

DEGREE PROJECT

Getmega Internal Platform

SPONSOR: Megashots Internet Private Limited

VOLUME: 1

STUDENT: HANSROY NEMDHARRY

PROGRAMME: Master of Design (M.Des)

GUIDE: JAGRITI P GALPHADE

2021

NATIONAL INSTITUTE OF DESIGN, BENGALURU.



राष्ट्रीय डिज़ाइन संस्थान
NATIONAL INSTITUTE OF DESIGN

ABSTRACT

This project is sponsored by Megashot PVT LT who build the Getmega platform who is an RMG(Real Money Gaming) entertainment platform offering skill-based games. The company is planning to build an internal platform to better assist their customer and workforce. Since it's a complex platform the company decided to build a design system to make the work easier.

This project is about understanding the all parties involve in this system and finally build a design system for GETMEGA INTERNAL PLATFORM.

ACKNOWLEDGEMENTS

I would like to express my special thanks of gratitude to my faculties (Jagriti P Galphade & Mamata N Rao) as well as my project supervisor (Muktai Joshi) who gave me the golden opportunity to do this wonderful project on design system, which also helped me in doing a lot of Research and i came to know about so many new things I am really thankful to them.

Secondly i would also like to thank my parents and friends who helped me a lot in finalizing this project against all odds i faced.

TABLE OF CONTENTS

Getmega Internal platform
(Introduction).....8-13

Understanding Design System (Reasearch)
 Secondary Research.....15-19
 Primary Research.....20-30

Interface inventory(Analysis).....32-35

Pilot Project(Ideation).....35-47

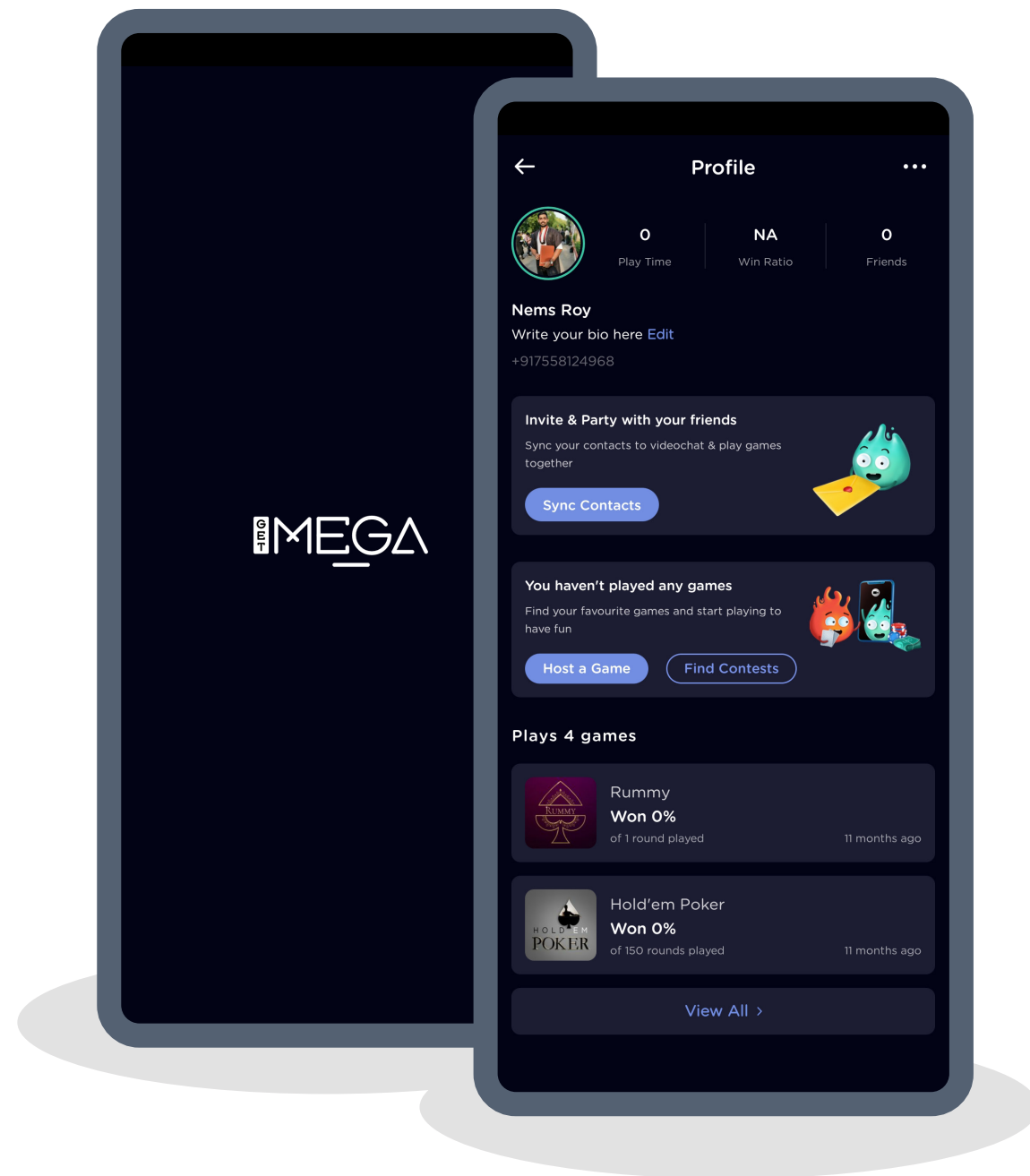
Design System Showcase

Layout rule.....42-49
Button Guide.....50-54
Color Rule.....55-62
Iconography.....63-67
Text format.....68-70
Text field.....71-78

Select & Dropdown.....79-84
Progress tracker.....85-86
Checkbox design.....87-88
Tab style.....89-90
Tag style.....91-93
Toggle Rules.....94-95
Section Mgs & Notifications.....96-101
Side screen & pop-up.....102-106
Tooltips.....107-108
Table Rule.....109-112
Lozenges.....113-114
Avatar.....115-117
Sliders.....118-119
Pagination.....120-121
Page header.....122-124
Badges.....125-126
Loading animation.....127-129

| **GETMEGA** INTERNAL PLATFORM

A brief introduction about Getmega and the Getmega internal platform.



WHO IS GETMEGA ?

★ 4.7 Rating • 50,00,000+ Downloads

GETMEGA is an RMG(Real Money Gaming) entertainment platform offering skill-based games. GetMega brings the joy of gaming with the thrill of real money, and delivers a truly unique entertainment experience. People can play their favorite skill based games across Cards, Casual and Trivia categories.

Getmage bring an unmatched entertainment experience, classic as well as brand-new innovative games with the perfect real money thrills in a safe, trusted gaming environment. Getmega believe in responsible gaming and have built a platform where safety, trust and fairplay is of the utmost importance.

THE CATEGORY OF GAMES GETMEGA OFFERS

CASUAL GAMES



From the Carrom board of those lazy summers to after-school Pool games, the casual category makes the player relive their childhood memory.

A player can choose from their childhood favorites and show off their skills and earn money while playing

TRIVIA GAMES



The trivia games are quiz-based games where the player are asked different types of questions from different themes like maths or any general knowledge.

Games like Maths Ninja or the GK games use player mental powers to earn money

CARD GAMES



A player can play world-famous card games like poker and rummy while making money. The platform is both friendly for the beginner and advanced users.

The platform is equipped with an internationally certified Random Number Generator for shuffle mechanics, and 100% verified profiles, to enjoy the safest online card gaming experience.

ABOUT THIS SMART PLATFORM (GETMEGA'S INTERNAL PRODUCT)

Purpose of Getmega's Internal Product.

The purpose of building an internal product was to breach the gap between different functioning products in Getmega. Since Getmega platform is scaling at an exponential rate, where one of its plans is to expand to various countries where there are different norms and rules of real money gaming, it needs to have a smart system of its own that connects all the products that Getmega uses.

What will be the functions of Getmega's internal product ?

Getmega internal will be the backbone of GetMega. It's a multi-functional software mainly used by all the departments of GetMega like HR, Growth, Analytic team, etc. The product lets users view and edit important information that will affect the GetMega platform.

Some of the functionalities of this software are:

- To identify potential fraudsters in the app and to take appropriate actions against them
- Creating offers for the customers
- To ensure all the transactions are seamless for the customers
- Scheduling contests and tournament for the customers
- Employees' information such as tracking performance, releasing offer letters for new joiners.

TARGET USERS

The system is exclusively designed to function within the limits of the company. But accesses are restricted to different levels of priorities depending upon the position of an employee of Getmega.

MY ROLE IN THIS PROJECT

Understand the goal of this smart platform and its users and create an enjoyable interface that is functional and user friendly and define how its user will interact with the system effortlessly.

Objectives

Since there are various functions performed by various departments for internal products, the whole objective was to keep the experience consistent.

Problem statement

Designing a cohesive User interface guidelines for the internal product of Getmega.

DELIVERABLES

- Come up with the UI style-guide of the platform based on various user personas. To decrease boredom and increase productivity, the platform should exhibit a sense of delight when the user is using it.
- Design a complete UI library Kit with all form fields, widgets, and iconography
- Define the micro-interaction inside the platform

RESEARCH

The focus of Research

1. Understand how to increase transparency of an organization to supervise and organized information for the customers and the employees.
2. How to make a design system scalable and work throughout every product that an organization produces ?

REFERENCED MATERIAL

Learning about Atomic design principles

<https://bradfrost.com/blog/post/atomic-web-design/>

Research on the existing design system

Eg Material design
<https://material.io/>

Atlassian. Design
<https://atlassian.design/>

Carbon design system.
<https://www.carbondesignsystem.com/>

METHODOLOGIES

To get the information the following primary research and secondary research was conducted.

Primary research

Interviewing each representative in each department of Getmega to understand their work structure.

Understanding user experience and behavior on the Getmega platform.

Secondary research

Following the Atomic design principle.

Researching existing system design projects and scholarly papers.

CLIENT INFORMATION

Name of the Organization: Megashots pvt ltd

Project title: Designing UI system for Getmega's internal product

Project timespan: 6 Months (August 2020 to February 2021)

Project Supervisor: Muktai Joshi

Contact: +91 8971966009

Design Brief

Build a Design System for Getmaga Internal platform

| UNDERSTANDING DESIGN SYSTEM

Research on method and process to understand how to build a proper design system for your users

Secondary Research

What is a Design System ?

Design systems help product teams to approach design with a system in mind. But not all design systems are equally effective. Some design systems help product teams create a coherent experience; others produce confusing designs.

The effectiveness of a design system can be measured by how well it works to help achieve the purpose of the product.

A design system should come from the need to increase efficiency at scale.

What a Design System constitute of ?

Component: The actual piece you use to put together your digital platform

Guidance: The directives and information for using the pieces correctly

Reference Site: Where the components and guidance are housed

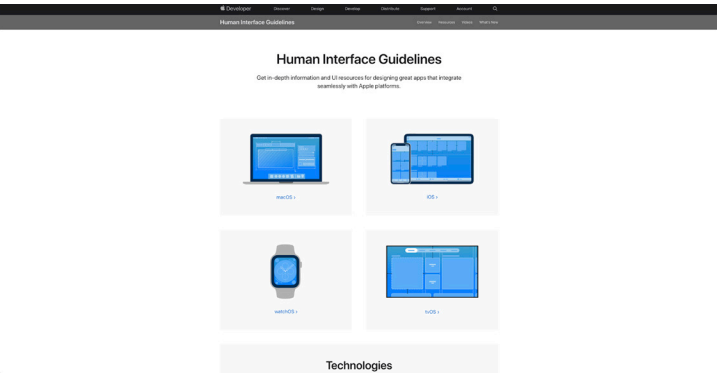
Will include: Getting start, Download instructions,best practices for implementation

Design System Benefits

- Saves time and money
- Eases Collaboration and aligns team
- Lets you do more of what you want to do

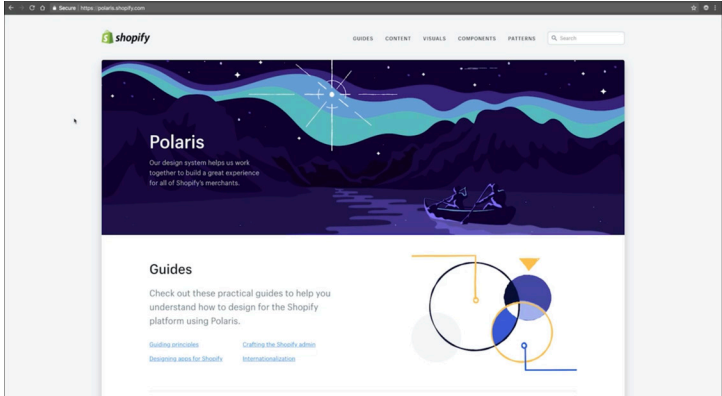
Example of Design system

Apple HIG



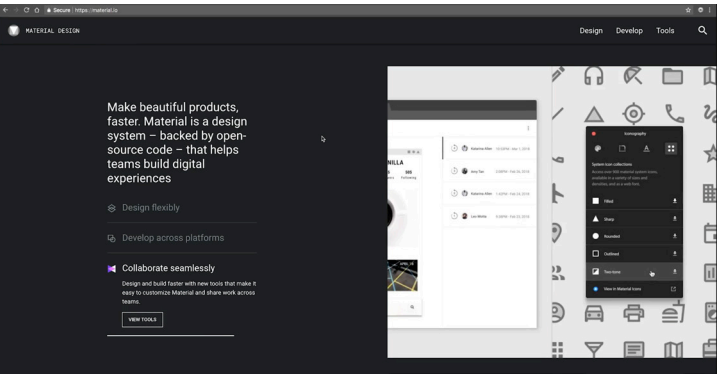
The apple HIG the human interface Guidelines which is for anybody who wants to build an Iphone app

Polaris



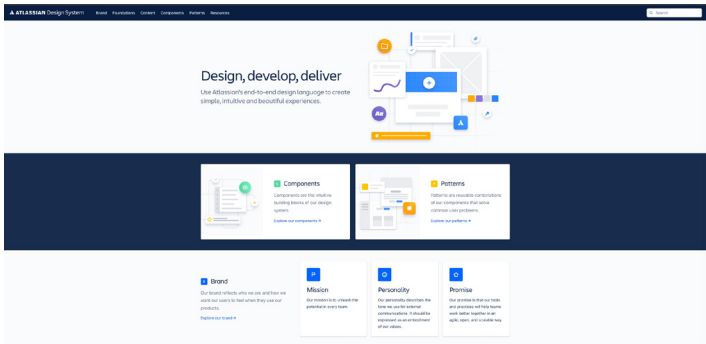
Polaris is by Shopify. This design system is slightly build in a different way. Shopify is an e-commerce platform & what's really great about their design system is that it is specific to their users, and to their customers.

Material Design



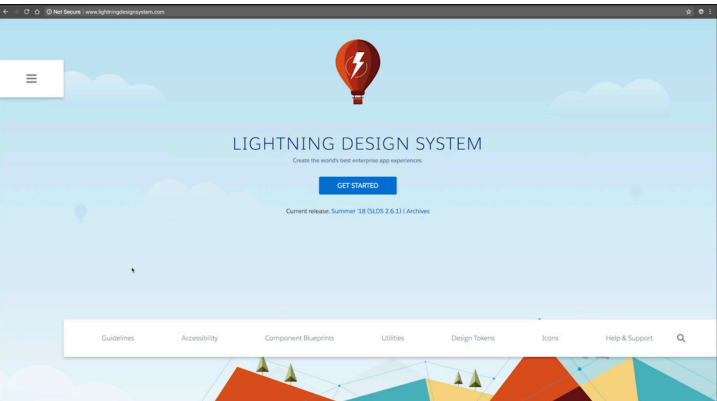
Created by Google which lot of people use for Non-google products but also google products. It's a unify interface for Android apps, for apps that are by Google like G-mail & Google maps.

Atlassian Design System



Covers our voice and tone, and the mechanics of our grammar and style. They use clear, concise and conversational language to craft the messages teams need to know, to get them to where they need to go.

Lightning Design System



LDS is by salesforce where they have a similar approach where they have guidelines and they also have components, but they also have specific details like accessibility, tokens & icons.

MENTAL MODEL BY KENNETH CRAIG`

Real world reference

“Match between the system and real world conventions is necessary for logic and understanding.”

