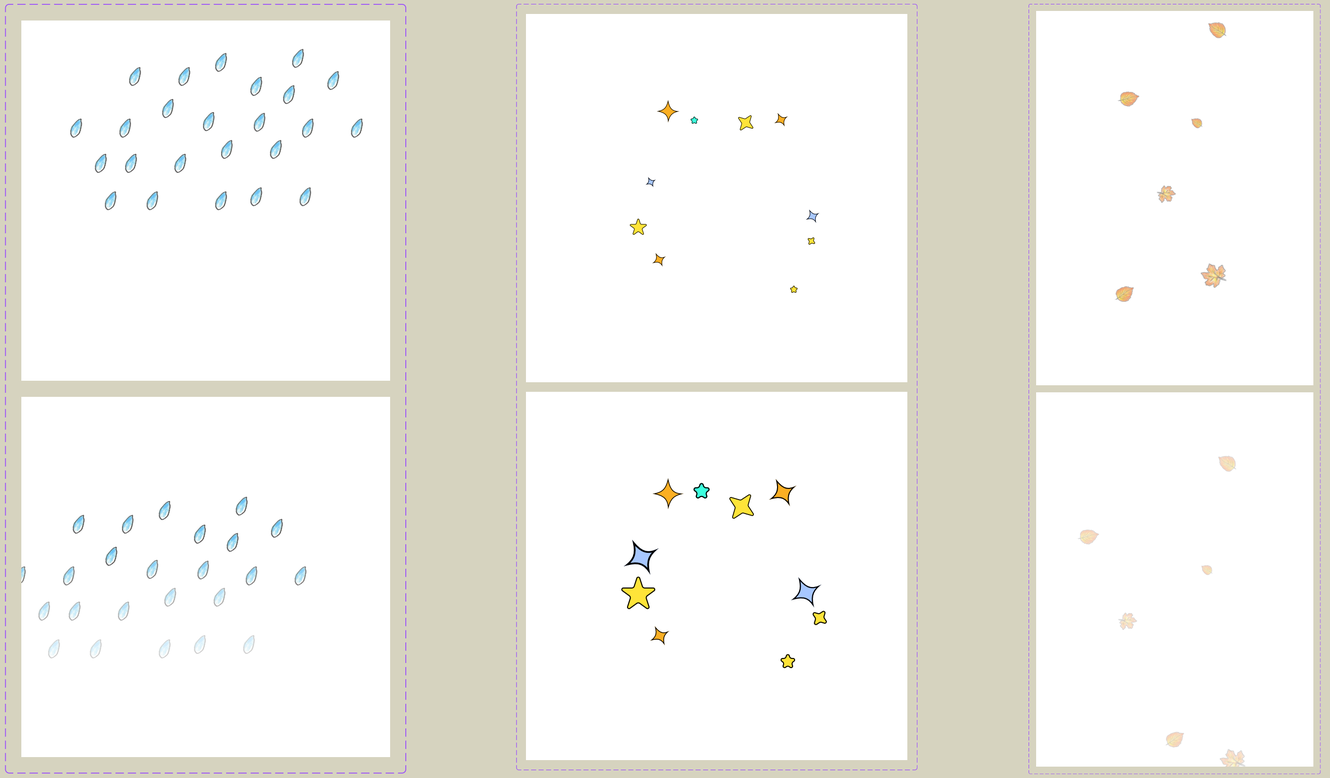
UI Elements with Figma

UI Elements with Figma

Design Renewal Project

Components

UI figma elements

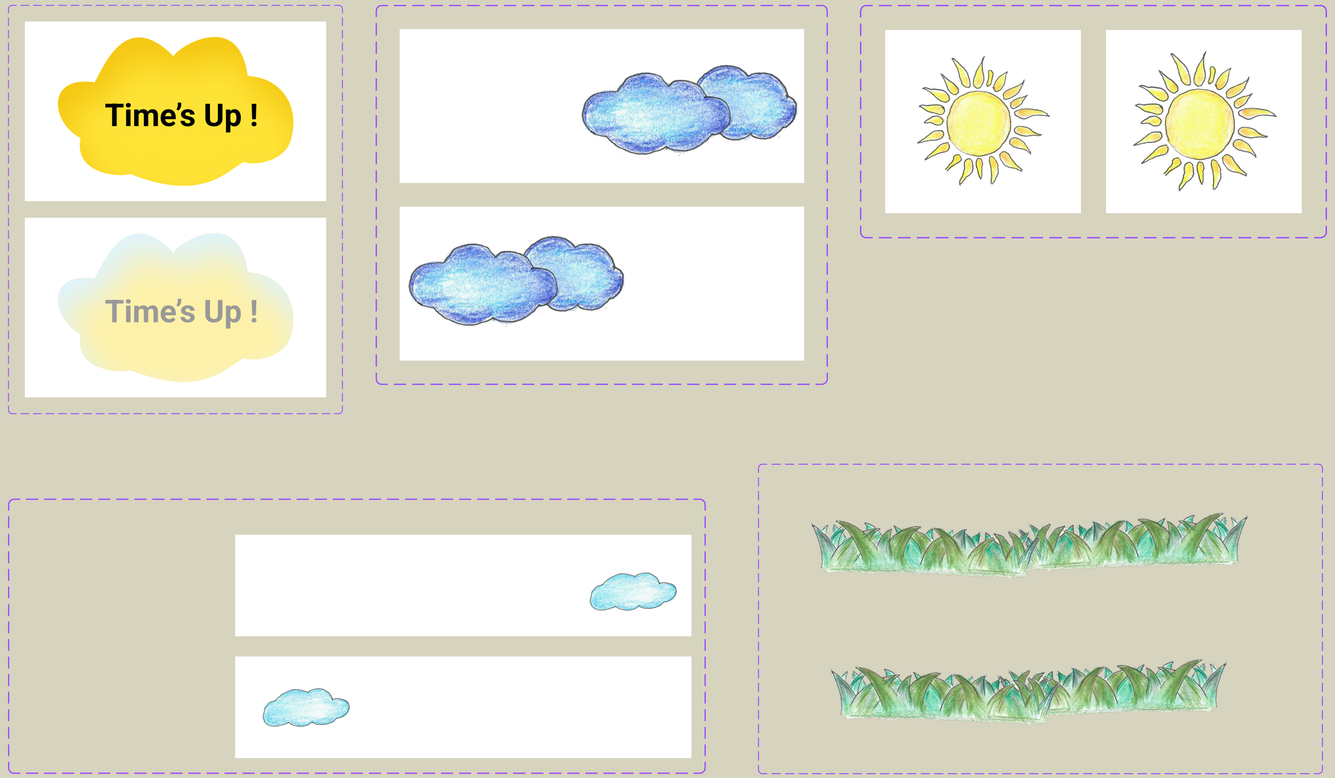


UI Elements with Figma

Design Renewal Project

Components

UI figma elements

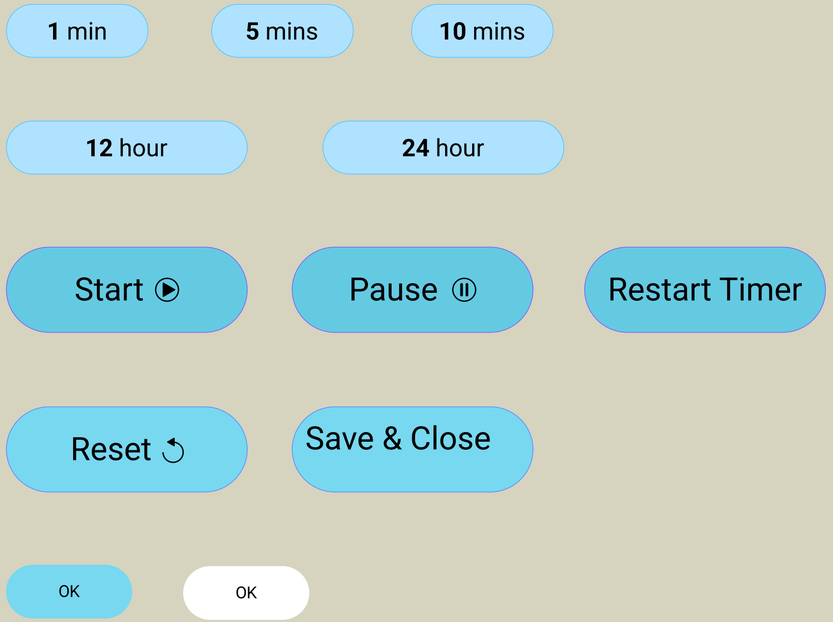


UI Elements with Figma

Design Renewal Project

Components

Buttons

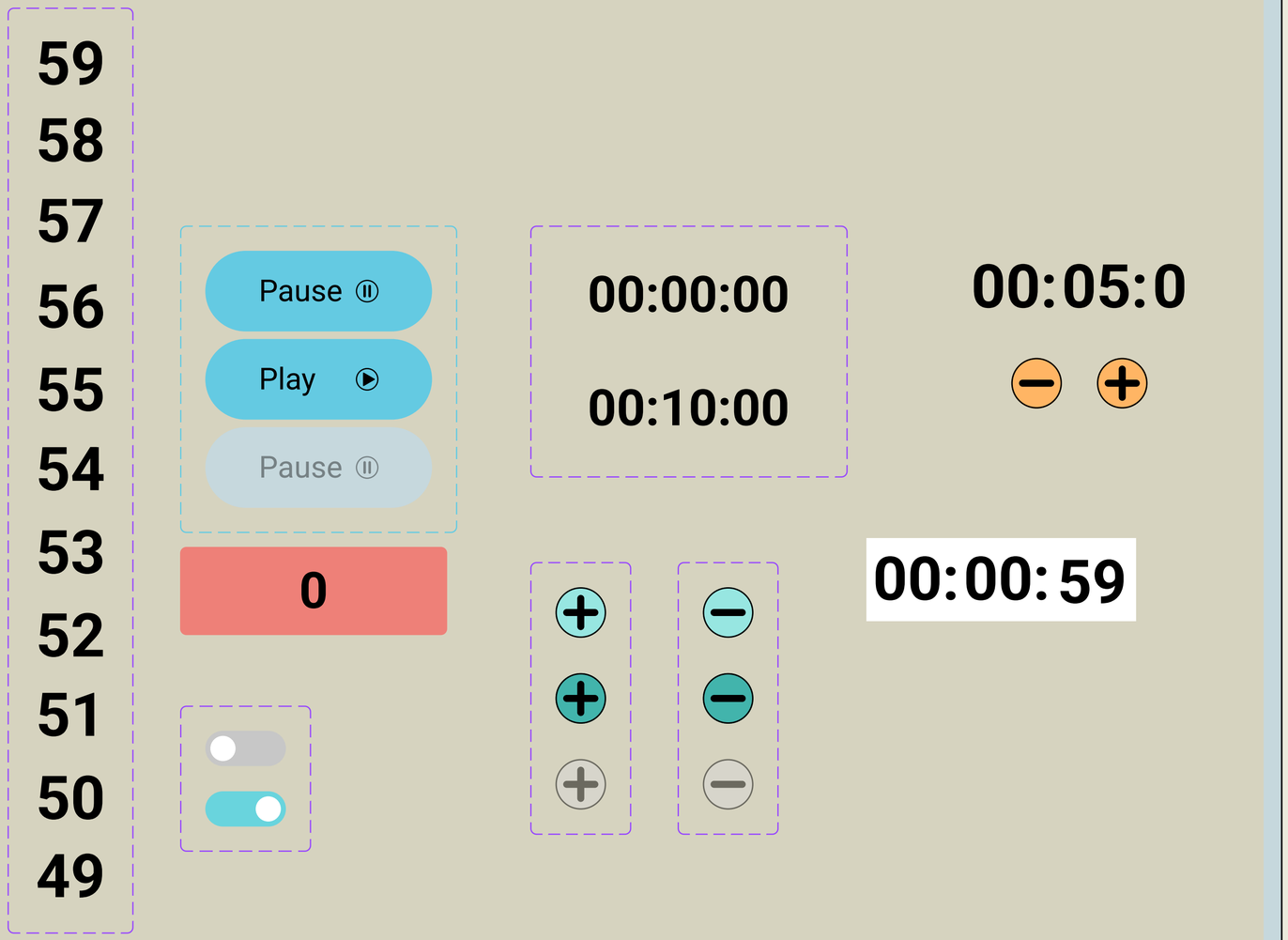


UI Elements with Figma

Design Renewal Project

Components

UI figma elements

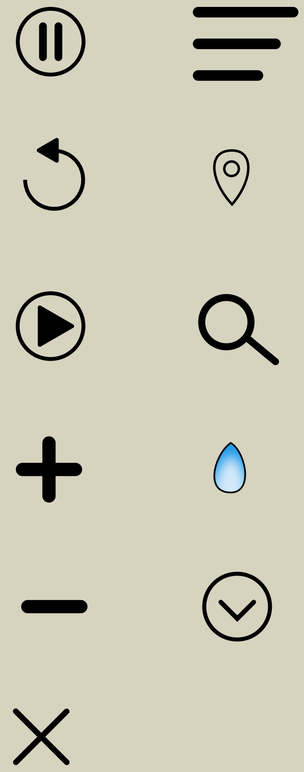


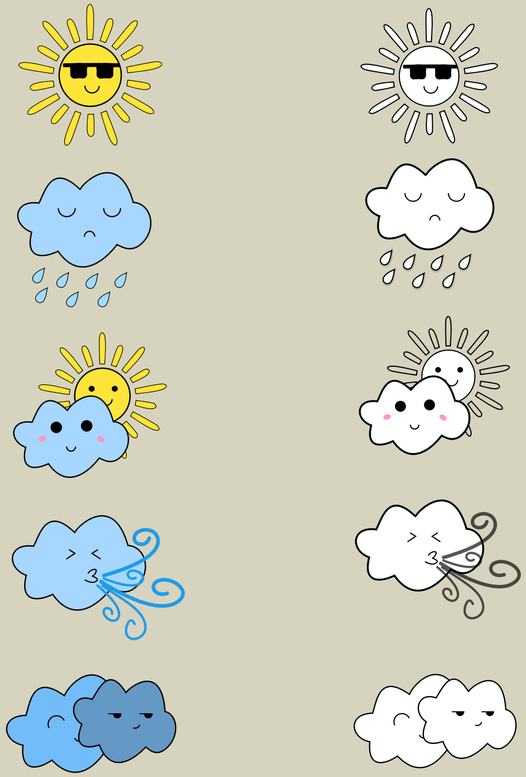
UI Elements with Figma

Design Renewal Project

Components

Icons

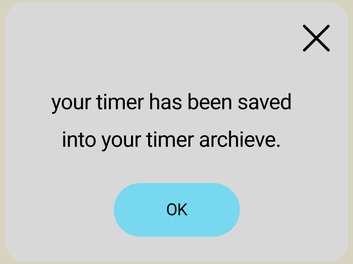


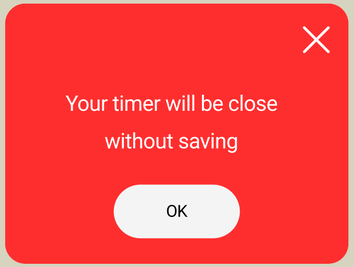


UI Elements with Figma

Design Renewal Project

Pop-ups





Design Renewal Project

Design Documentation

Design
Documentation

Design Renewal Project

Comparative analysis

For my comparative analysis, I choose three different apps :
1- **AccuWeather**
2- **Wunderground**
3- **Daily forecast**
Each app has got its own advantages and disadvantages in terms of UI design and practical aspect.
I also add some screenshots for making my comparison more clear and understandable.
By analyzing different weather and timer apps such as **Visual Timer**, **Time Timer**, and **Timerplus**, I found out that most of these applications focusing more on function rather than aesthetic aspect.



Attributes	Product 1 (AccuWeather)	Product 2 (Wunderground)	Product 3 (Daily forecast)
Unique concept	live radar track(you can see different options for tracking like clouds and temperature which is very interactive),user friendly & simple design(using simple icons and readable typography that you can find whatever you look for very quickly)	using red color at the top of the page, most important contents are in the first page(you don't see different pages unless you click on more option), use color-code system	Simple & user friendly design, all important information is in the first page, it has weather advisory
Unique selling points	I think its minute-by-minute feature & very detailed forecast	Smart forecast and detailed forecast	Multi-city tracking(you can monitor different cities), detailed and accurate forecasting
Visual Design	Yes	Yes	Yes
Visual Style	Minimalism & Modern	Minimalism	Minimalism
Typography	Fonts (typeface) : sans-serif Size : 10 - 20 (approximately) Spacing : Yes Readability: Yes Brand consistency: Yes	Fonts (typeface) :sans-serif Size : 10-20 (approximately) Spacing : Yes Readability: Yes Brand consistency: Yes	Fonts (typeface) :san-serif or roboto? Size : 8-20 (approximately) Spacing : Yes Readability: Yes Brand consistency: Yes