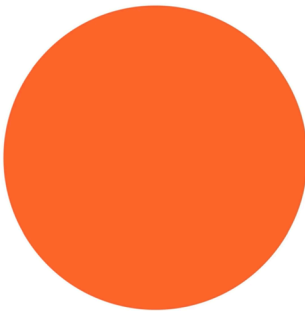
Jakob Nielsen, Nielsen Norman Group



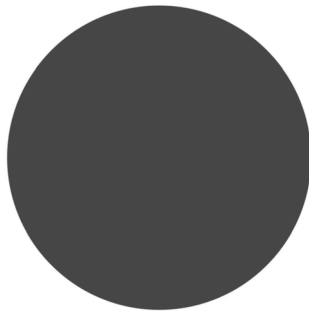
Real World references for digital product are crucial (coined by Nielsen heuristic.)When we say referencing the real, that goes much



As early as 1943, long before the internet and the Nielsen Norman heuristics, Kenneth Craig, a philosopher and psychologist wrote the nature of explanation where he talk about a thing called mental model.

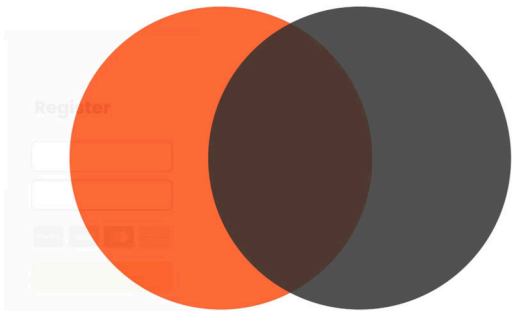


Mental model



Conceptual model

A mental model is basically the idea of how something will work. People build mental model base on pass experiences and store them like concept in their mind. So they expect new and similar experiences to follow the same pattern. If there is a mismatch between a mental model and the so called conceptual mental model of the product you are building, then users will first of all not really understand it or take lot of effort to do so and in worst case they might just reject it.







Mental model

Conceptual model

If you however manage to uncover those familiar pattern, that is usually done through research or investigation, then you can use them and create a smooth transition between the mental and the conceptual model. They're not going to be identical, and that 's just fine. You will lose some of the old and add some of the new, but you'll have this familiar core to build upon

Register

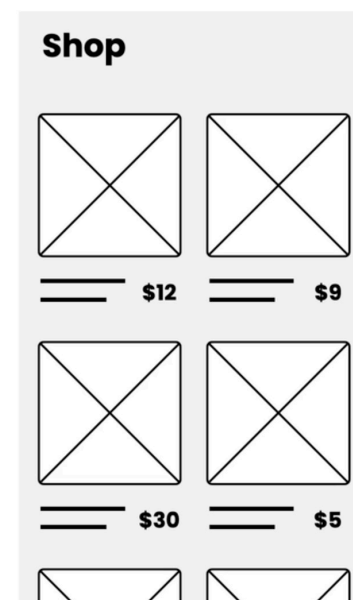
Example a registration Process

You might have had this before you download an app and first thing you get is a registration's screen to fill out all the information and sometimes even your credit card detail before you have even seen a single thing. How will that make a user feel ?

Because in a person mental model it works like this, you enter a shop, you look around and choose a product. Once you have chosen that product, you decide to pay or register in this case. In order to then receive your chosen product or service. It's a more natural approach to prompt registration in online shop once a user decided to buy or test something.

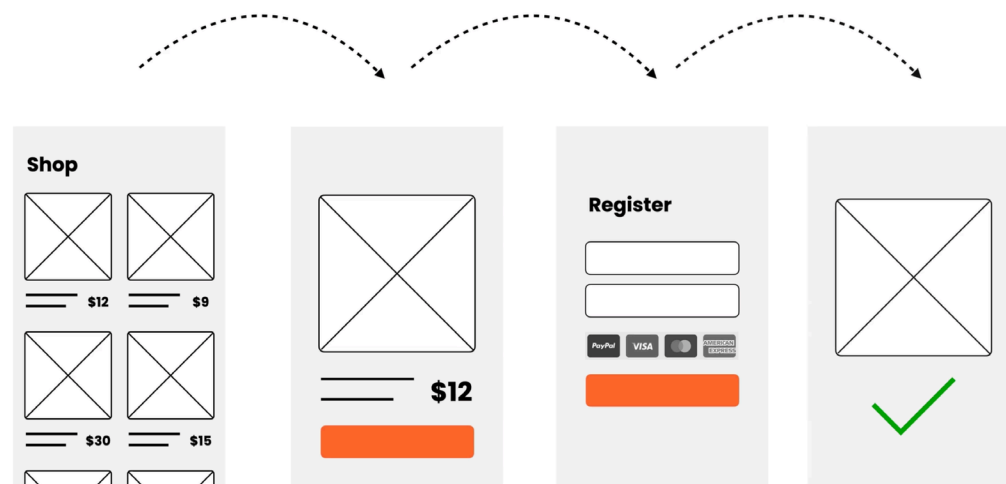


Imagine you're going through a store and at the door before you even enter, you're stopped. You're asked to fill in personal detail and give your credit card number. They're going to tell you they want to just in case to make sure it's all covered in case you later decide to buy something. The person will probably find that a little strange and uncomfortable but also just unnecessary.



Staying in the shop example, it's important to note that the mental model is not only strict behaviour, but also social rules that we learned. If a person enter a shop and the shop assistant is busy, then they will probably give a quick nod or smile just to let the person know that they saw the person entering and they are just finishing what they are doing. In an online shop, this could be translated into a simple progress bar while our content is still loading. This is the same for forms that are already filled out, stuff that are placed into the shopping cart, then when to look at something else. It is expected that all to be remember just because in real life, people have learned that it work that way.

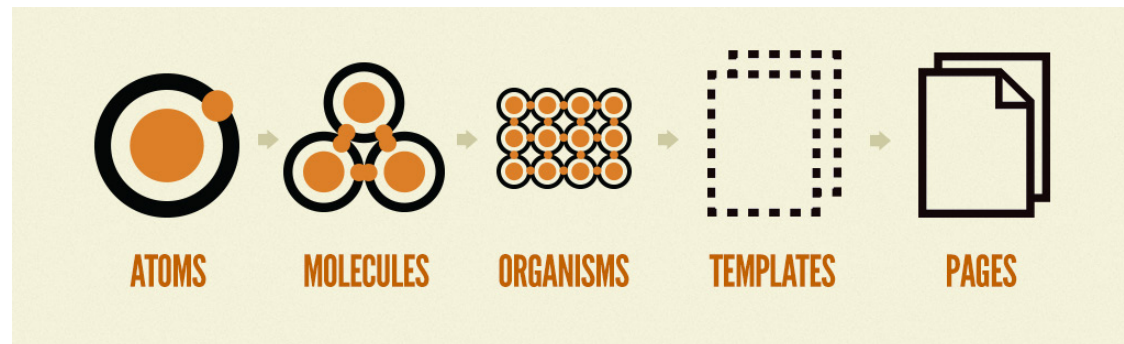
Also, make sure to use real- world language instead of technical terminology. Instead of "Click to submit" use something like, buy now.



Atomic Design

Atomic design is methodology for creating design systems. There are five distinct levels in atomic design:

1. Atoms
2. Molecules
3. Organisms
4. Templates
5. Pages

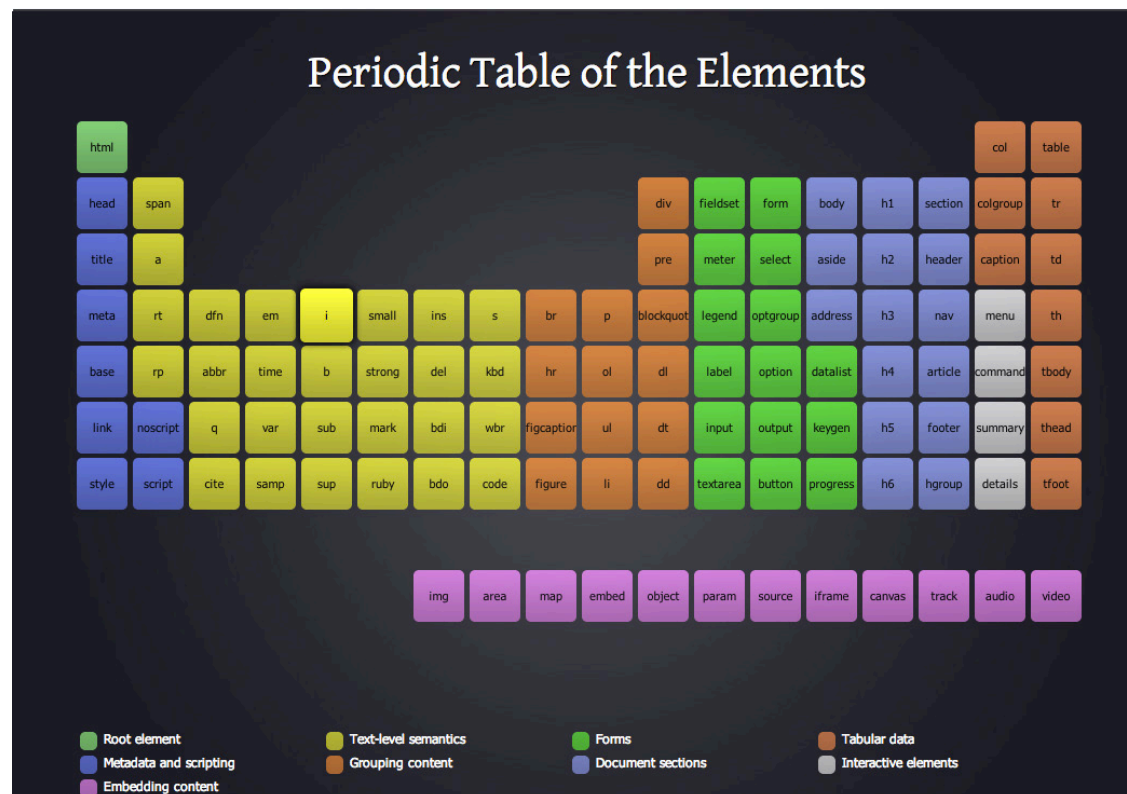


why atomic design

In a lot of ways, this is how we've been doing things all along, even if we haven't been consciously thinking about it in this specific way.

Atomic design provides a clear methodology for crafting design systems. Clients and team members are able to better appreciate the concept of design systems by actually seeing the steps laid out in front of them.

Atomic design gives us the ability to traverse from abstract to concrete. Because of this, we can create systems that promote consistency and scalability while simultaneously showing things in their final context. And by assembling rather than deconstructing, we're crafting a system right out of the gate instead of cherry picking patterns after the fact.



Information Source

<https://bradfrost.com/blog/post/atomic-web-design/>

Primary Research

STEP 1

Research Questions

1 What is your daily workflow?

Get a sense of what their workflow is like

2. What part is most frustrating?

Which part of their workflow they are not exactly happy with and frustrate them.

3. What would you like to see?

Ask them what they would like to see in a design system

4. What does success look like?

What are the things that they see as being important aspects of the design system initiative

5. What does failure look like?

What are the potential threats to the design system initiative? In other words, what's going to sink the ship if we don't get it right

STEP 2

Kickoff Workshop

By doing research first & then doing a kickoff workshop, you will be able to use the kick-off session to gather broad consensus for the design system initiative. The Kickoff Workshop will involve getting all the stakeholders for the design system initiative in a room together where findings of the research can be presented.

These learnings will be bucket into broader themes. These themes will be potential outcomes for the design system initiative. Finally, make the stakeholders will vote on which themes are most important to them. For example, what are things which it needs to nail? What are the things that need to get right?. By the end of this exercise, a heat map will be created to understand where the works will be more concentrated for the design system.

It's not to say that other goals or outcomes on the design system initiative aren't important It's just when push comes to the shove with limited time, resources & money some aspects of the design system need to be given more priority.

CONDUCTING INTERVIEW

	What is your daily workflow?	What part is most frustrating?	What would like to see?	What does success look like?	What does failure look like?
MAYANK Ceo of Getmega	<ul style="list-style-type: none">- Team Meeting- Brainstorming- Work review- Investor Meeting- Company Planning	Work review & corrections	Focus on correcting big problem instead of small problems	Eliminate UI reviews	Slow production time & product launch
MUKTAI Design Head	<ul style="list-style-type: none">- Team Meeting- Brainstorming- Work review- Design work- Research	<ul style="list-style-type: none">- Work review- Design work	Preset & Style guide to follow	Faster Designs & faster review time	Bad Planning and Deadline failure
Vinil UI/UX Design	<ul style="list-style-type: none">- Team Meeting- Brainstorming- Design work- Research	<ul style="list-style-type: none">- Design work	Templates	Less UI work and focus more on UX	Loads of work becoming overwhelming



Since covid force work from home, the interview was conducted via Slack which was the main communication platform Getmega used. 3 person from the different position was selected for the interview.

UNDERSTANDING PERSONAS

WHO ARE THEY?

The people who are involved in building and maintaining the Getmega internal platform

These people would be designers, developers, and managers.

What motivated them to do the right gesture?

Designers - Increase workflow by creating quick designs.

Development - To help them stay in the theme of the style guide + increase their work flow

Managers - Help them to concentrate more on the function of the product and that the look and feel of the product are already taken care of by the design system.

What are their main Goals & what do they want?

Designers - To not worry about the UI of the product and concentrate on the UX

Development - To not have a back & forth discussion with the designers concerning the UI design of the platform

Managers - Seamless coordination & understanding between the design team & Dev team

PAIN POINTS

Designers - How to interact with the design system effortlessly

Development - How easy the design system will be for the Dev team to understand

Managers - How the design system is scalable for new functions of Getmega internal platform.



Name: **Mayank Kumar**

Age: **39**

Occupation: **CEO**

*"Leader of Getmega.
Motivational character & Always driven to do more"*

Bio

Mayank is the founder of Getmega. He also leads successful company before like Curefit. His passion for games leads to take his own journey to create a gaming platform where people can play together and earn money.

Frustration

Mayank is planning to bring Getmega to the next level. He wants to make Getmega an international platform and start on this journey he will have to bring all his departments under one platform and that is Getmega internal platform.

Goals

Bring Getmega to an international level & first step to be taken is to build the Getmega internal platform

EMPHATY MAPPING



Think
Bring his platform to an international audience.

Say

He will bring Getmega to a globe audience.



Feel
How fast he can finish this project and be a step ahead of his cometittors

Do

Create Getmega internal platform to bring all his departments under one entity



Hear
Other competitors are becoming more popular day by day in india

Gambling rules is becoming more strict in india and he has to go global as soon as possible

See

It will be a difficult road ahead but he will eventually get there





Name: **Muktai Joshi**

Age: **37**

Occupation: **Lead Designer**

*"Head designer at Getmega.
Inspired by Japanese design culture & Dog lover."*

Bio

Muktai is by heart a designer. She is a perfectionist and her eye for detail doesn't escape anything. Muktai is also a people's person, she knows how to encourage people to find their true potential and is the best at managing a team.

Frustration

Getmega is planning the release of its internal platform. Since this project will be a big one. For the project to go smoothly Muktai will have to come up with a design system to make the process of building the platform easy for the design and development team.

Goals

Come up with guides & rules as a building block to design the platform

Build a design team who will easily understand these guides & rules to build the platform

EMPHATY MAPPING



Think
It will be a challenging project for her and will need a good team to back her up.



Say
Will have to work on a system 1st before diving deep in the project.



Feel
Will she be able to complete the project in the given time.



Do
Search someone who will work on the design system



Hear
Her team is skeptical about the project planning



See
The team not so confidence about the project and she will have to motivate them





Name: **Farahan Masqati**

Age: **28**

Occupation: **UX Designer**

Love to convert complex problems into a beautiful and easy solutions.

Bio

Frahan have 4 years in designing digital platforms. He join Getmega for his love of gaming and also that knew it would be an unopen door experience for him.

Frustration

Frahan has been assign to work on the Getmega internal platform. Frahan is worried if he will not be able to manage before the UI & UX of the project in the limited time given to him.

Goals

Design a system which will take care of the UI interaction of the project and focus his effort on the Ux part of the projet.

EMPHATY MAPPING



Think
The System architacture of this project will be challenging to work.



Say
He will need a visual designer to work on the intereface of the platform so that he can concentrate on the UX



Feel
He will need time for his research for getting a good knowledge about the project.



Do
First thing to do for the project is to establish a design system .



Hear
That the time given to his to complete this project is no so much.



See
That he will have to step up his game and engage more in a team player attitude



JOURNEY MAPPING



Goal
Bring Getmega to the Global audiences

Tasks and Goals	Build a strong team	Build to a design system for Getmega internal	Ease communication between Dev and Design team	Bring Getmega to a globe audience
Actions	Employ new talents	Find someone who has good visual sense and good at creating systems	Setting the correct set of guides & rules for both parties to understand.	Build a stronger platform that can stand out again competitors
External factor	Finding the right person	How other design system is working	How complex & big the system can get	India guideline against gambling
Mindset	Getting the best	Coming up with an efficient and functional design system	How easy the system will be to impliment	Make Getmega the No 1 RMG platform
Opportunity	Getting new idea for Getmega future	Make the developepment process of Getmega internal platfrom be more faster.	Reduce the time taken to build the Getmega platform.	Increase in revenue & popularity.

CONCLUSION

After the research & analysis it came down to 5 main points. These 5 points which would be the main attribute to build the design system.

UI Doucment

A document explaining how to use all component

Sketch UI files

A sketch file for designer to pick components from.

Sketch Templates

A sketch file for designer to pick screen templates

Design System online platform

An online platform where everyone can access the design system

Code for every components

Have a code library for everycomponet to be use by developers

Create a Sketch plugin

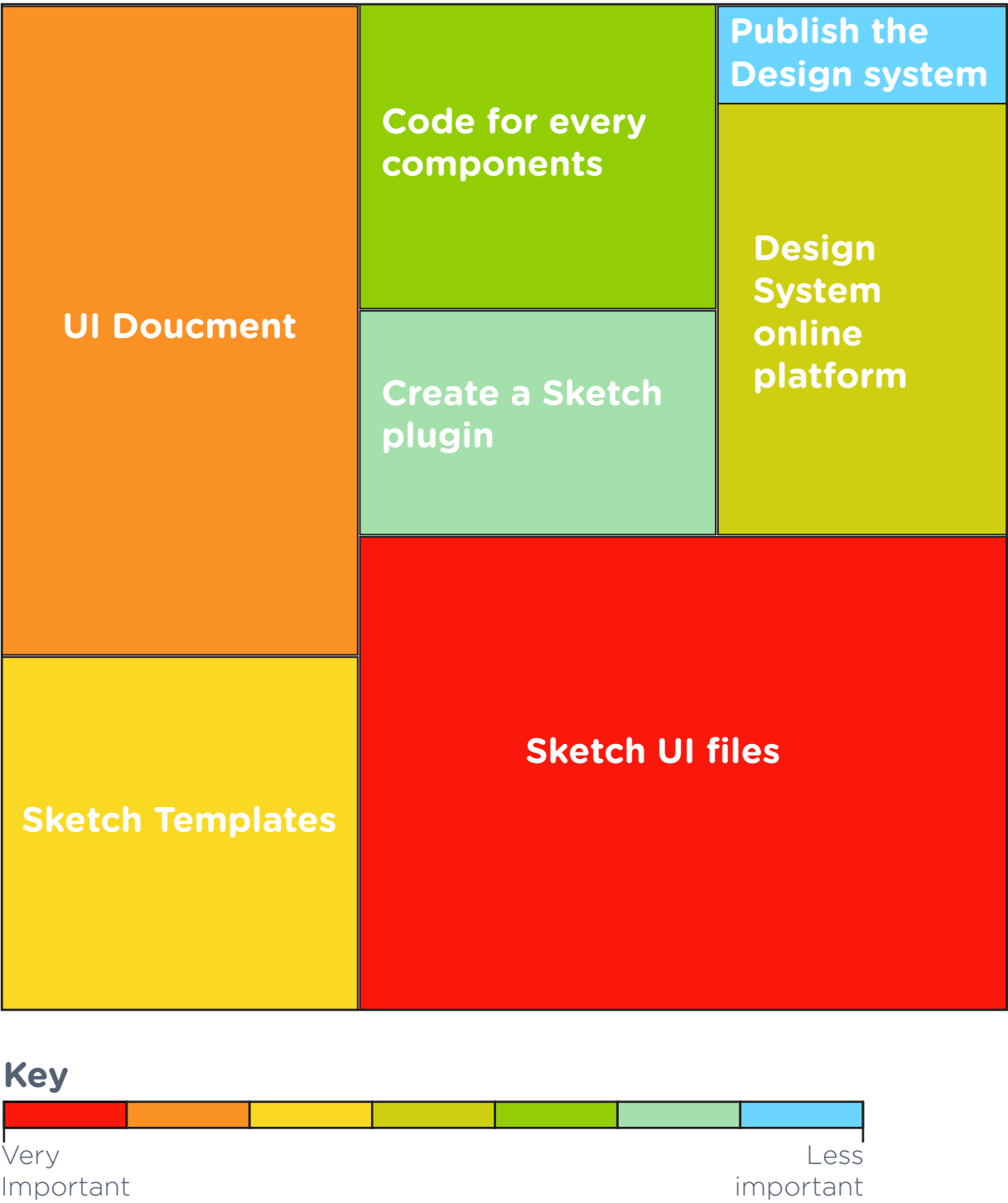
A plugin for sketch to give direct acces to the Design System

Publish the Design system

Publish an official book for the design system.

HEAT MAP

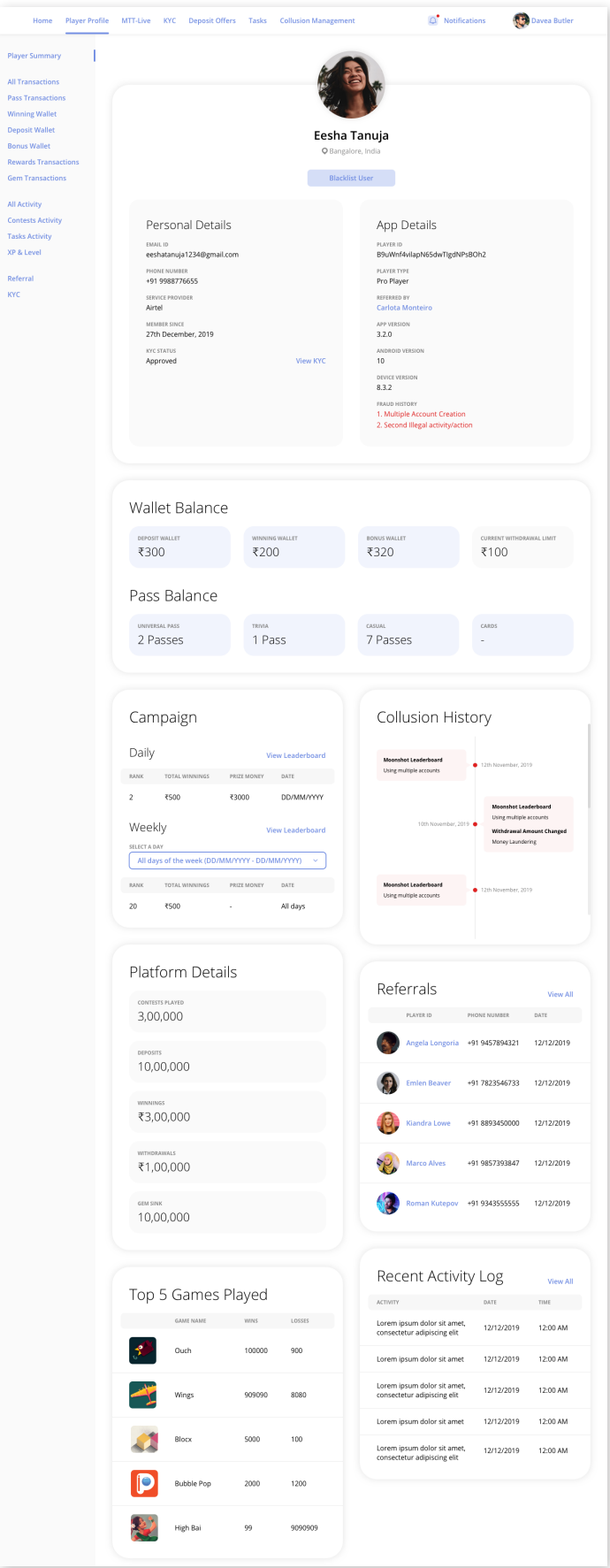
The heat map represent the top priority to cover for the design system which was voted by the Getmega team



| INTERFACE INVENTORY

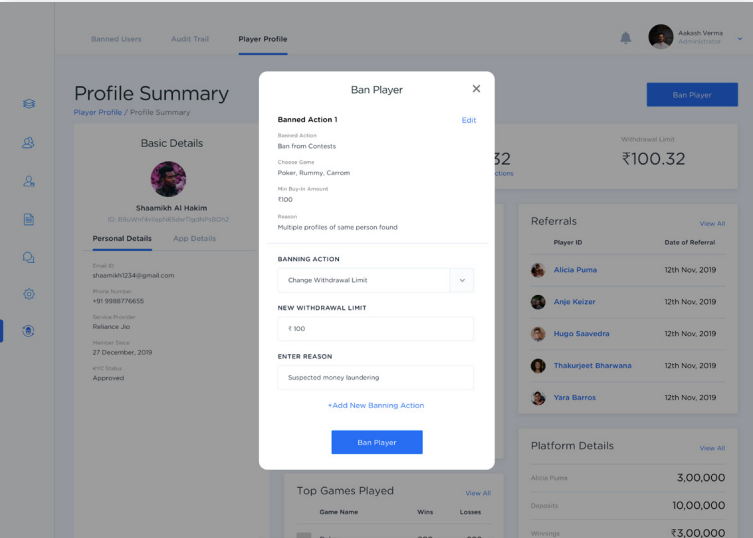
Before starting the Design System an analysis of the existing platform will be done for understanding what kind of elements will best suite the Design System

EXPLORING EXISTING UI

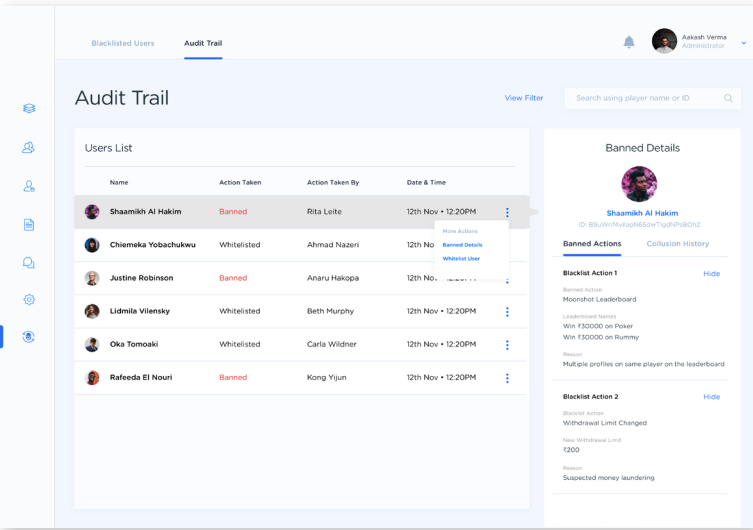


This is a profile screen of a player who is on the Getmega platform.

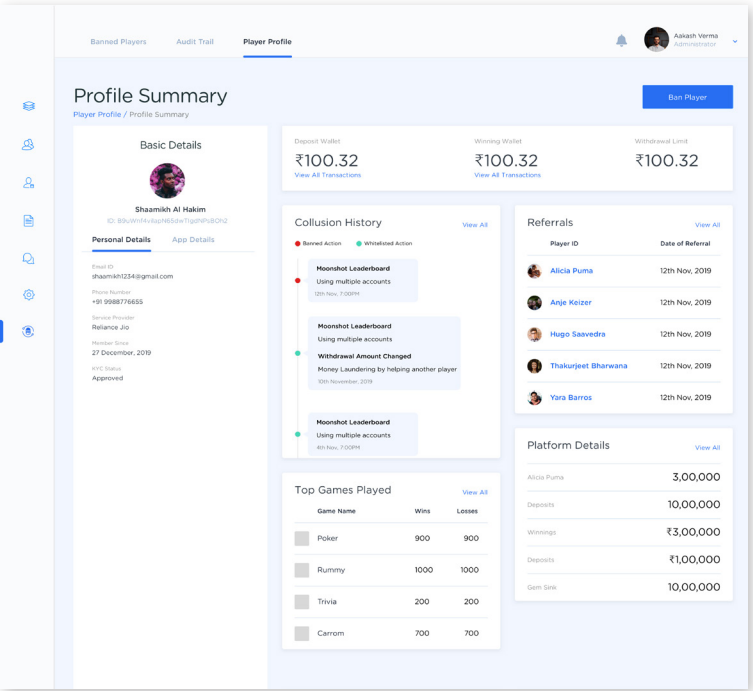
The profile screen provide all type of information about the player from personal details to his/her entire game history.



Modules design for banning player.

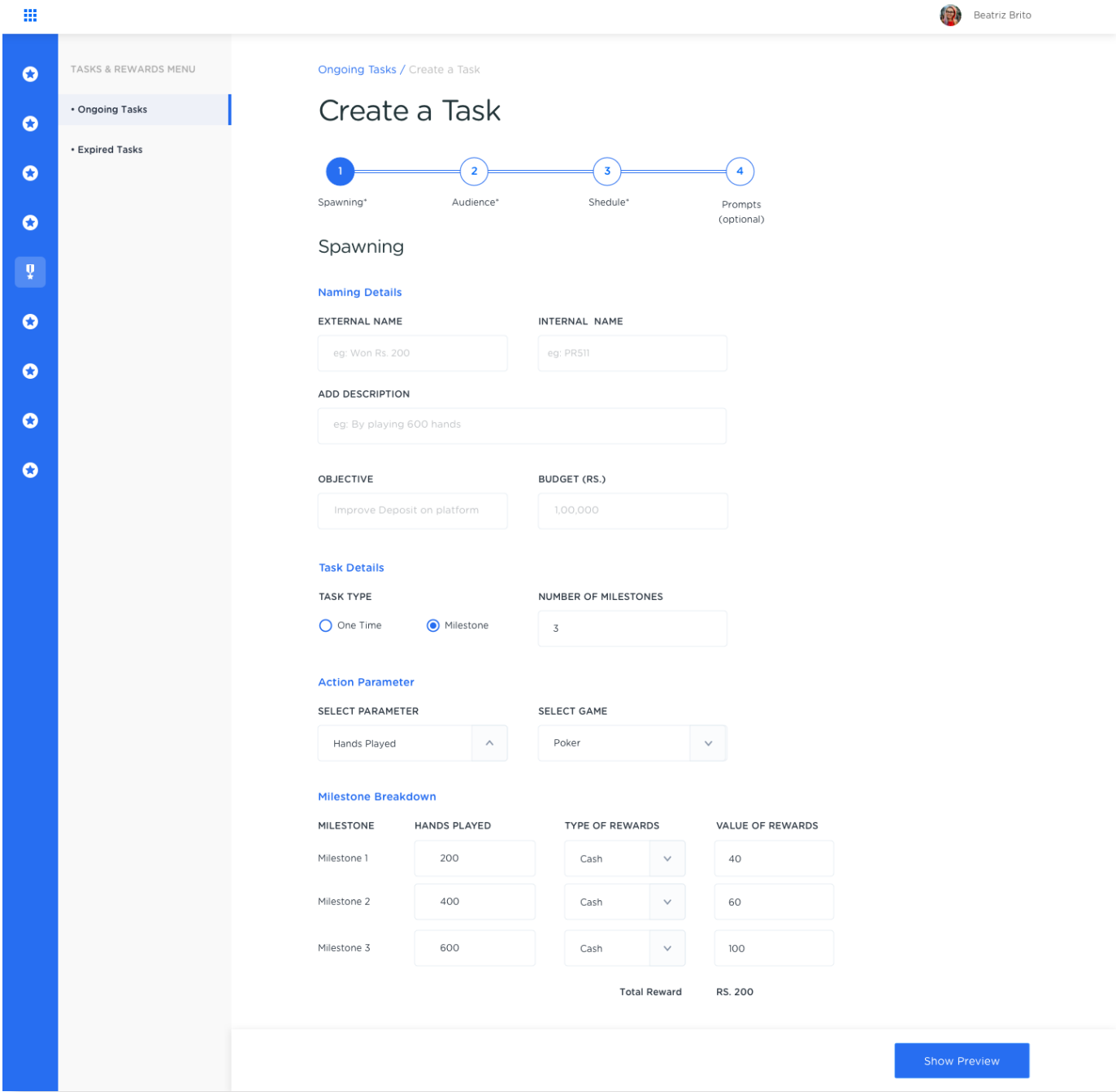


This screen represent the list of player who has been banned from the getmega platform due to illegal activities against the policy of Getmega.