Color	Create contrast: yes (blue & white mostly for day forecast and dark blue for night forcast) Convey emotions : in some pages which has map and animated features convey emotions better Guide user interaction : Yes	Create contrast: Yes (using red color with white for day and brown for night forecast and some shaded colors for different icons) Convey emotions : Yes Guide user interaction : Yes (color-coded system help user find information quickly)	Create contrast: Yes(use white icons & typograph with different blue tonality) Convey emotions : Yes Guide user interaction : Yes (mostly uses iconography for forecasting)
Icons	white icons(with white typography)	Colorful icons	White icons
Illustration	both text-based and iconography & uses simple illustration for indicating weather state	text-based and colorful iconography	text-based, iconography
Light & dark mood	Light/dark/blac mood	Dark/light mood	No
Interactivity	Yes	Yes	Yes
Micro-Interactions	1-animated radar & maps(just click on play) 2- on the main page 3-dynamic weather updates	1-animated radar & maps(just click on play) 2- on the main page when you want to switch between sun and moon mood 3-in "map catalogue" you can click on Animate button	1-animated radar & maps(just click on play) 2- on the main page when it is rainy, cloudy,... 3-in "Hurricane tracking" you can click on play button
Voice controls	(with google assistant)	No	Yes (you can enable it in setting)
Chat-boot	No	No	No
Pop-up	Yes	Yes	Yes(you can turn it on or off for fullscreen notification)
Functionality	Yes	Yes	Yes
Navigation Menu	Yes (Bottom navigation bar, Hamburger menu, cards)	Yes (at the bottom of the page, Hamburger menu, cards)	Yes(Hamburger menu, cards)
Search bar	Yes (when you want to find a location)	Yes	Yes
Form input field	Yes (search bar- feedback section)	Yes (search bar, feedback section)	Yes(search bar/adding new city, feedback section)

Design
Documentation

Design Renewal Project

Design Process

Initially, according to my concept about “Nostalgia”, I decided to create app with my own hand drawn sketches but after consultation with Bell I was told that it’s better not to combine sketches with illustration and separate them. Cause each of them (illustration and sketch) has got its own style. So, I started to design to different style one with illustration and one with my sketches. But after finishing them, I understood that according to my visual research, I should stick to “sketching” design.