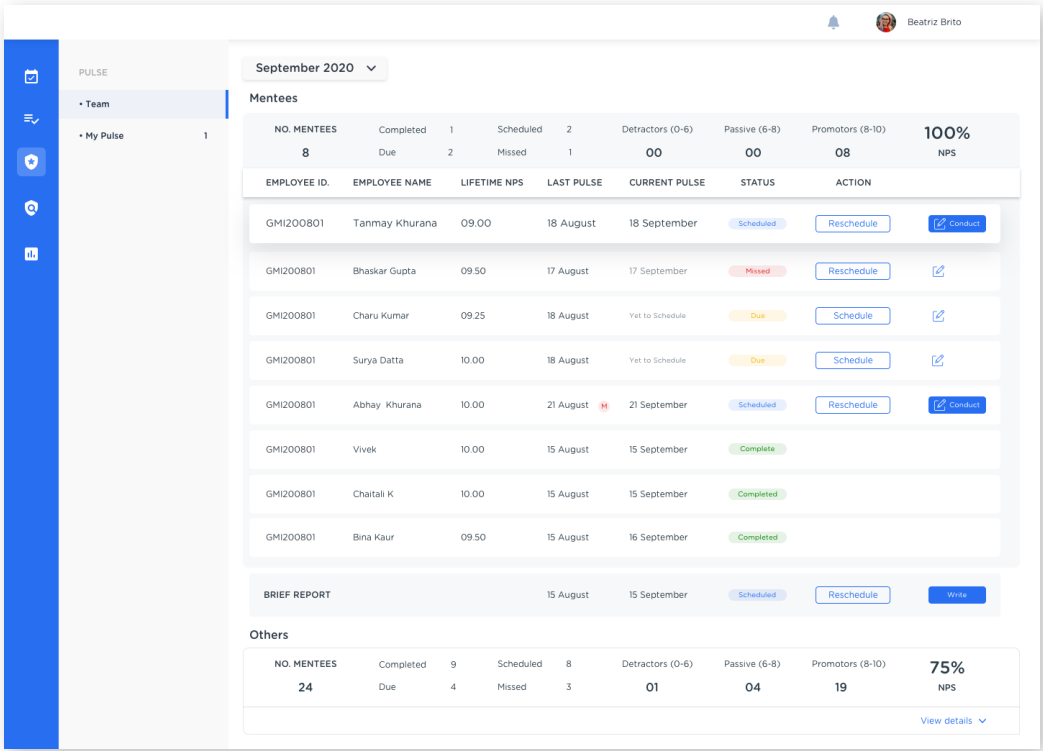


This profile screen specifically focus on the game activity of the player.

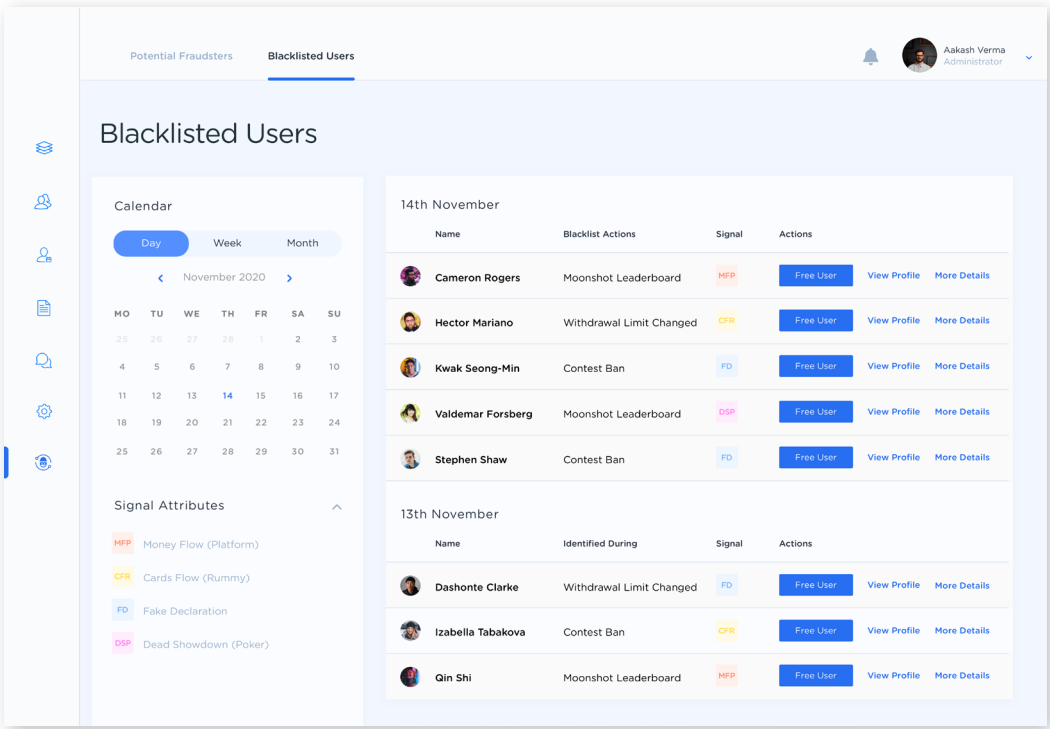
EXPLORING EXISTING UI



This screen represent the creation of an event which will appear on the platform.for player to participate



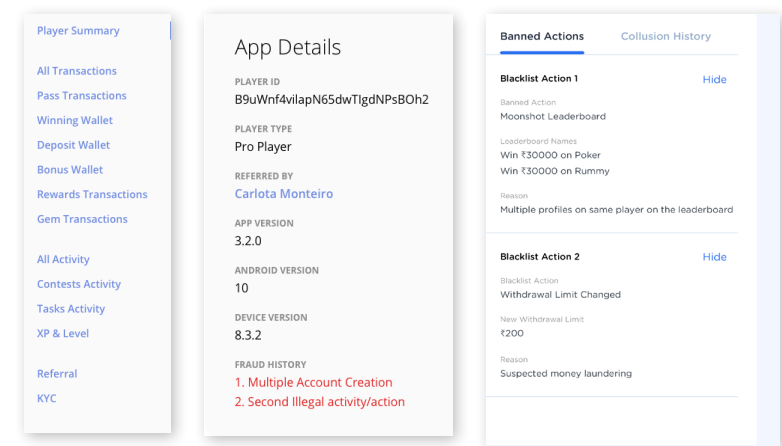
Manging official meeting between managers & employees



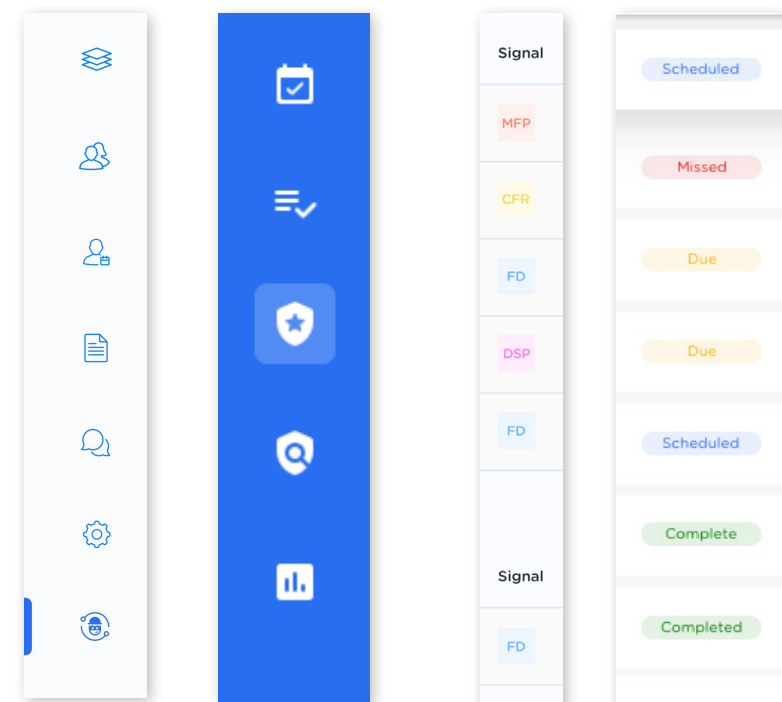
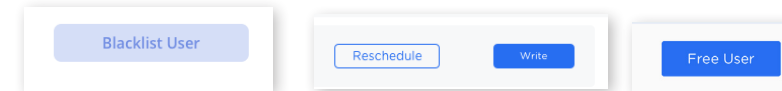
Blacklisted users with calender as a navigation mean.

COMPONENTS ANALYSIS

Font style



Button style



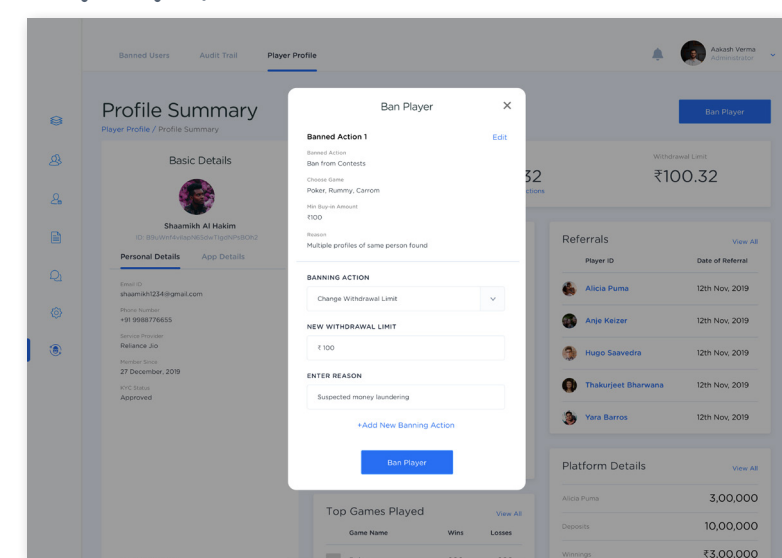
Icon style

Table style

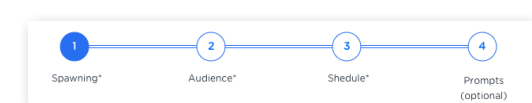
GMI200801	Tanmay Khurana	09:00	18 August	18 September	Scheduled	Reschedule	Conduct
GMI200801	Bhaskar Gupta	09:50	17 August	17 September	Missed	Reschedule	Conduct
GMI200801	Charu Kumar	09:25	18 August	Yet to Schedule	Due	Schedule	Conduct
GMI200801	Surya Datta	10:00	18 August	Yet to Schedule	Due	Schedule	Conduct
GMI200801	Abhay Khurana	10:00	21 August	21 September	Scheduled	Reschedule	Conduct
GMI200801	Vivek	10:00	15 August	15 September	Complete		
GMI200801	Chaitali K	10:00	15 August	15 September	Completed		
GMI200801	Bina Kaur	09:50	15 August	16 September	Completed		

Name	Blacklist Actions	Signal	Actions
Cameron Rogers	Moonshot Leaderboard	MFP	Free User View Profile More Details
Hector Mariano	Withdrawal Limit Changed	CFR	Free User View Profile More Details
Kwak Seong-Min	Contest Ban	FD	Free User View Profile More Details
Valdemar Forsberg	Moonshot Leaderboard	DSP	Free User View Profile More Details
Stephen Shaw	Contest Ban	FD	Free User View Profile More Details

Pop-ups/Module



Timeline



Input field

Spawning

Naming Details

EXTERNAL NAME eg. Won Rs. 200

INTERNAL NAME eg. PRS!!

ADD DESCRIPTION eg. By playing 600 hands

OBJECTIVE Improve Deposit on platform

BUDGET (RS.) 1,00,000

Task Details

TASK TYPE One Time Milestone

NUMBER OF MILESTONES 3

Action Parameter

SELECT PARAMETER Hands Played

SELECT GAME Poker

Milestone Breakdown

MILESTONE	HANDS PLAYED	TYPE OF REWARDS	VALUE OF REWARDS
Milestone 1	200	Cash	40
Milestone 2	400	Cash	60
Milestone 3	600	Cash	100
Total Reward			RS. 200

Radio button

Task Details

TASK TYPE

One Time Milestone

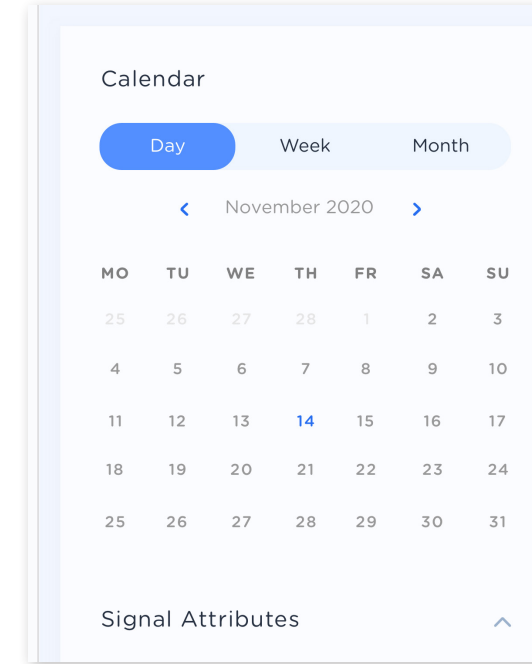
Drop Downs

SELECT PARAMETER

Hands Played

TYPE OF REWARDS	VALUE OF REWARDS
Cash	40
Cash	60
Cash	100

Calender



Breaking down the screen in separate component helped to understand deeper what need to be fix on a deeper level

Tags

FINDINGS

Layouts

The layout doesn't follow any grid rules & is not responsive to work on different screen sizes.

Tables

The table spacing structure does have consistency throughout different pages.

Icons

Icons need to be standardized in terms of style and also need to follow the same size everywhere.

Models

The model's pop-up size seems to be wrong and needs to be crossed with another platform.

Timeline

The timeline is to have more states like disabled, wrong, etc.

Calenders

The Calendar needs a redesign in terms of UI and interaction to better be user-friendly when used.

Forms

The Forms interaction can be improved. States like error, the correct answer can be added

Texts

Text hierarchy and sizes are not followed across the platform and need to be reworked

Tags

The colors are very light in color and don't properly carry the function of a tag which is to be very prominent in the first place.

Buttons & Interactive elements

Button size is not consistent and lack states for more situation like loading state, hover state, etc

Overall analysis

The UI needs to have a refreshed modern look and better interaction to be more user-friendly

| PILOT PROJECT

Before starting the Design System a good understanding of the platform is needed which followed with UI exploration to understand what is important for building the Design System.

HOW THIS PILOT PROJECT WILL GO ?

For this pilot project, I join the UX team who were working closely with the developer for building the platform. 3 modules of the platform were assigned to me. These modules are:

1) Task & Reward 2) Collusion 3) Pulse

Task & Reward

Getmega has a Goal achievement System for its players that reward them in cash. These goals can be time achievement goals, events participation, referral programs, and much more. These tasks and rewards are generated on the platform on a daily basis for the players.

Getmega internal intend to have a space where the getmega team can create & manage these tasks and reward.

How working on this module will help the design system?

This module of Getmega platform concentrate on inputting the necessary information to create these tasks and rewards and a large portion of the Getmega platform is about inputting information.

Collusion

This module is about identifying misused or any kind of fraud and take the take action accordingly on the platform.

How working on this module will help the design system?

The Collusion module structure is about the list of names that are listed in a table. The table is interactive where the user can manipulate the information. This module will help to understand all the table interactions in the Getmega platform.

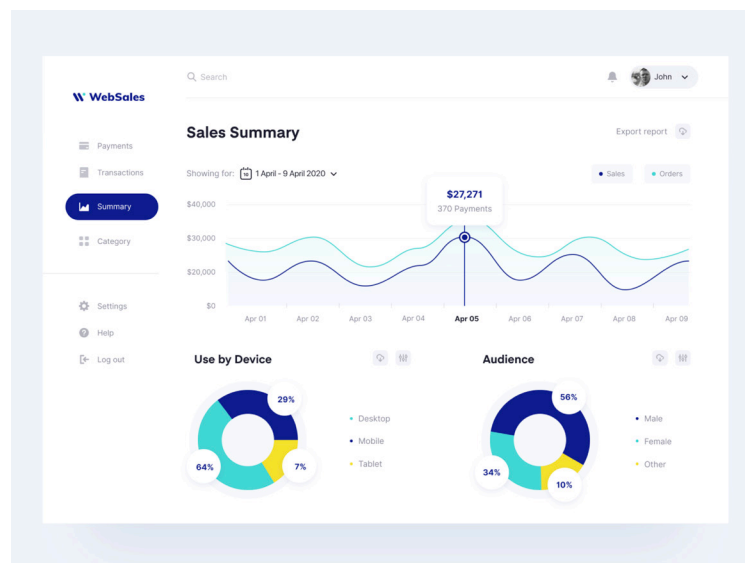
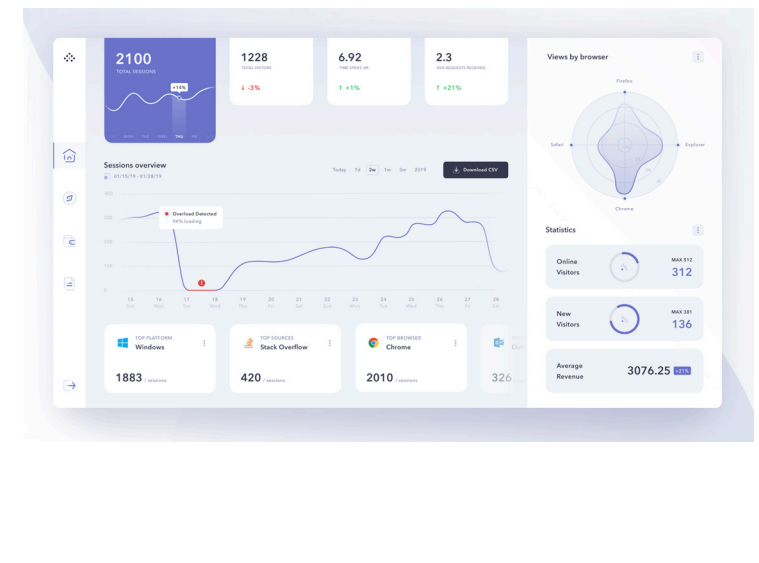
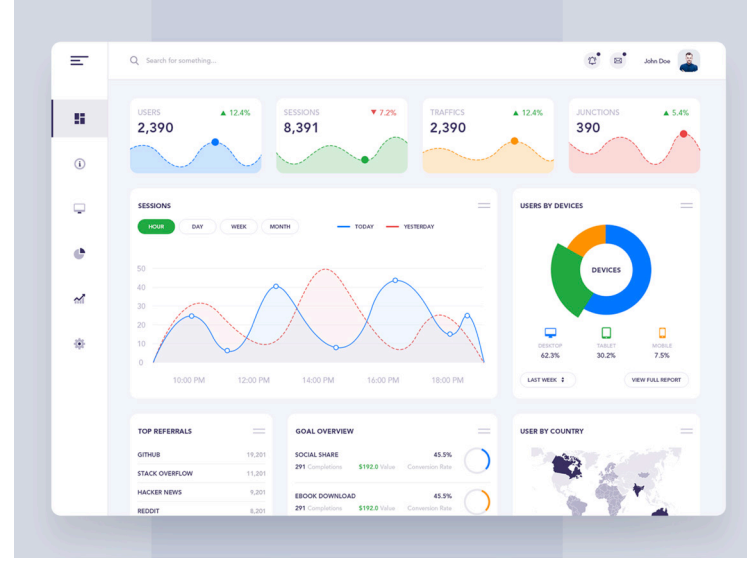
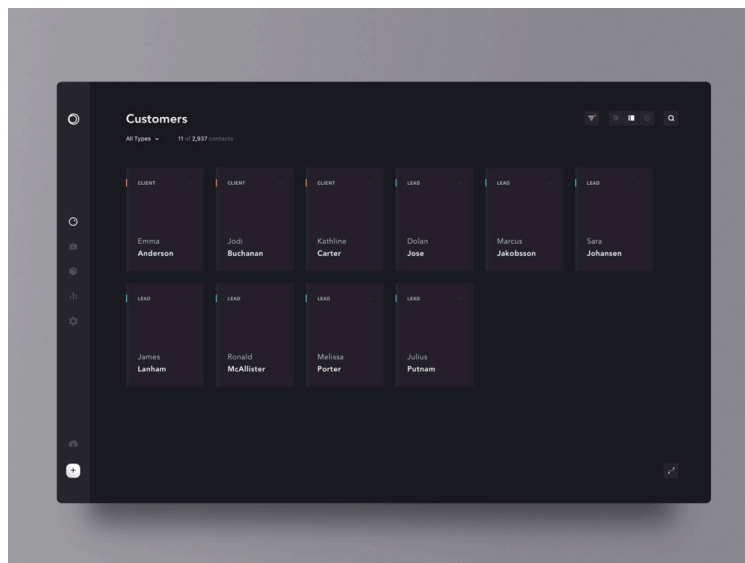
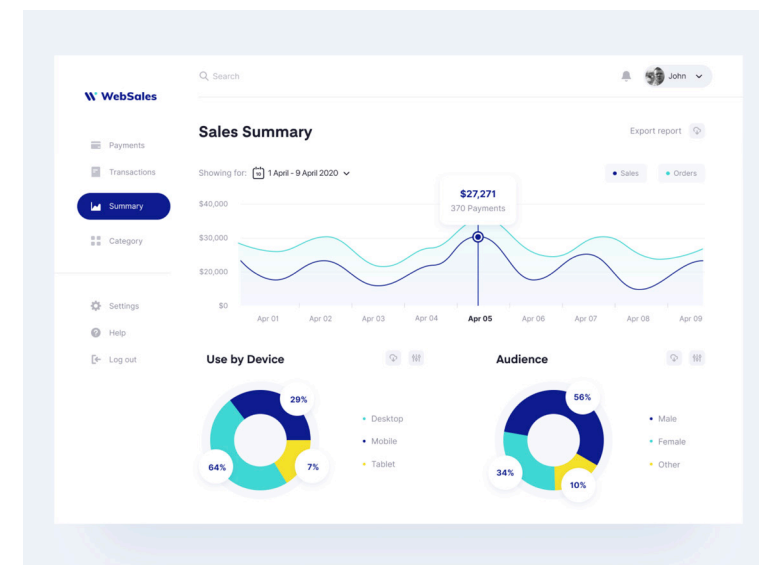
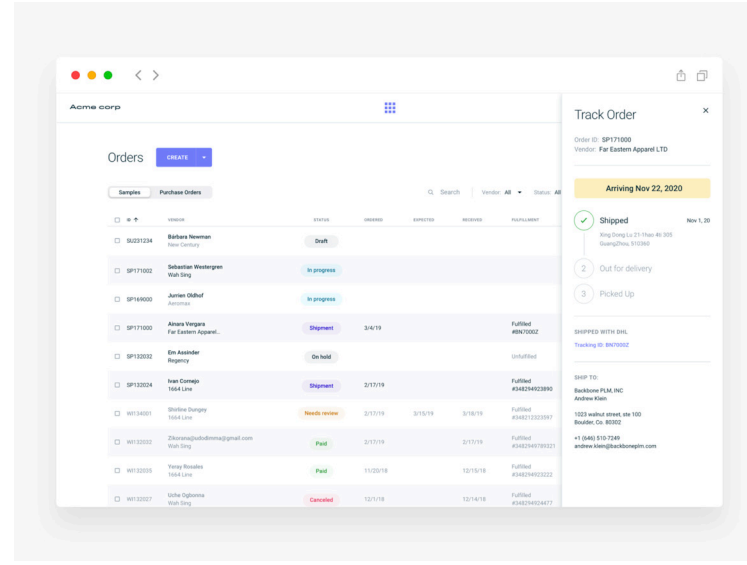
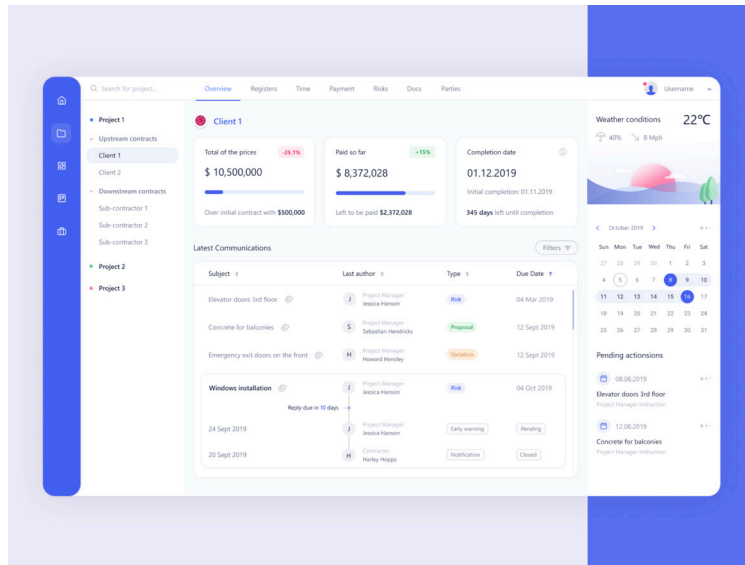
Pulse

The company once a month organized a meeting where the employee has the opportunity to have a face-to-face conversation with their managers. The Pulse meeting is all about discussing the problem and difficulties the employer faced in the company and assessing how to solve them.

How working on this module will help the design system?

This module is about tables and graphs where both elements need to be interactive for the user. Analyzing this module will help in laying the base for the graph style.

UI Inspiration



To headstart, the pilot project, Research on existing Dashboard UI design to get inspired and on way assist as a building block to create the final UI.

TASKS & REWARDS

TASKS & REWARDS MENU

Ongoing Tasks

Expired Tasks

Ongoing Tasks / Create a Task

Create a Task

1

Spawning*

2

Audience*

3

Schedule*

4

Prompts (optional)

Spawning

Naming Details

EXTERNAL NAME

eg: Won Rs. 200

INTERNAL NAME

eg: PR\$11

ADD DESCRIPTION

eg: By playing 600 hands

OBJECTIVE

Improve Deposit on platform

BUDGET (RS.)

1,00,000

Task Details

TASK TYPE

One Time

Milestone

NUMBER OF MILESTONES

3

Action Parameter

SELECT PARAMETER

Hands Played

SELECT GAME

Poker

Milestone Breakdown

MILESTONE	HANDS PLAYED	TYPE OF REWARDS	VALUE OF REWARDS
Milestone 1	200	Cash	40
Milestone 2	400	Cash	60
Milestone 3	600	Cash	100
Total Reward			RS. 200

Show Preview

Analysis

User Interaction improvement

- 1) Since these forms are very long to fill a good way to break boredom would be breaking the form into sections.
- 2) To reduce the overload of content on the screen the interface can have a collapsable menu.
- 3) Unnecessary information can be reduced like the breadcrumb on top be removed if the user already has a menu to navigate around.
- 4) Since the form is sometimes complex to fill it can be made easier for the user by giving a short description for every section in the filling process.
- 5) Numerical input like “milestone breakdown” can be broken down into sections to not overload the user with numbers.
- 6) Assist Users in their mistakes by telling them what they did wrong
- 7) Make the timeline more interactive by using different colors and icons to support every step the user completes.

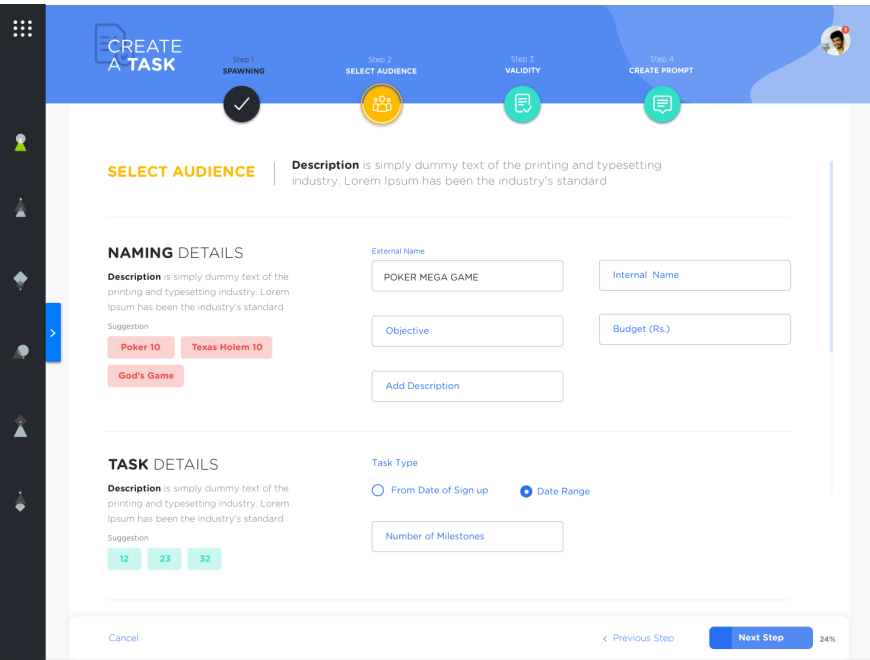
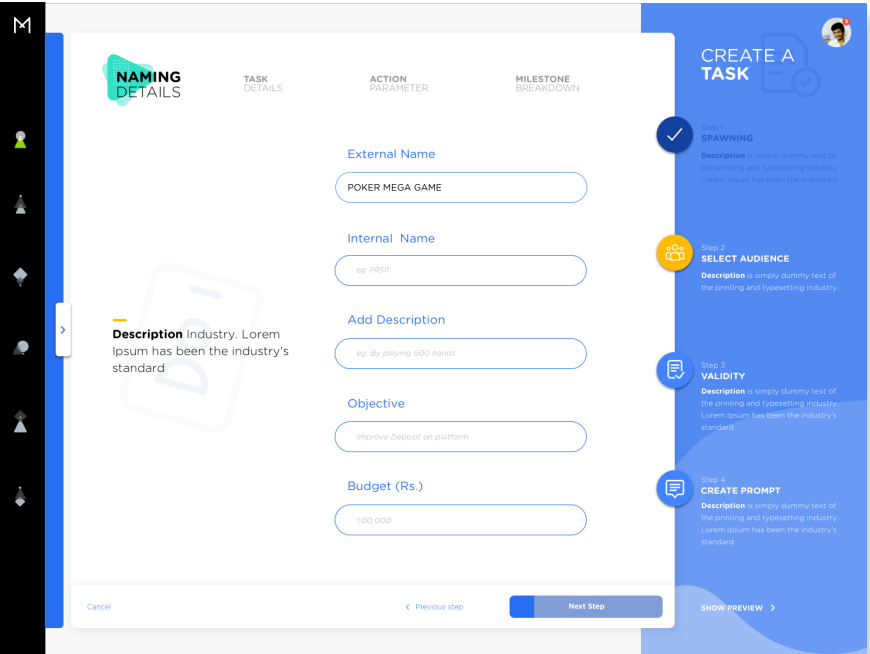
Goals

Since these pieces of information are very important and crucial for the good functioning of the getmega platform. The redesign of this module needs to aim to help the user not make mistakes while filling these forms and decrease boredom.