I put all illustration design for both app on the next page as well as my “sketching” design. By comparing them, we can see that “sketching” design is more engaging and is completely related to my concept of “Nostalgia”.

Illustration design

Sketch design



Design
Documentation

Design Renewal
Project

Design Process

Design Progress
(weather app)

Illustration version (light mood)



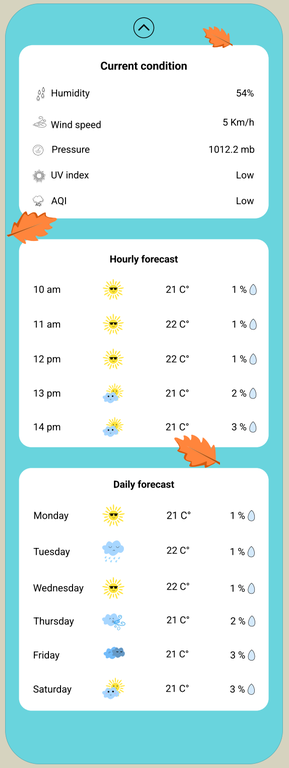
Design
Documentation

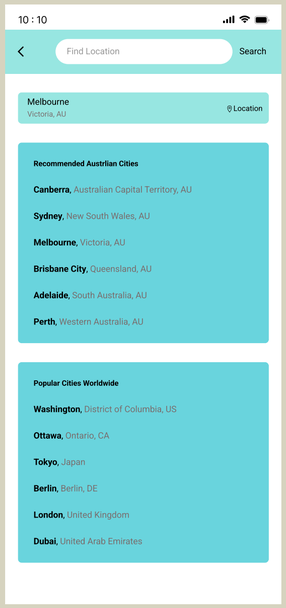
Design Renewal
Project

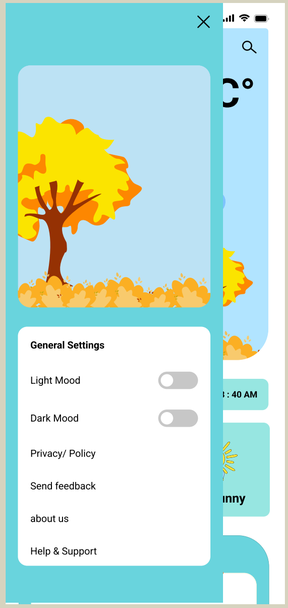
Design Process

Design Progress
(weather app)

Illustration version (light mood)







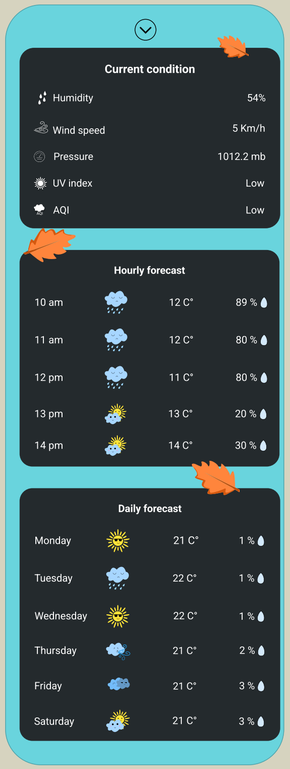
Design
Documentation

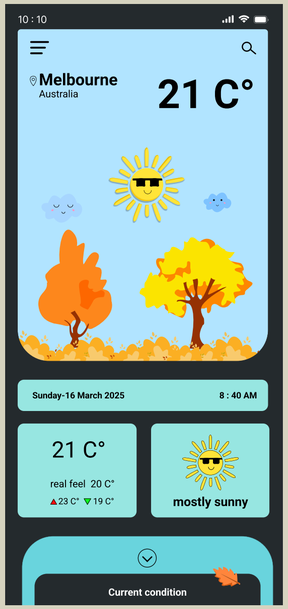
Design Renewal Project

Design Process

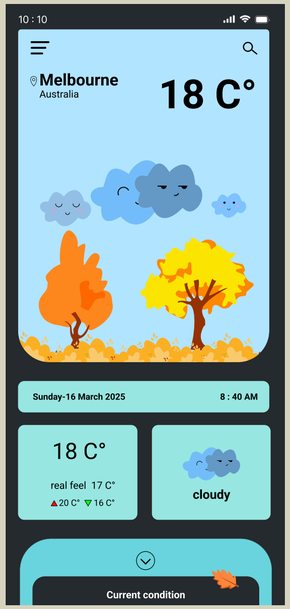
Design Progress
(weather app)

Illustration version (dark mood)









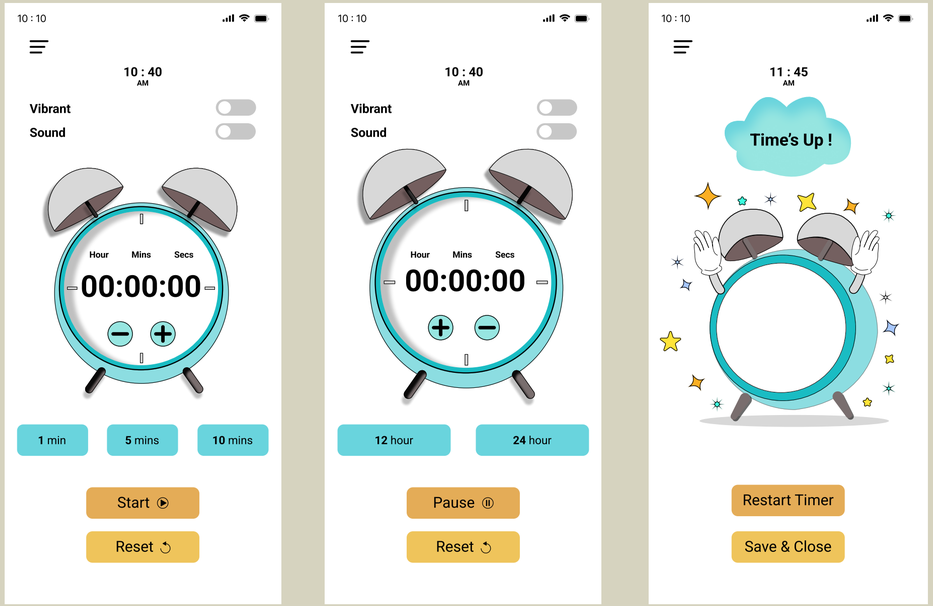
Design
Documentation

Design Renewal Project

Design Iteration

Design Process
(timer app)

Illustration version (light mood)

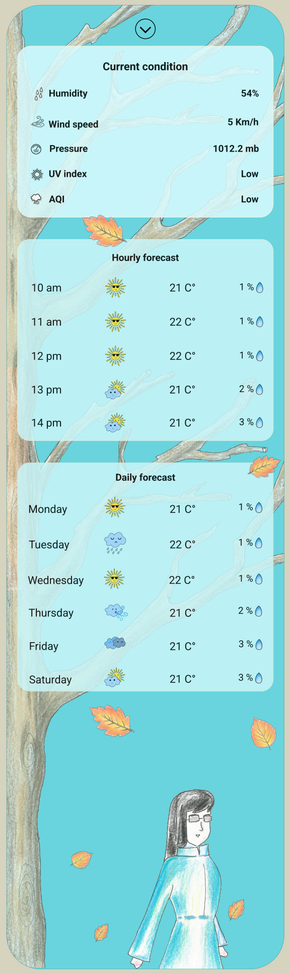


Design
Documentation

Design Renewal Project

Usability Testing

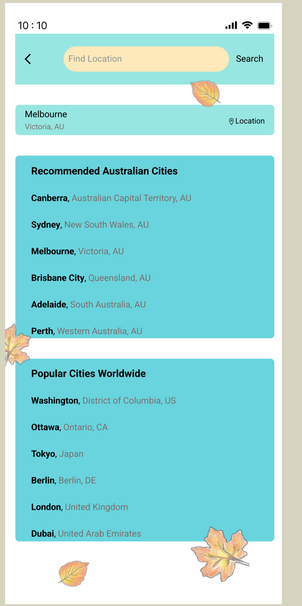
My design has undergone dramatic changes through different consultation and feed back. I put them step by step in my “Design Iteration” section. Here, there is explanation about usability testing.
In usability testing process, Firstly I was told to change my color and make it more engaging with more harmony to sky and nature.
Another important tip was to change search page design and make it more simpler. The participant also mentioned that my texts in the cards are so small and they are not readable.
As can be seen, these are the changes that I applied to my design.



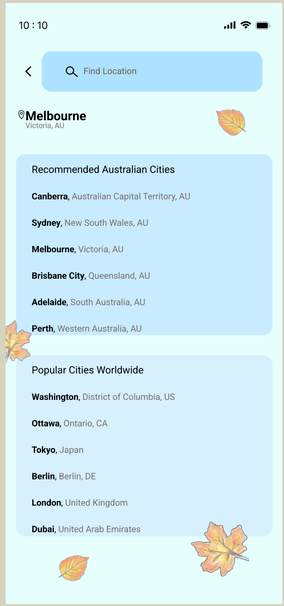
Before



After



Before



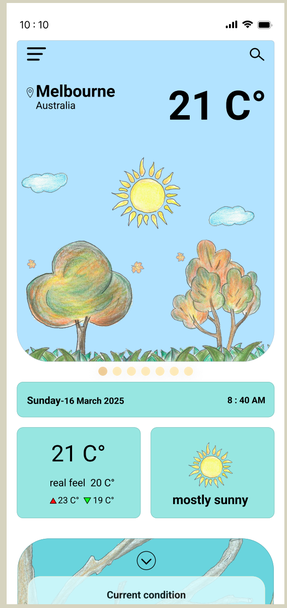
After

Design
Documentation

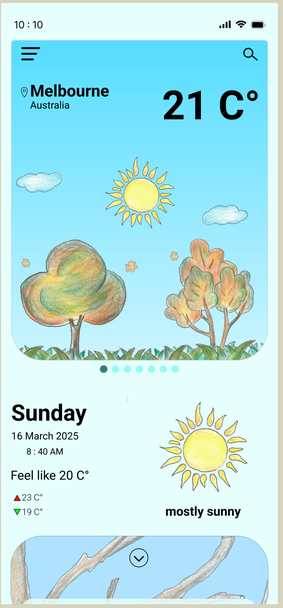
Design Renewal Project

Usability Testing

I also was told to make the weather icon in the first page bigger, so I decided to make some changes into main page. Because during class consultation I was supposed to delete extra boxes in this page, so I combine all feedbacks and design something quite different.