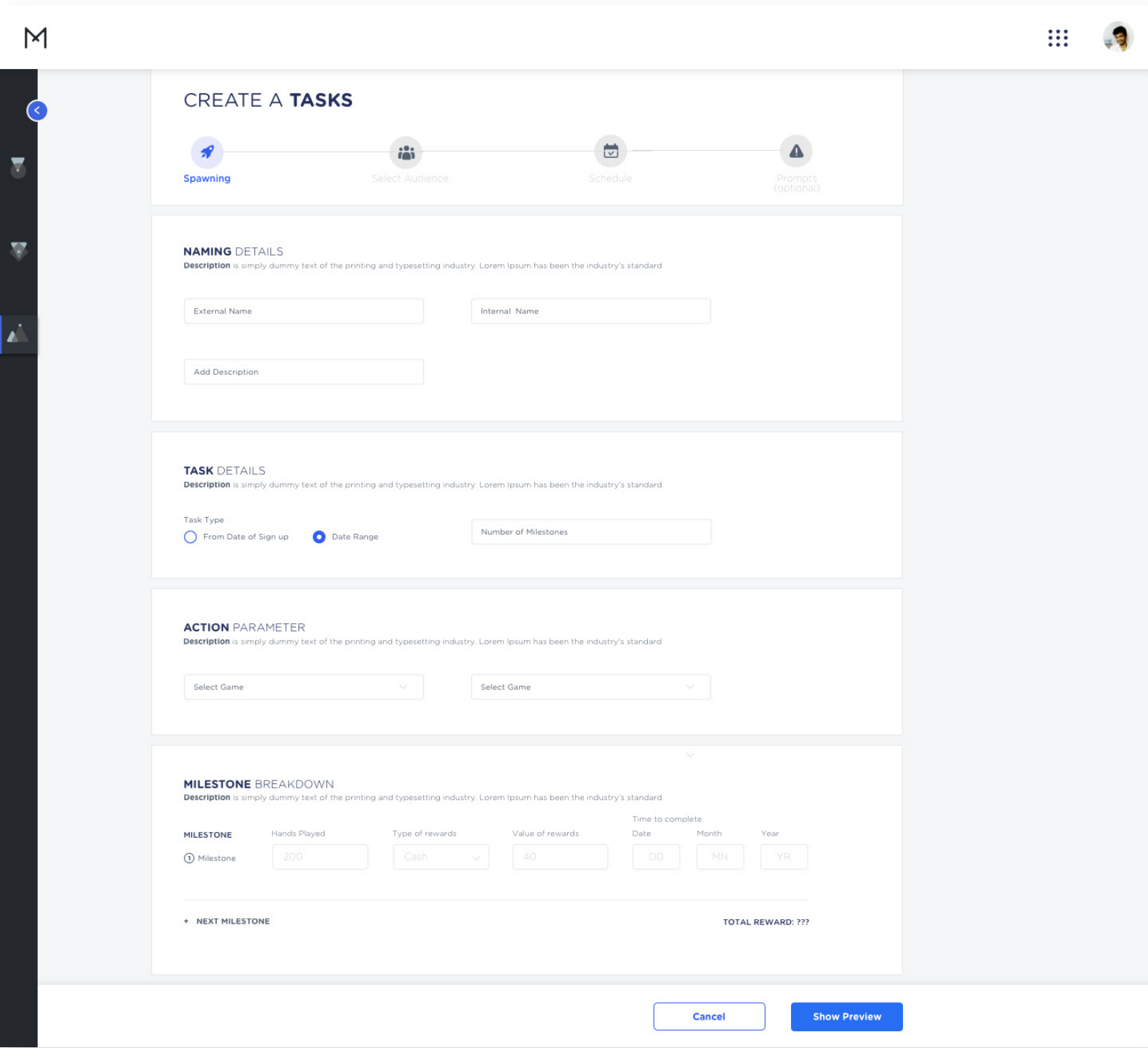
Initial Exploration

Referring to the inspired UI this design is very friendly approved with vibrant color which also doesn't intimidate any user.

Unfortunately, this design was not taken forward because of its playfulness.

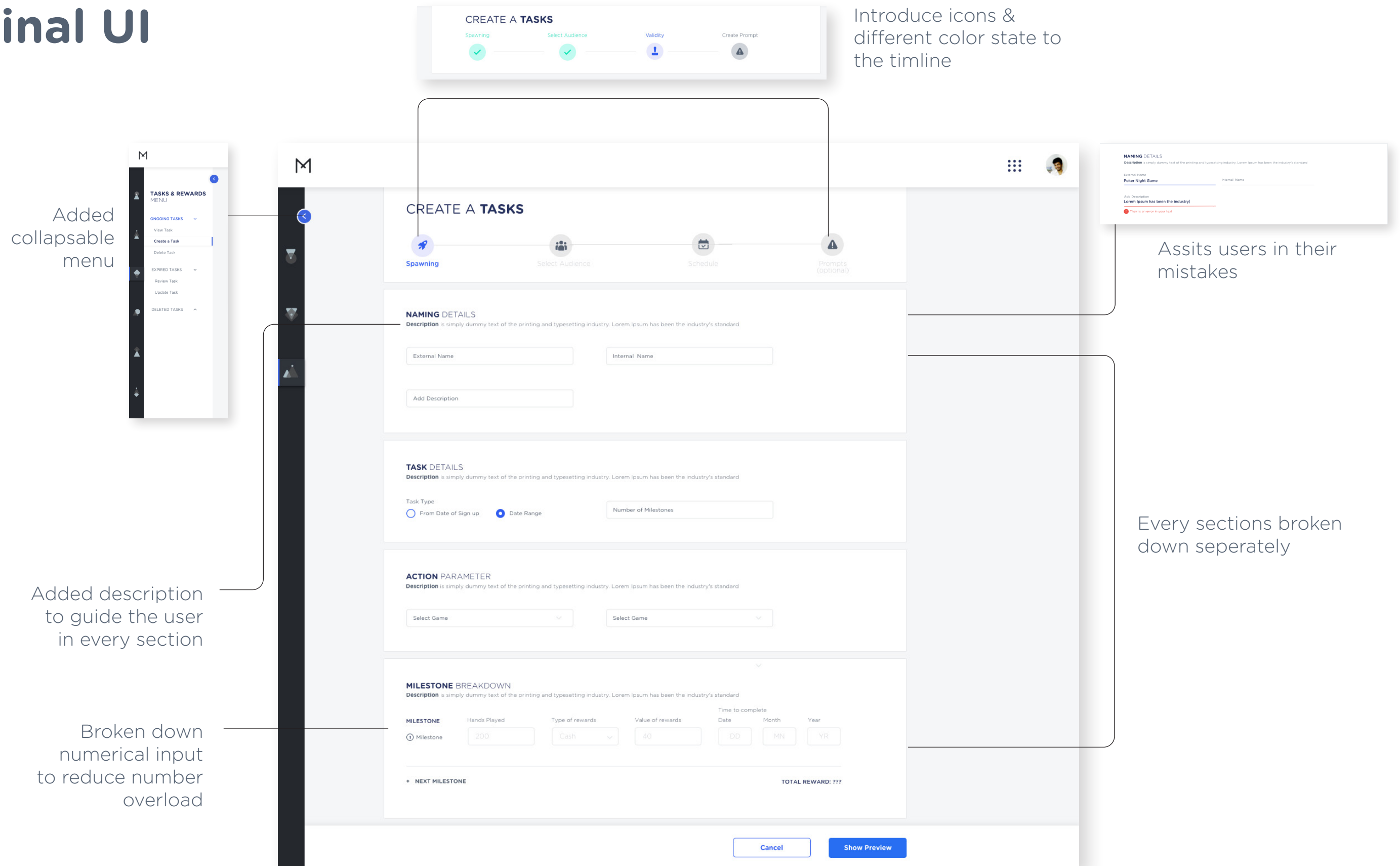


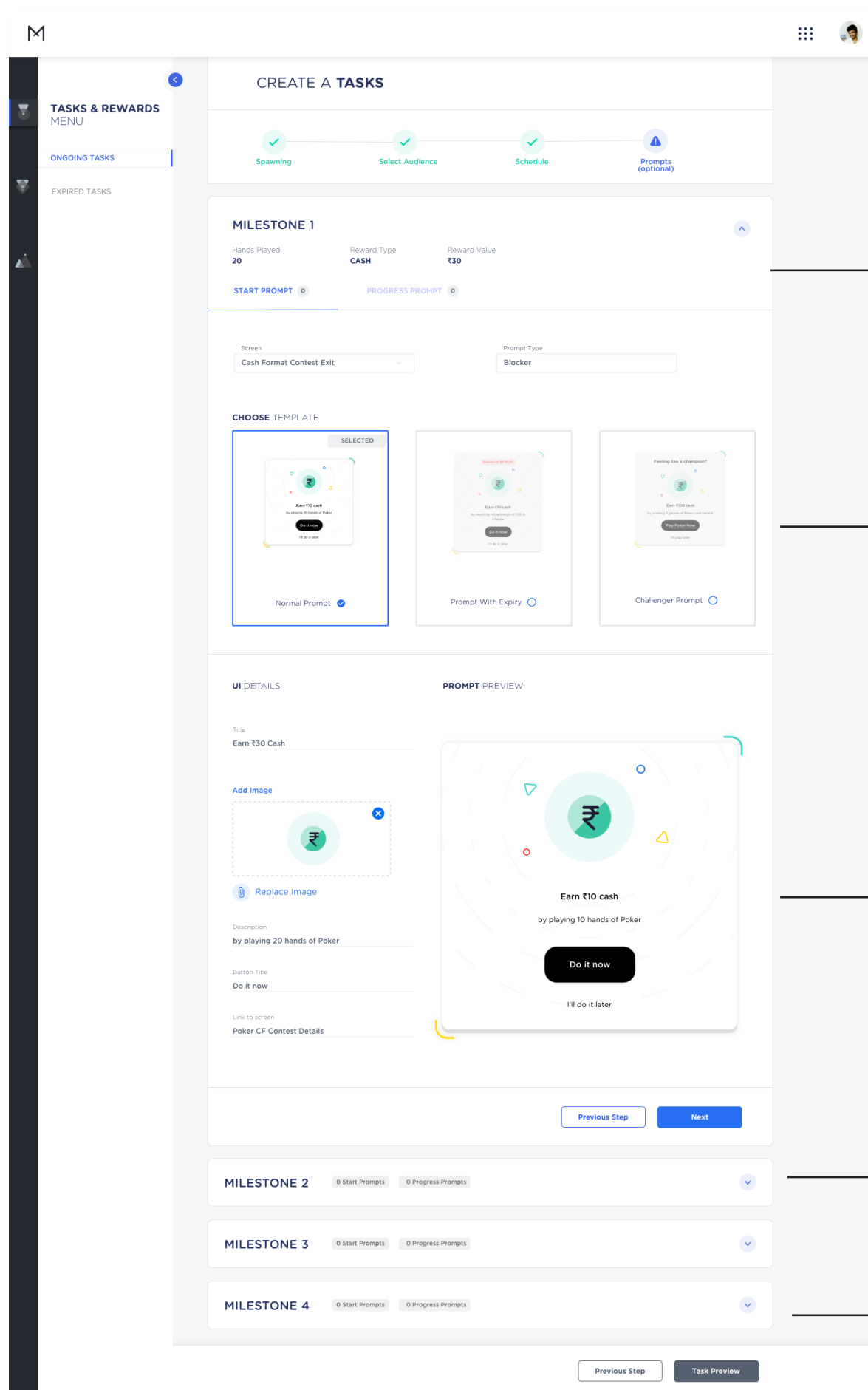
Final UI



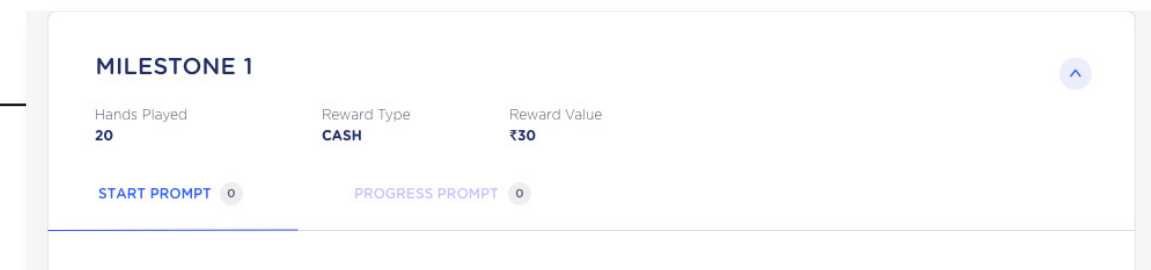
This design was voted more Clean and User friendly by the team. it also check all the point initial plan to improve this module.

Final UI

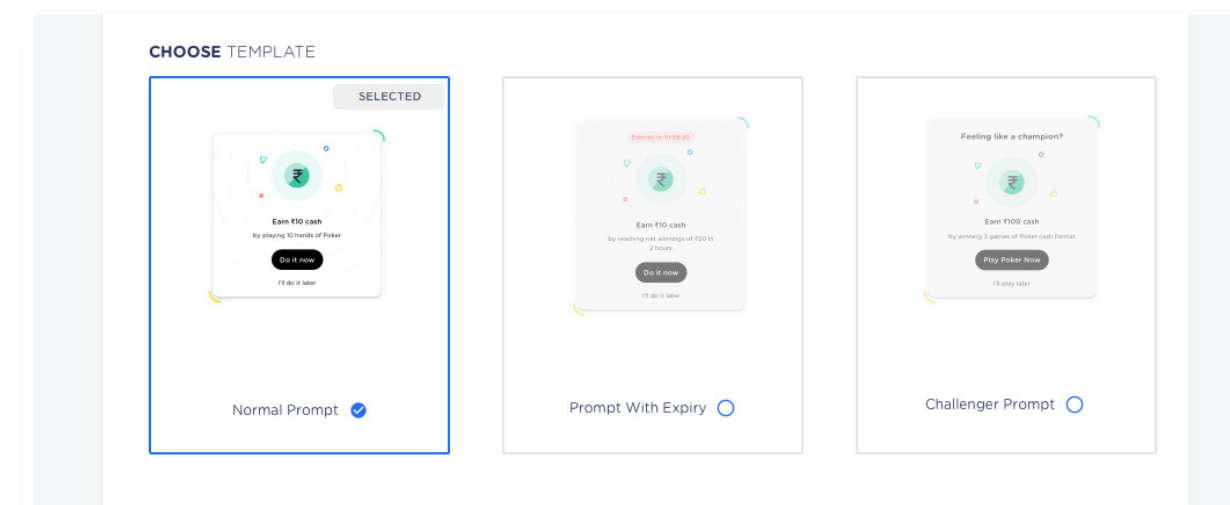




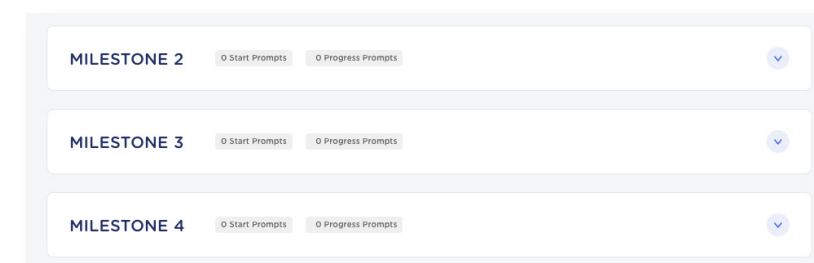
Introduce customization Tab style for seperating big sections



Introduce live offer template editing for user to see live while they are creating offer to be displayed on the platform



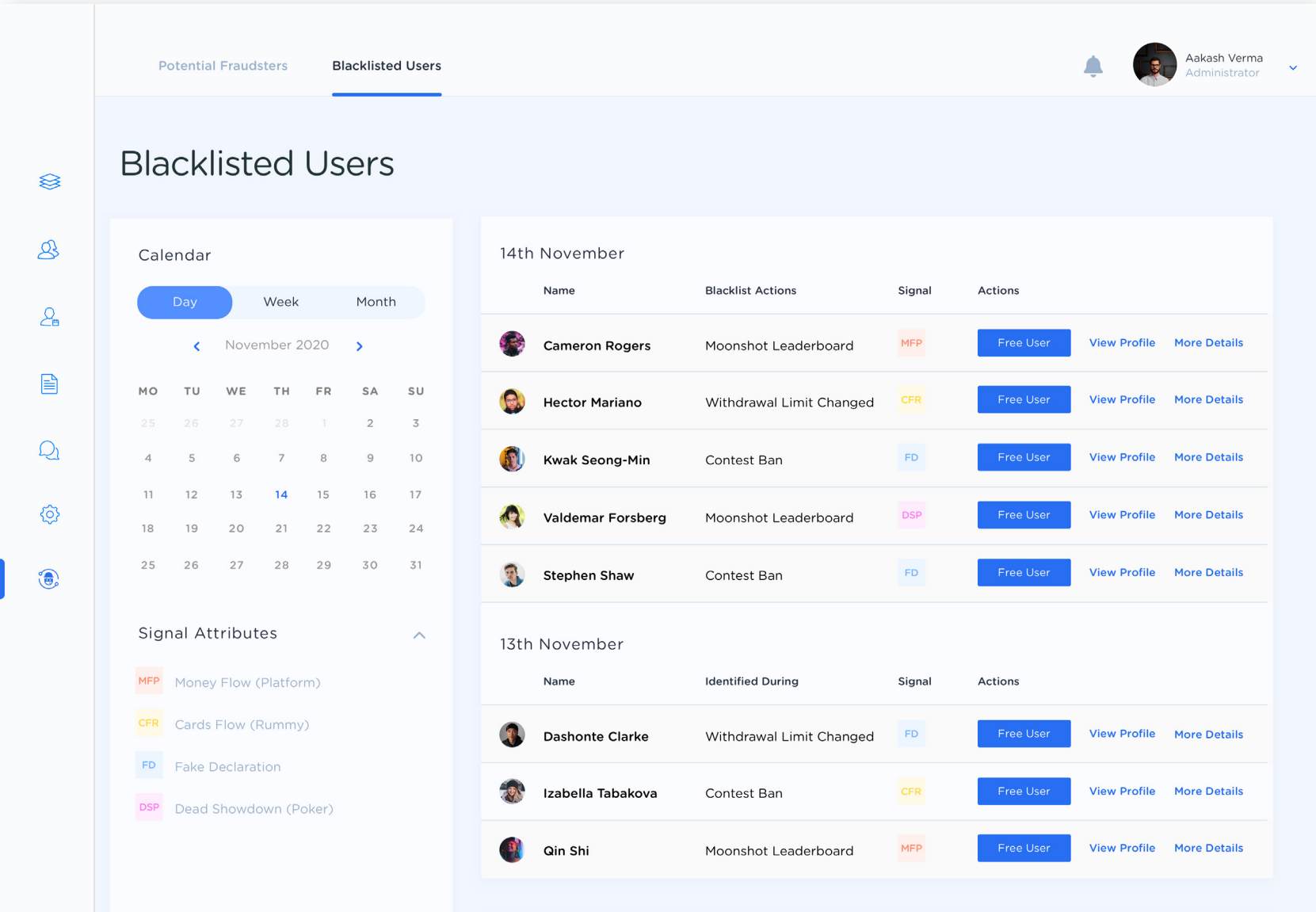
Big section are seperated to avoid information overload and ease of navigation.