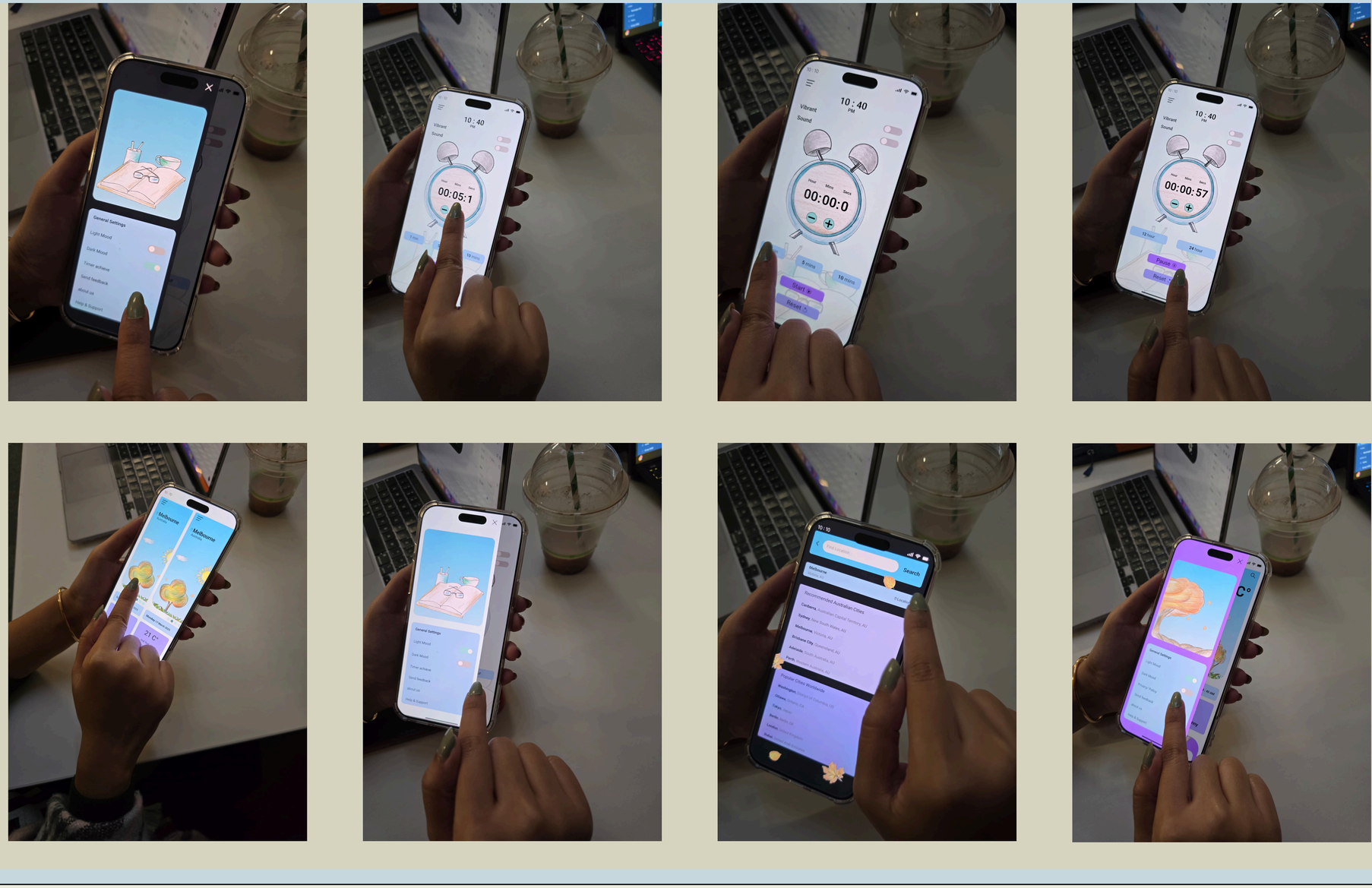
Before



After

Design
Documentation

Design Renewal
Project



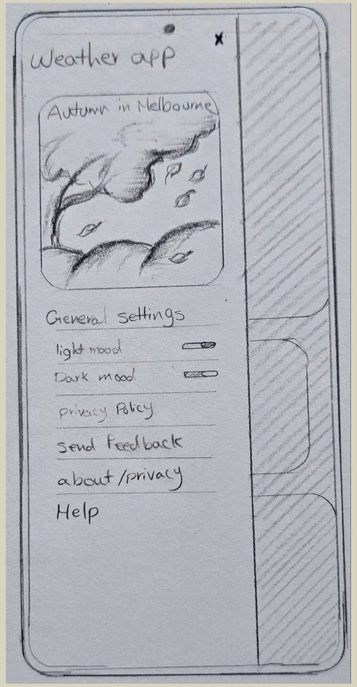
Design Iteration

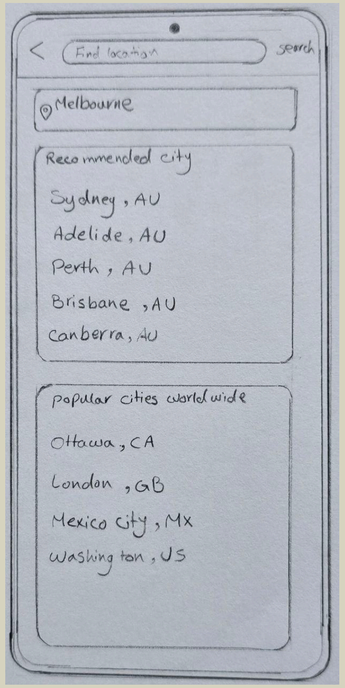
Design Iteration

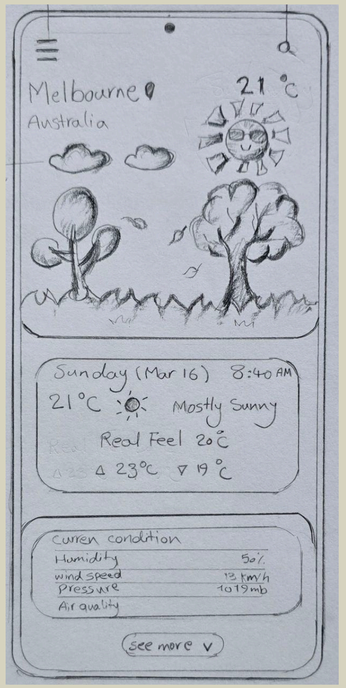
Design Renewal Project

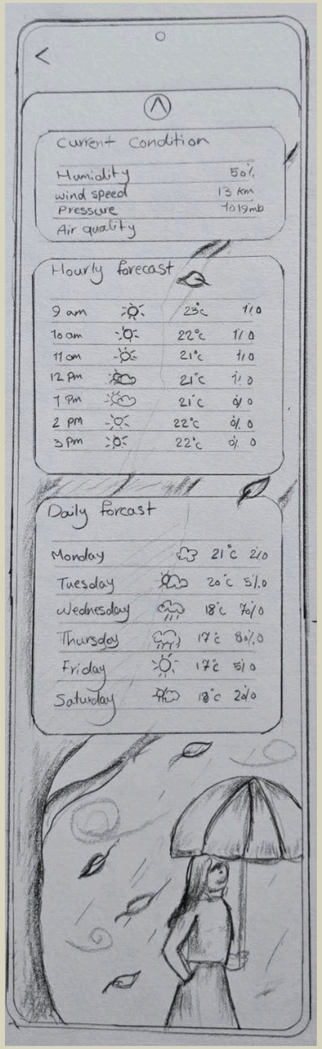
Sketches

Weather app







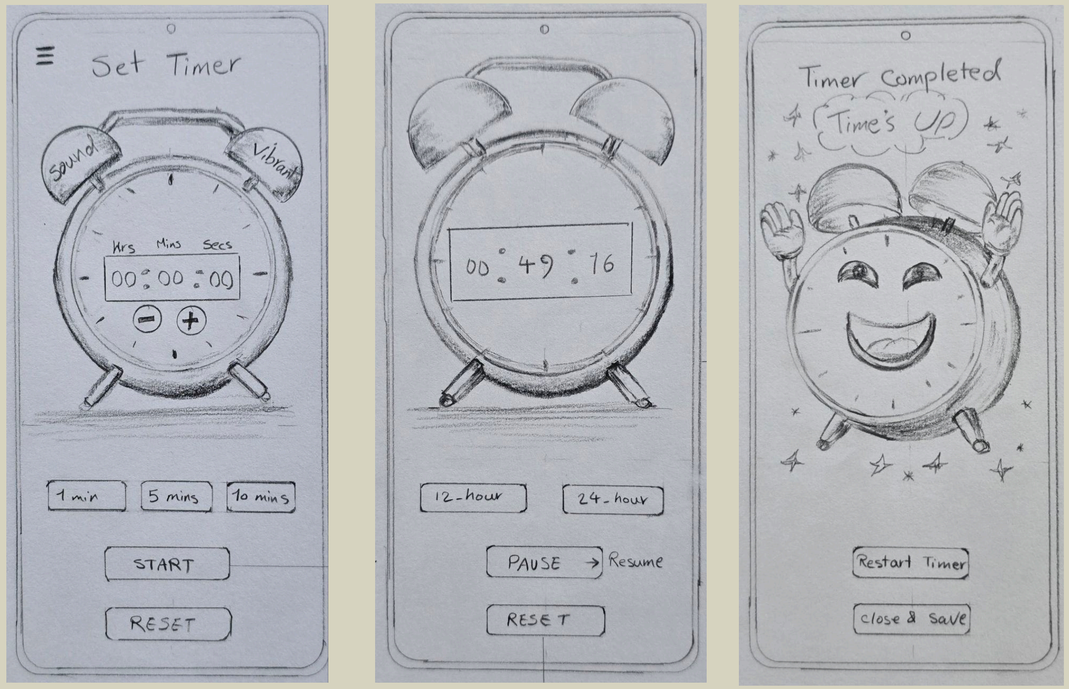


Design Iteration

Design Renewal Project

Sketches

Timer app

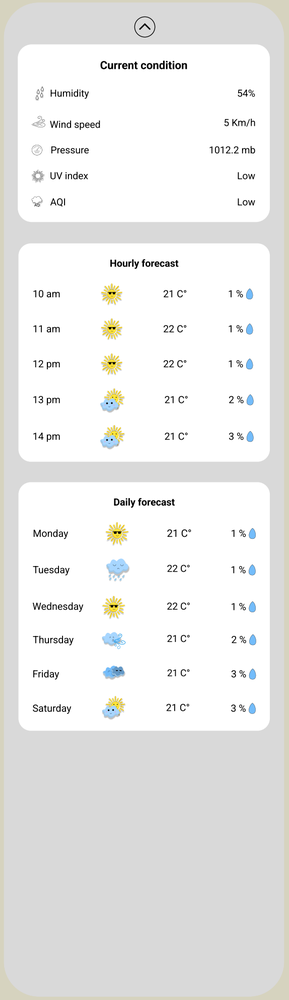


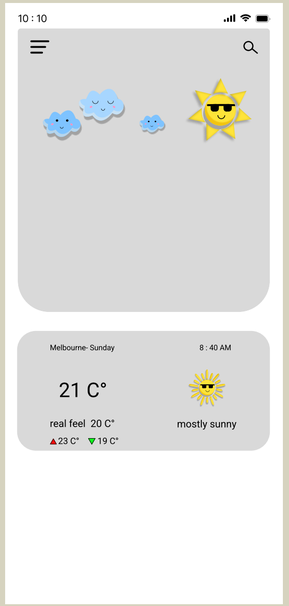
Design Iteration

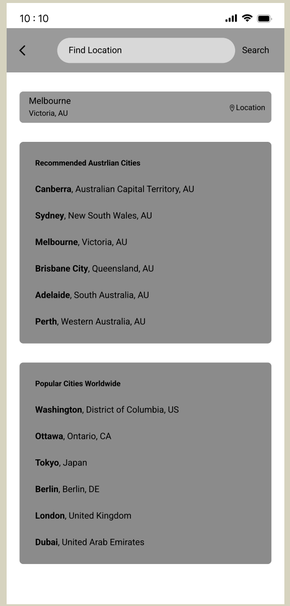
Design Renewal Project

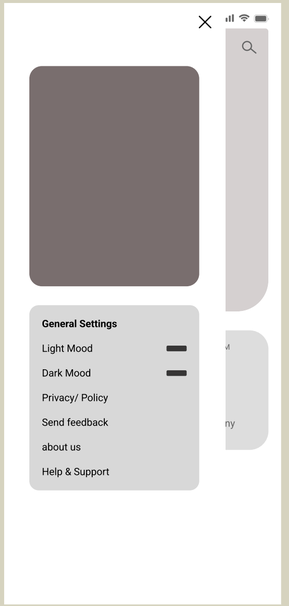
Design Iteration

Design Progress
(weather app, week 3)
This is the early stage of converting my sketches into figma design. I make all the icons in figma and start to organize my content into different part for both timer and weather app.









Design Iteration

Design Renewal Project

Design Iteration

Design Progress
(timer app, week 3)



Design Iteration

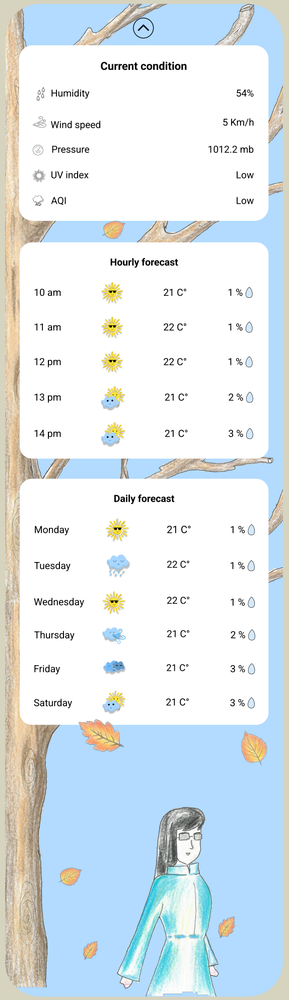
Design Renewal Project

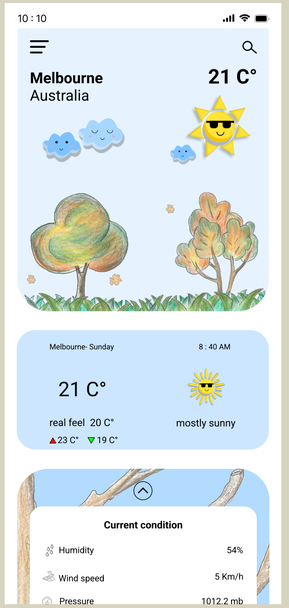
Design Iteration

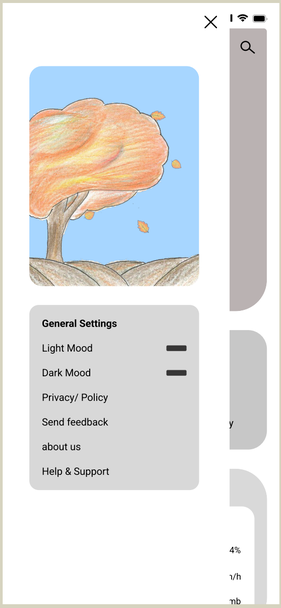
Design Progress
(weather app)

At this stage I tried to combine my sketches with illustrations and apply suitable colors according to my group feedback, cause they told me that they like to see different weathers states and colors.







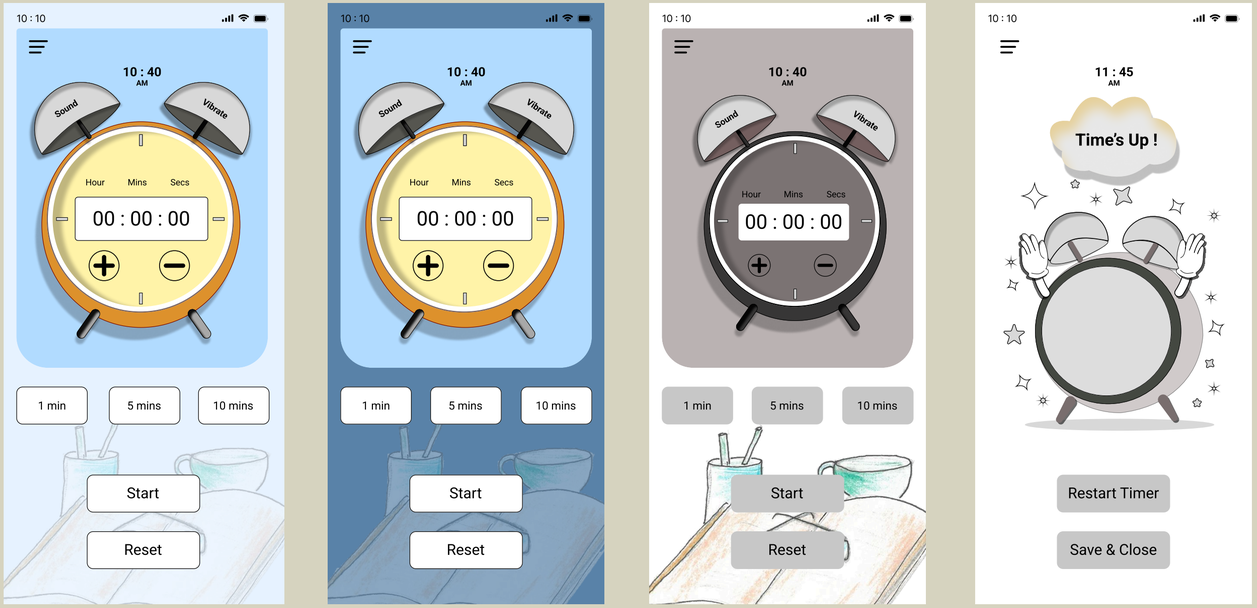


Design Iteration

Design Renewal Project

Design Iteration

Design Progress (timer app)



Design Iteration

Design Renewal Project

Design Iteration

Design Progress
(weather app)

Here, I cancelled all illustrations elements and add my hand-drawn sketches instead of them, but my icons still were figma illustration.

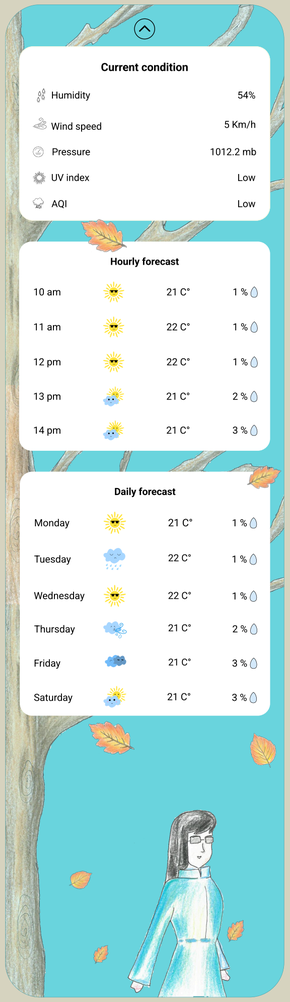


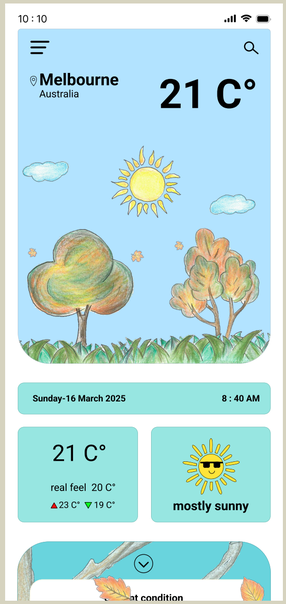
Design Iteration

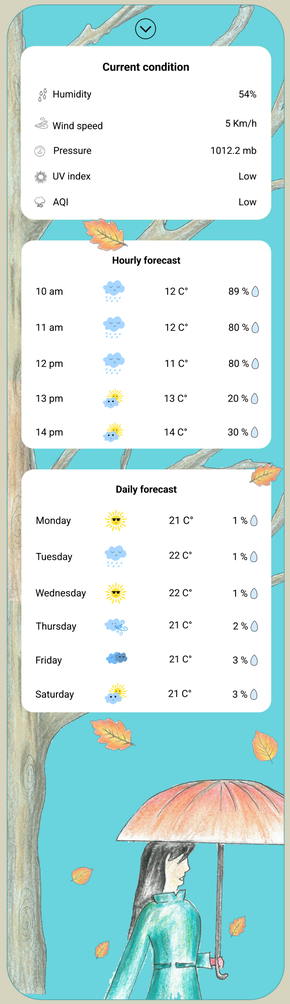
Design Renewal Project

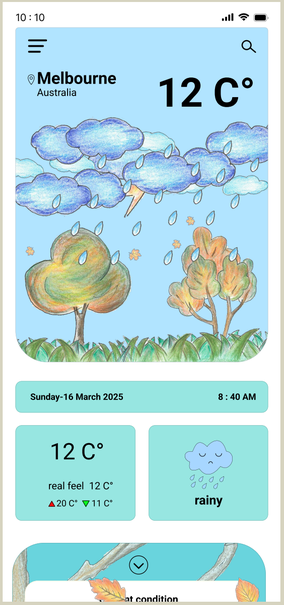
Design Iteration

Design Progress (weather app)







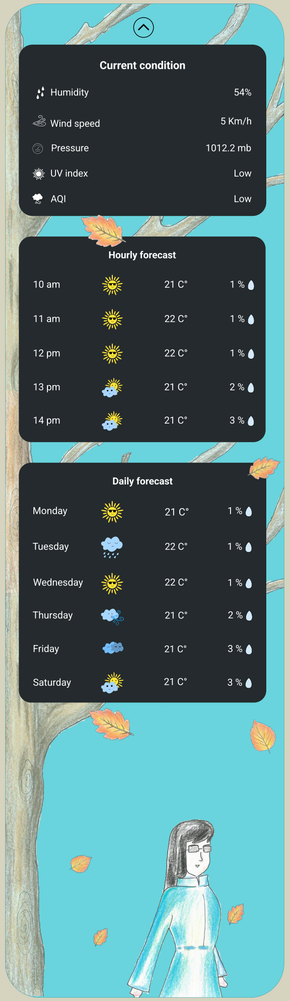


Design Iteration

Design Renewal Project

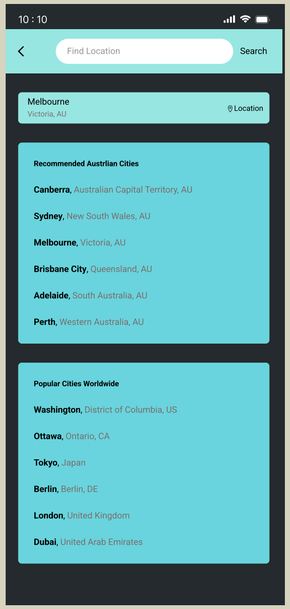
Design Iteration

Design Progress (weather app)







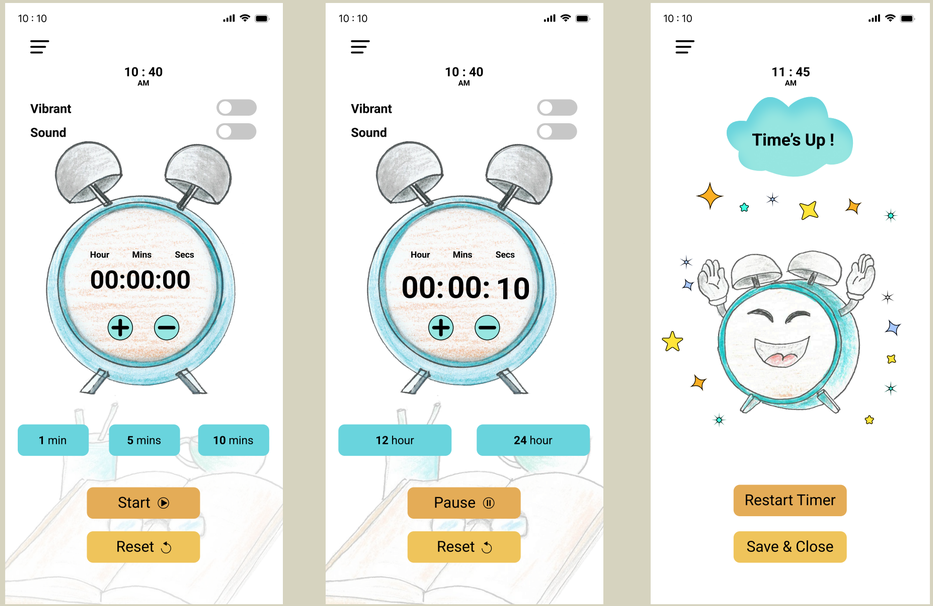


Design Iteration

Design Renewal Project

Design Iteration

Design Progress
(timer app)



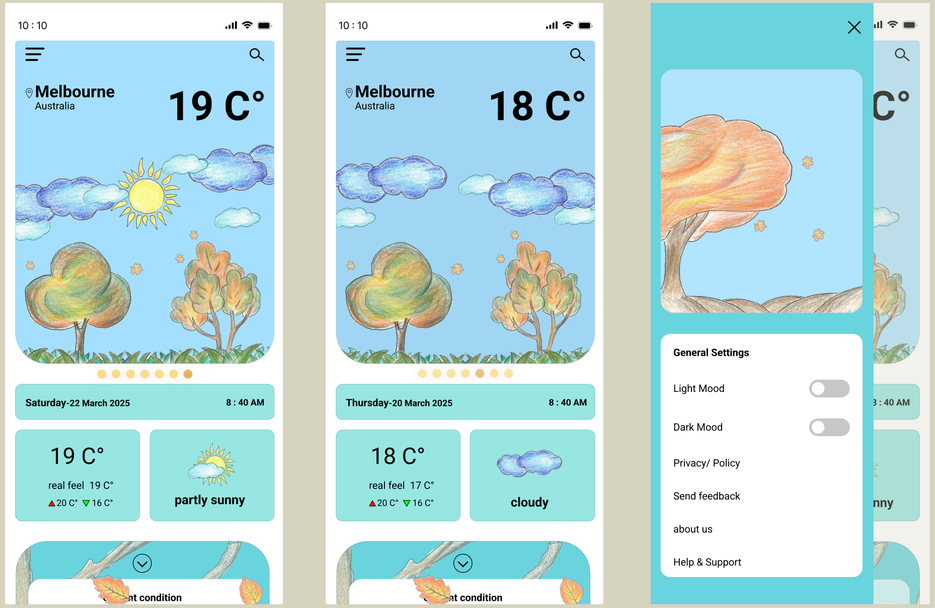
Design Iteration

Design Renewal Project

Design Iteration

Design Progress
(weather app)

At this stage, after class consultation and peer feedback, I was told to cancel illustration icons for weather in the main page and use my own sketches. They also told me to make my first page more interactive, so I put all week weather in the main page and by swiping between pages you can see different weathers during the week. I also made some changes on my hamburger menu and search page, beside making some changes in my color pallet.