COLLUSION

Goals

This module has been change a lot. New features like player profile access, file uploading and much more has been added.



Analysis

User Interaction improvement

1) Each row need to be expandable to be able to popular additional information.

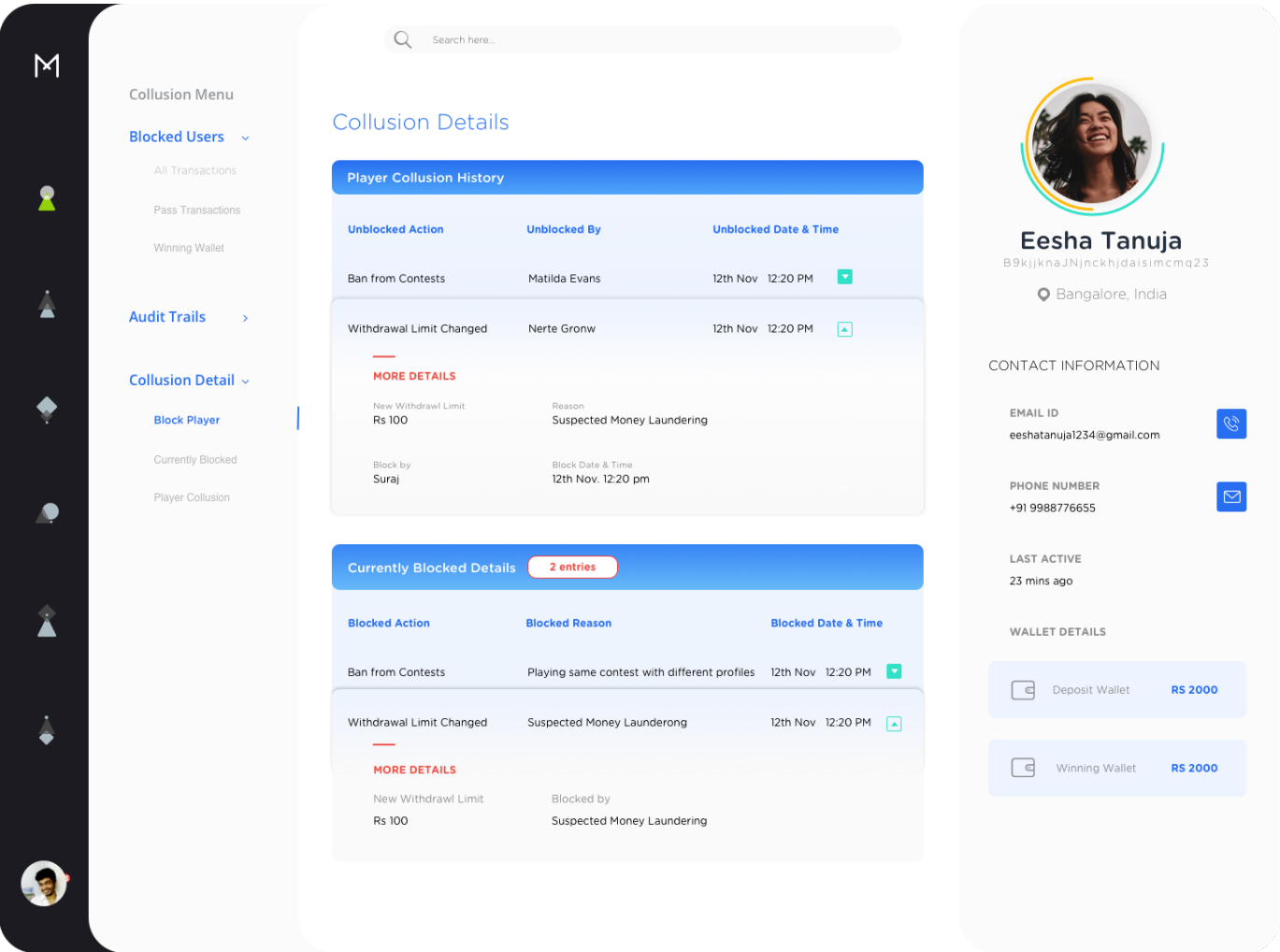
2) Since the table can get very overwhelming there should be proper seperation/distintion from rows

3) Add search bar & filter to ease navigation.

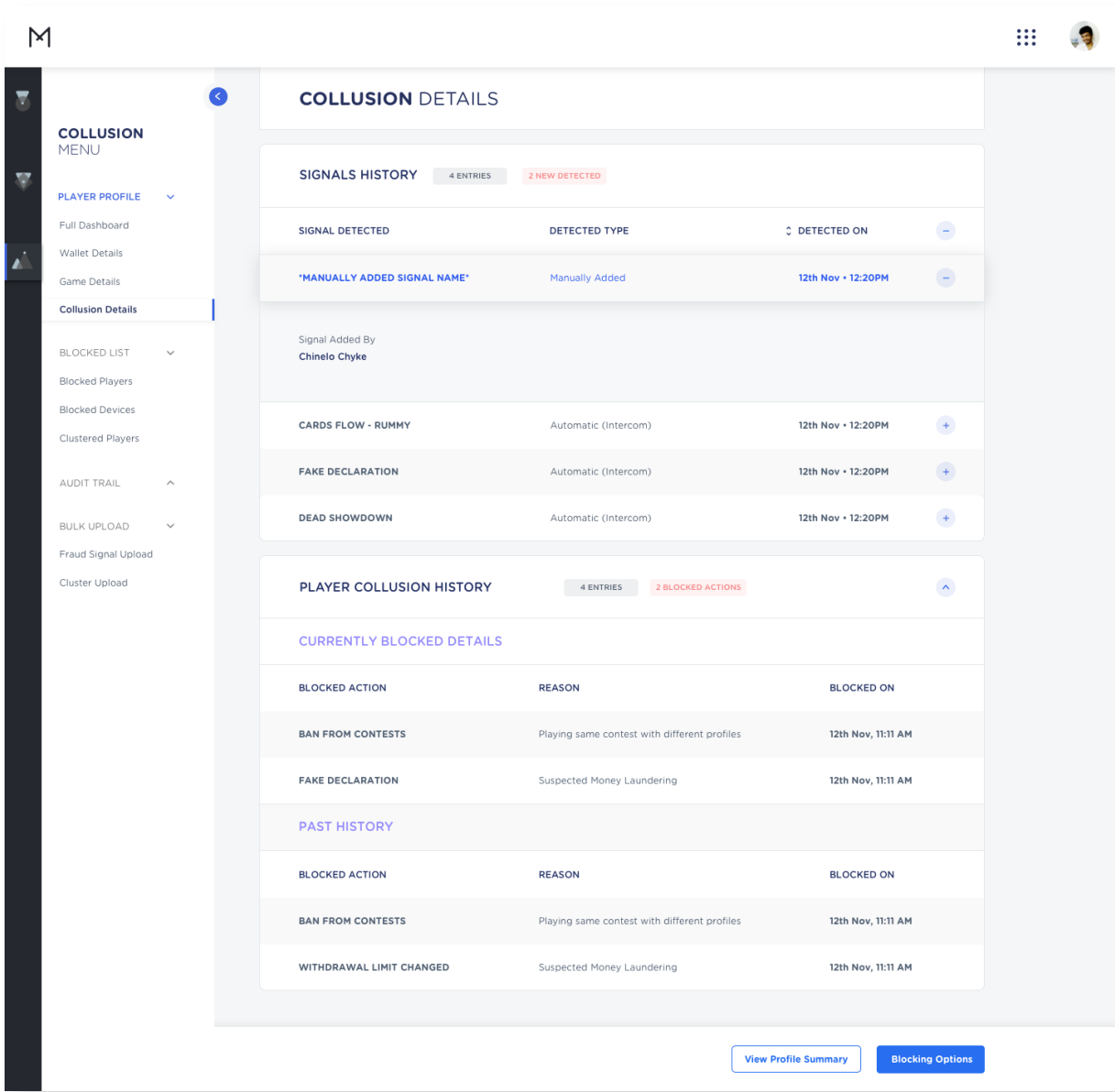
4) Improve the color uses in the tables

Initial Exploration

In this exploration we try to add all the new modules decided by the team and made a UX changes. It concluded that the profile section was taking too much for the table to fully display all the information needed.

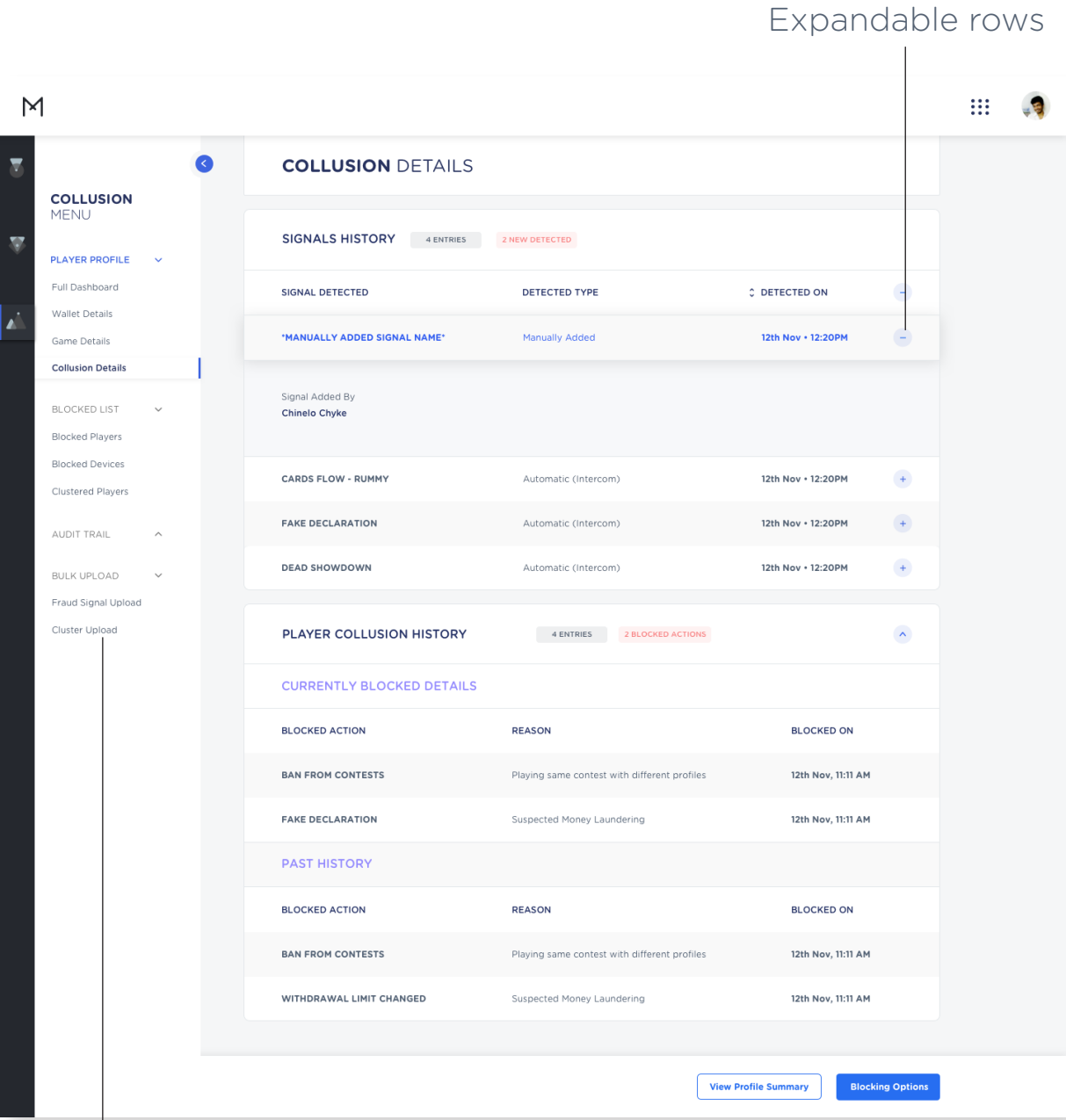


Final UI

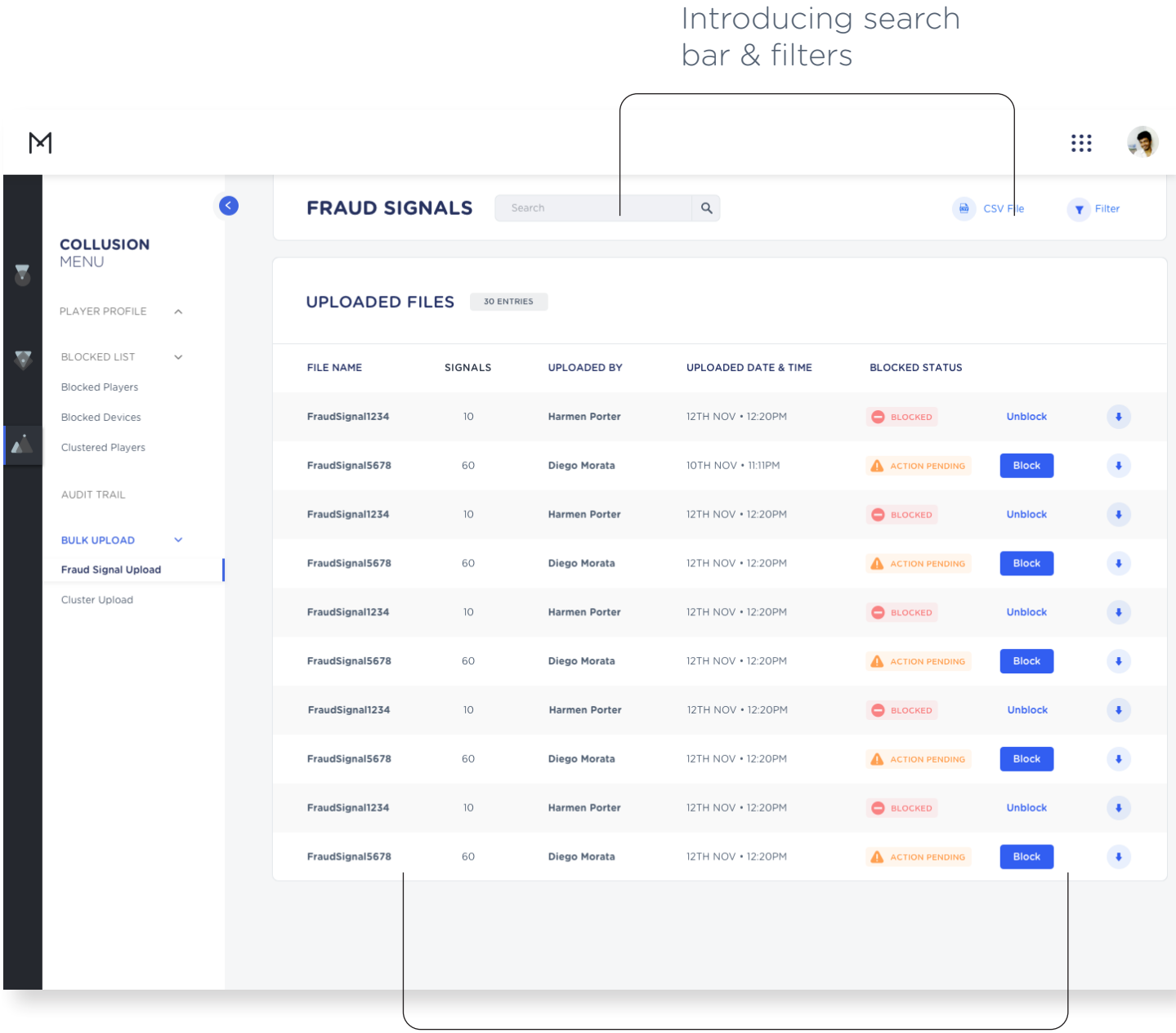


In the final design the table information are nicely space out from each other for ease of information consumption.