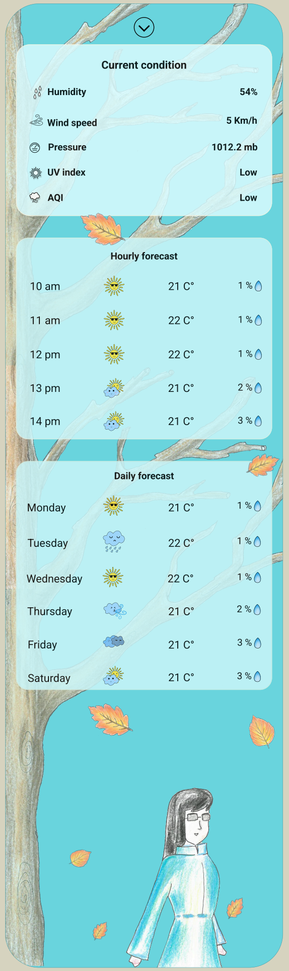
Design Iteration

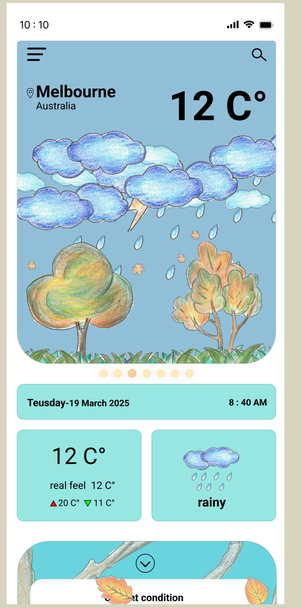
Design Renewal Project

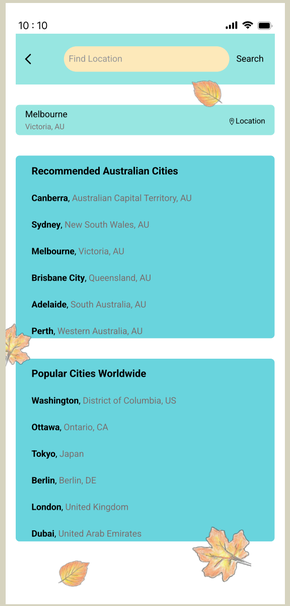
Design Iteration

Design Progress (weather app)

light mood







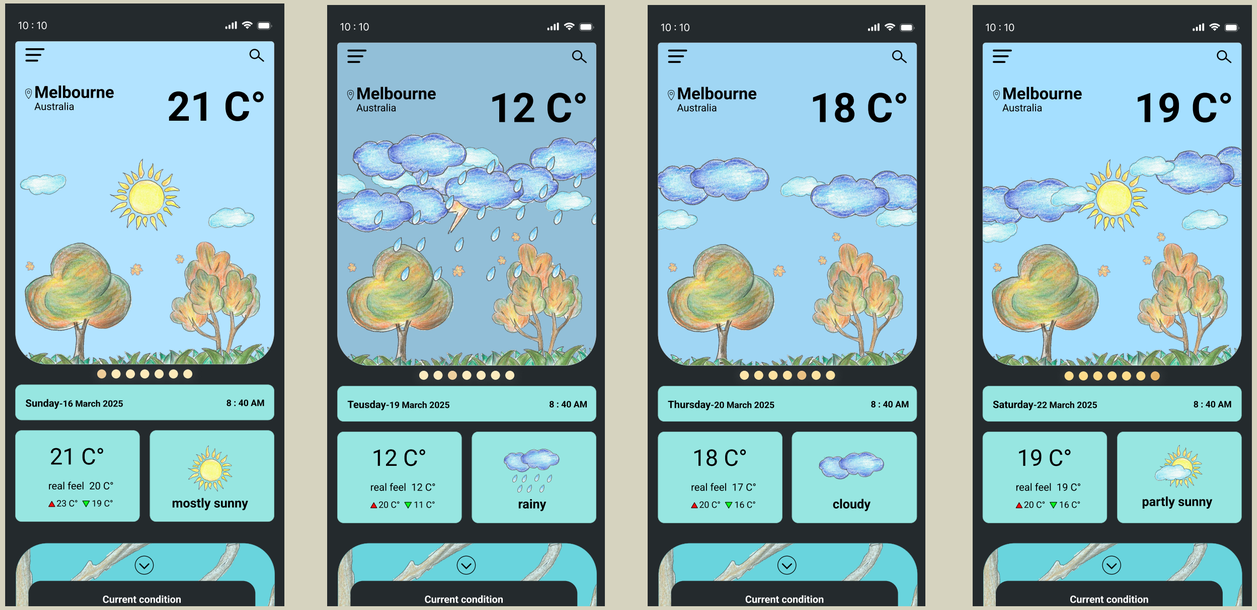
Design Iteration

Design Renewal Project

Design Iteration

Design Progress (weather app)

Dark mood



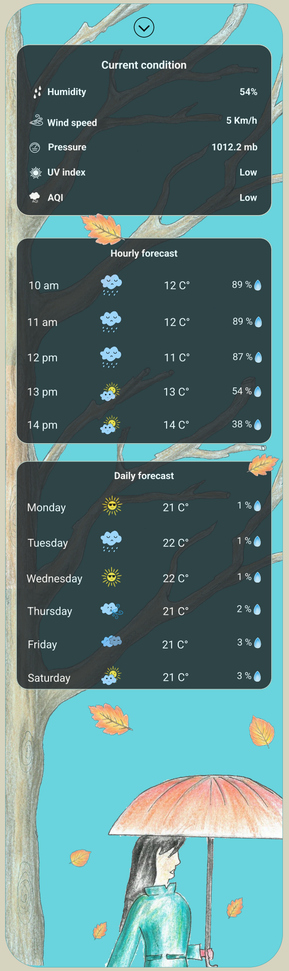
Design Iteration

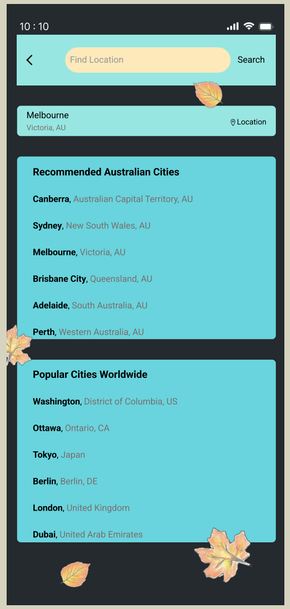
Design Renewal Project

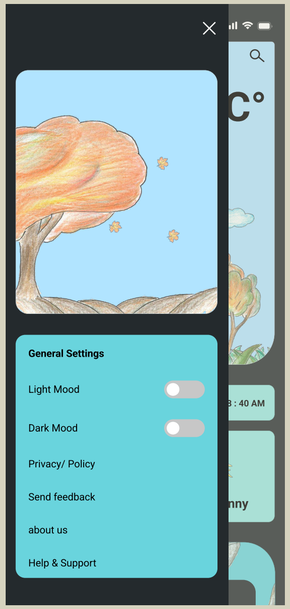
Design Iteration

Design Progress (weather app)

Dark mood







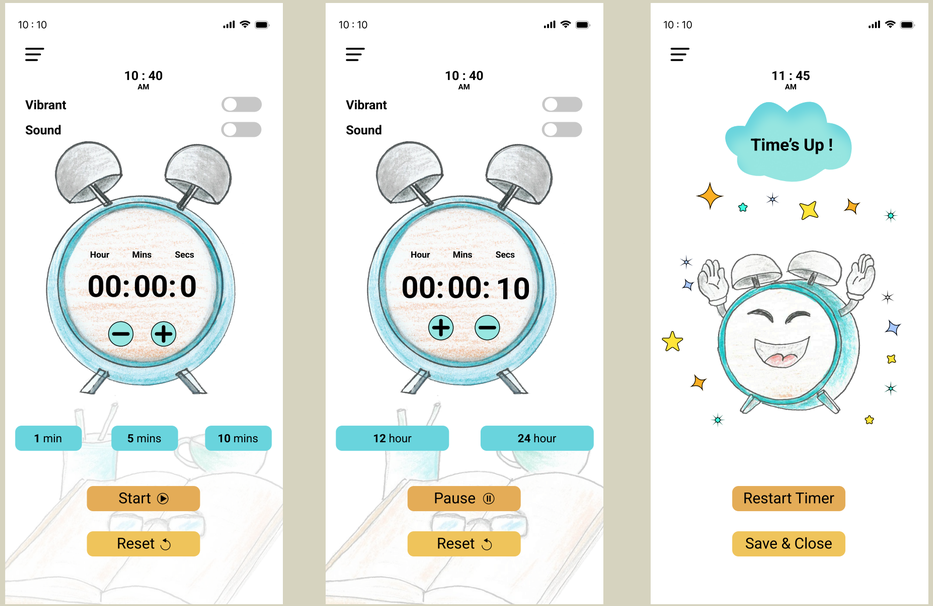
Design Iteration

Design Renewal Project

Design Iteration

Design Progress (timer app)

light mood



Design Renewal Project

Final Design

Final Design

Design Renewal Project

Final Design

This is the link to the video of my final design and prototyping. The main focus of this app is to provide a friendly and warm experience through hand-drawn sketches. The selling point of these two apps are focusing on Nostalgia through sketches and animations which remind us our childhood, so although most pages has animation, but it is so friendly and simple, beside being more engaging.
As can be seen in the next pages, these are the last changes I have applied to my design after class consultation and usability test. I make some changes in my main page, search page, and hamburger menu.
I also change the colors and font size in some texts to help user understanding and readability.
Additionally, some buttons and spacing between elements have been undergone some changes.

Video of Prototyping

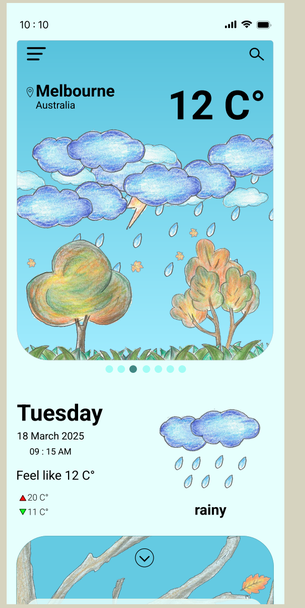
Final Design

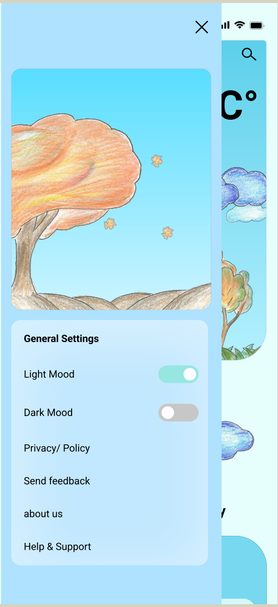
Design Renewal Project

Final Design

Weather app (Light mood)







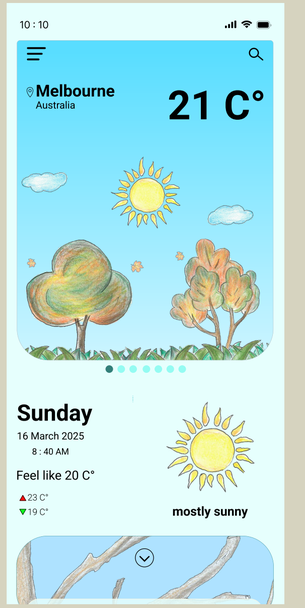
Final Design

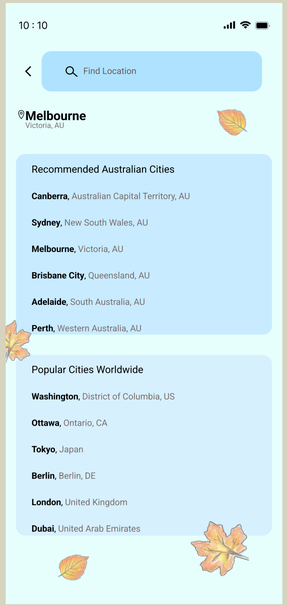
Design Renewal Project

Final Design

Weather app (Light mood)







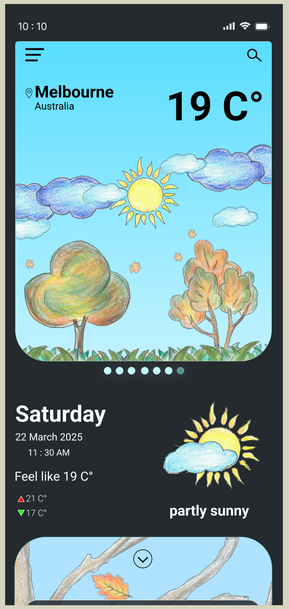
Final Design

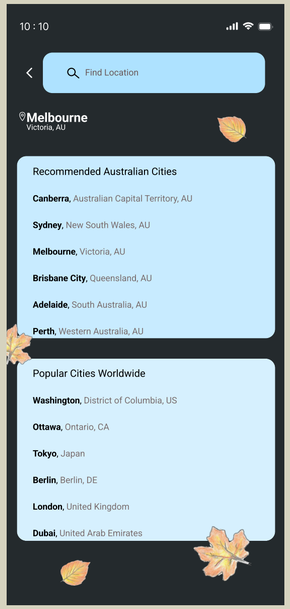
Design Renewal Project

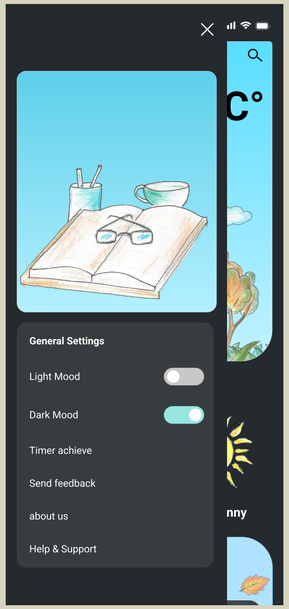
Final Design

Weather app (Dark mood)







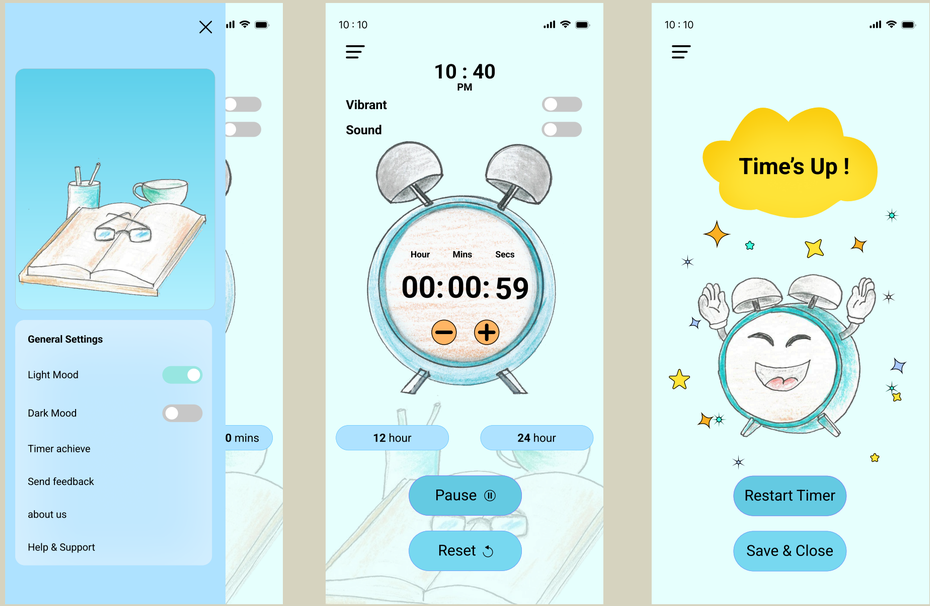


Final Design

Design Renewal Project

Final Design

Timer app (Light mood)



Final Design

Design Renewal Project

Final Design

Timer app (Dark mood)



Design Renewal Project

Reflection & Design Tips for yourself

Reflection

Design Renewal Project

Reflection

Designing the Timer and Weather apps for the “A Bundle of Apps” project was both a creative and technical learning experience. At first, I thought the challenge was mainly about making the apps work well—but I quickly realized it was much more about how they feel to use.

The idea of turning something “boring” into something exciting really shifted my mindset. I started thinking less like a technician and more like a storyteller, by how can I bring emotion, surprise, or even a bit of joy into everyday tasks like checking the weather or setting a timer? I started to think out of the box and do something really novel, so I used my own sketches to bring the emotion into my apps.

I played with visual themes, added animations, and tried to make each interaction feel smooth and intentional. Keeping the design consistent across both apps was a bit tricky at times, but it really helped me think deeper about how different products can feel like part of the same family.

I think functionality is just the starting point—what really matters is how people connect with what you’ve designed. If you can bring the emotion into your design, you may give more positive feedback from users.

Design Tips for yourself

Design Renewal Project

Things that we should be aware and remember when we design:

- Avoiding clutter design
- Keep visual and functional consistency
- Visual hierarchy
- Group related items
- Use grid and margin
- Simple and clear navigation
- Consistent use of colors, typography, and icons
- Giving consistent feedback from others for further refinements (friends & classmates)
- Contrast between text and background to make the text more readable

Important links

Design Renewal Project

Important Links

- Link to Weekly Progress
- Link to main page of Prototype
- Link to Prototype video
- Link to Weather app Prototype
- Link to Timer app Prototype

Websites & References

- Pinterest.com
- Behance.net
- UX planet
- https://coolors.co/palettes/palettes
- https://colorhunt.co/palettes/popular

Design Renewal Project

Thank You

Nasim Zare

34188371