FINAL UI

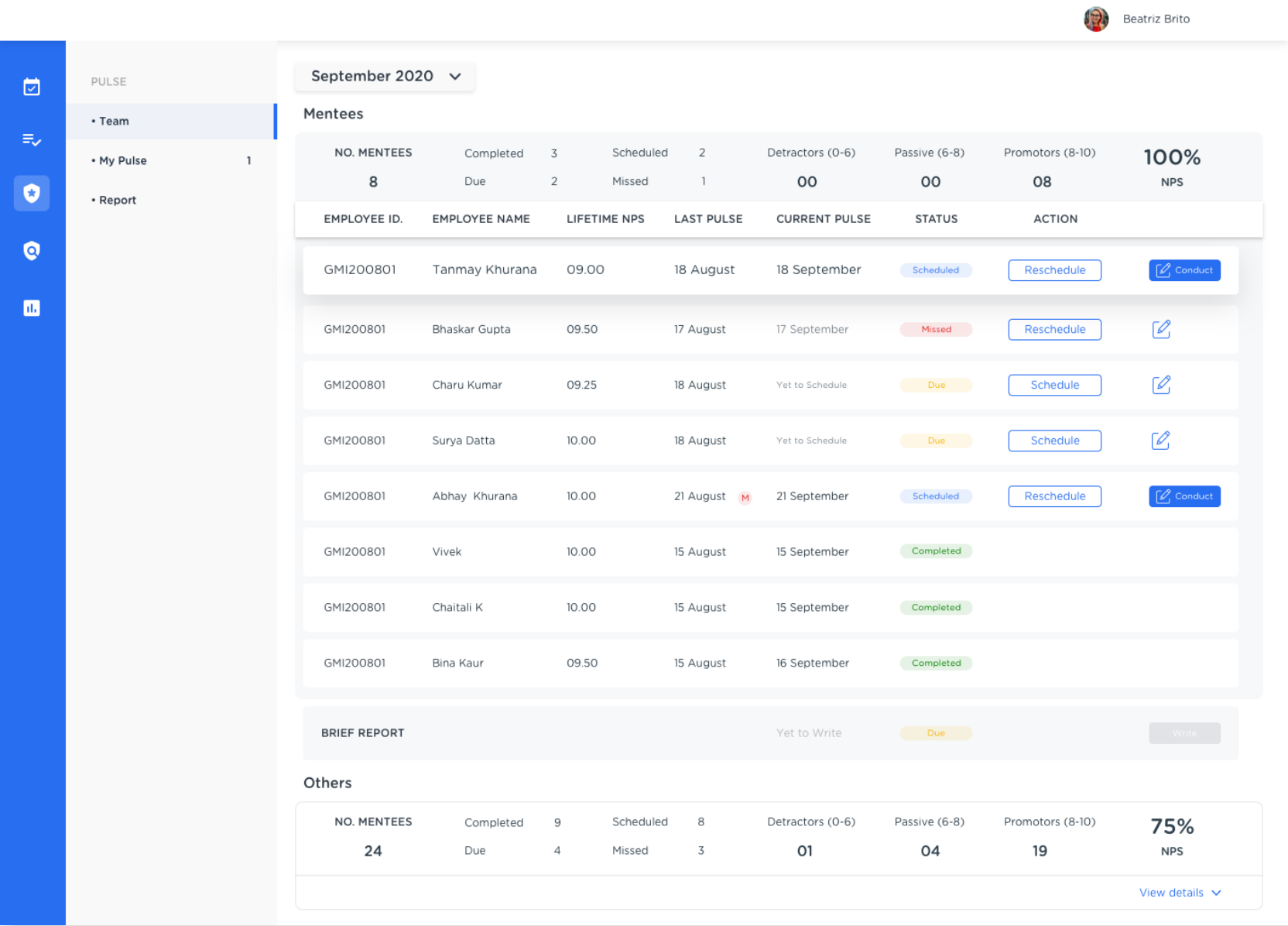


New sections added with bulk action feature.



Row are in different colors to better guide the user

PULSE



Goals

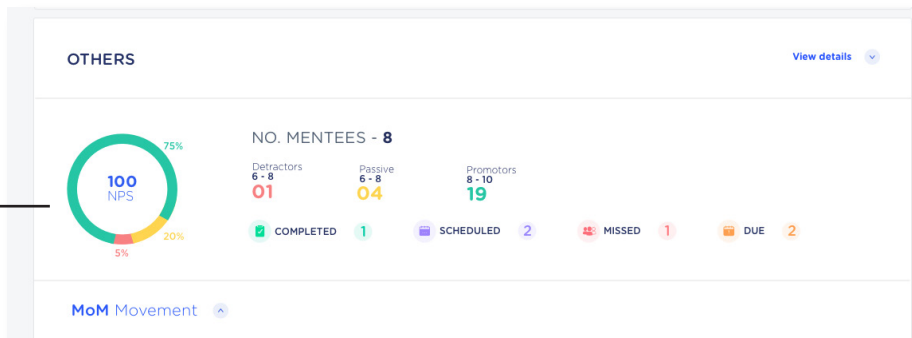
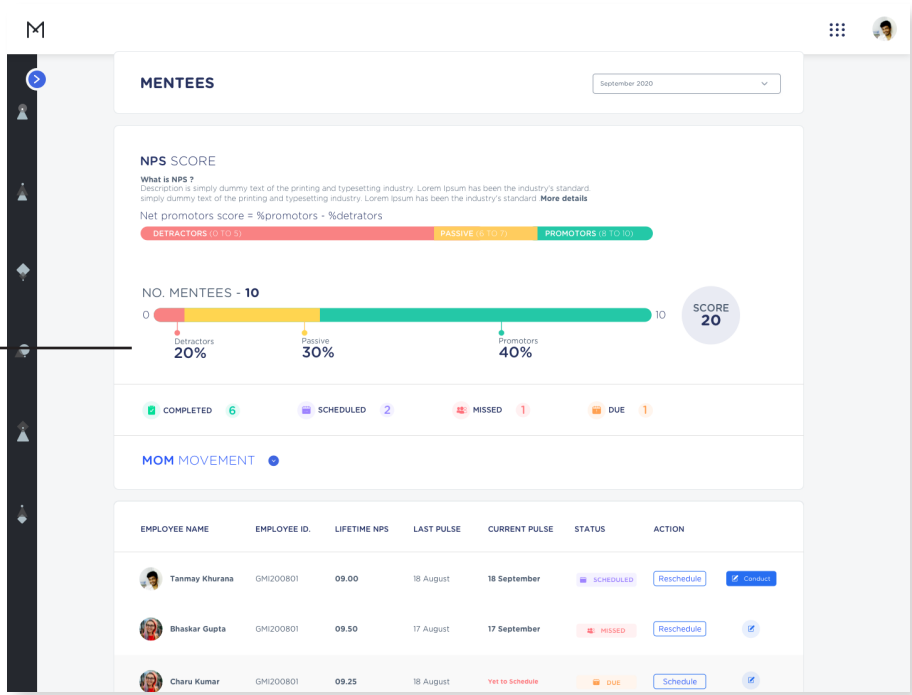
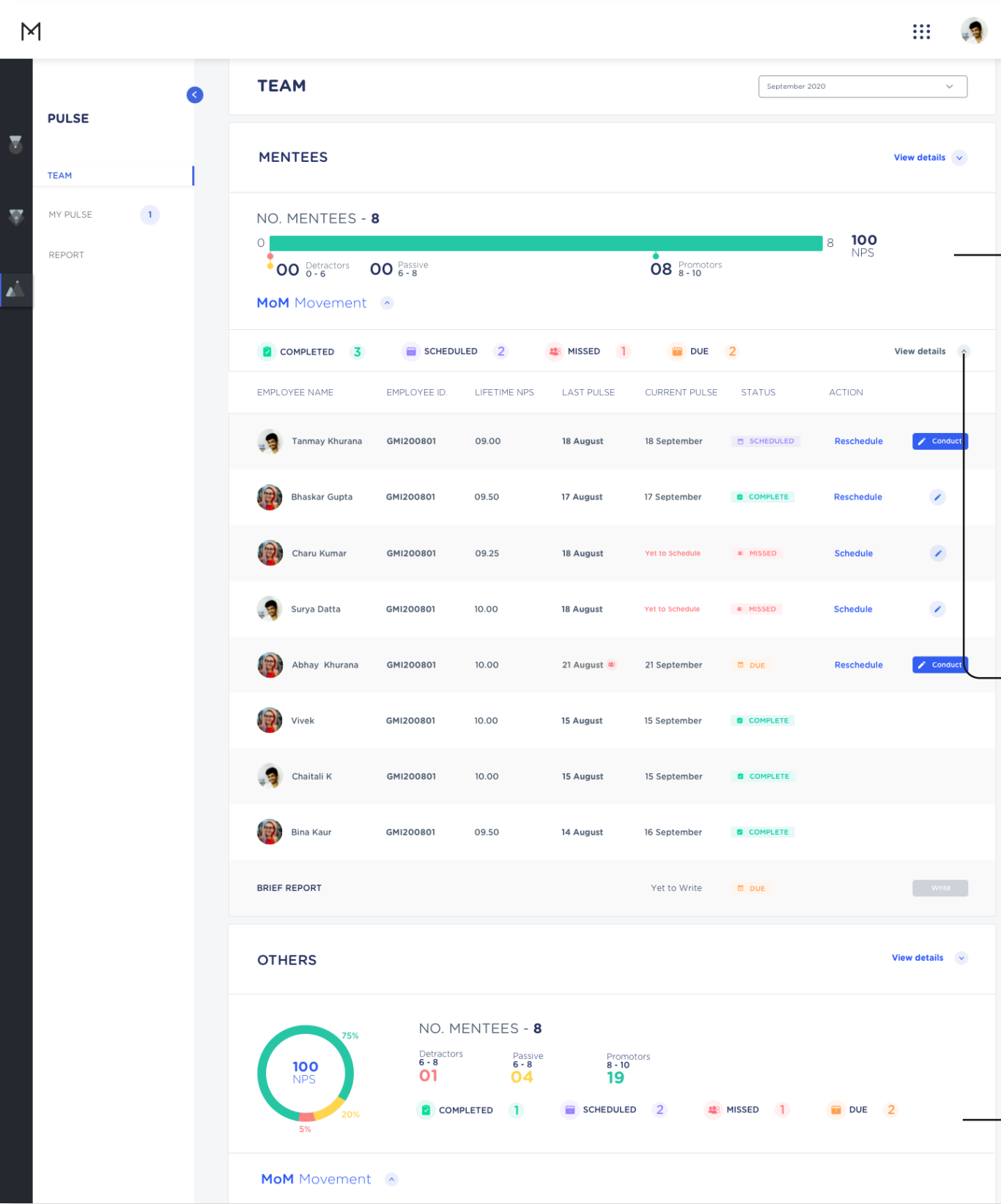
The goal here is to introduce graph elements to summerize the information display inside the table

Analysis

User Interaction improvement

- 1) The color hierarchy can be improve
- 2)Develop diagram to summeries information
- 3)Have profile picture for quick reference for the user
- 4) Ability to hide or unhide information for ease of information consumption.
- 5) Use table style already establish in previous design.

FINAL UI



User can get access to extra information like what is NPS score and what is the formula for it.

We also added a drop down where the user can access a timeline graph for additional information.

| DESIGN SYSTEM SHOWCASE

The following pages showcase all the components and rules design for Getmega internal platform

| LAYOUT RULE

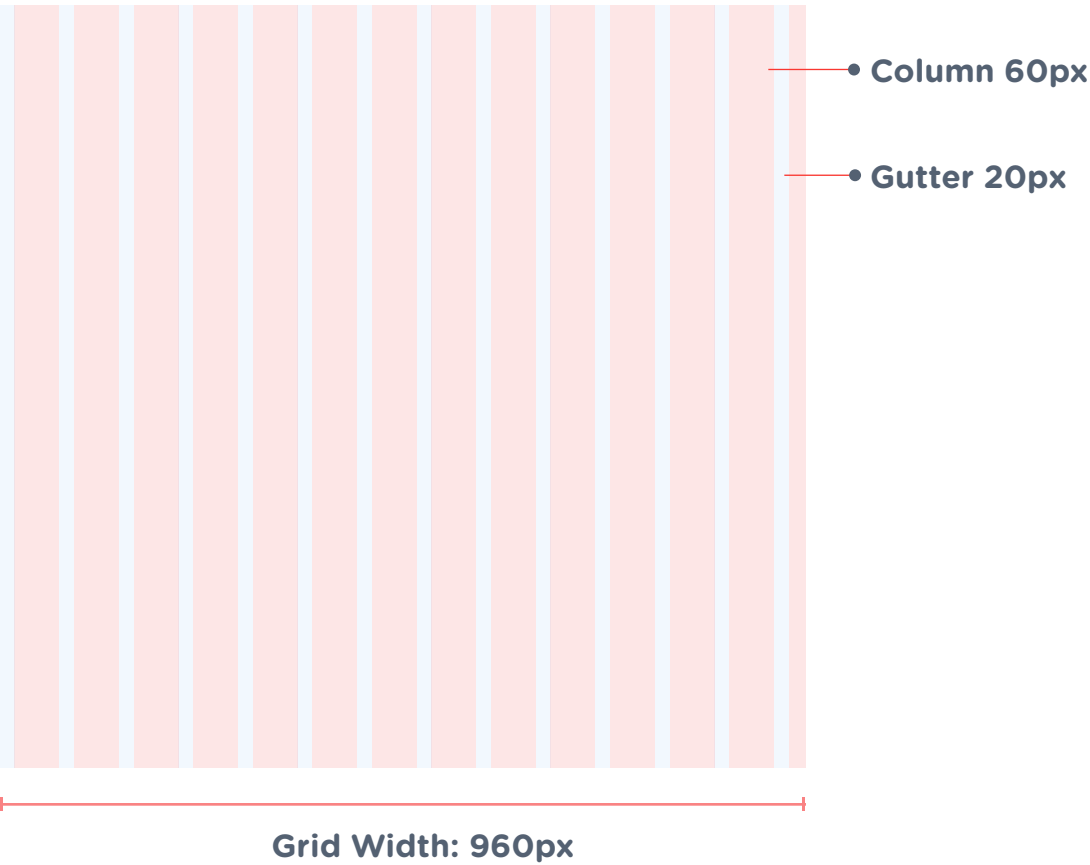
Getmega Internal follow a responsive layout grid that adapts to screen size and orientation, ensuring consistency across layouts.

THE GRIND SYSTEM

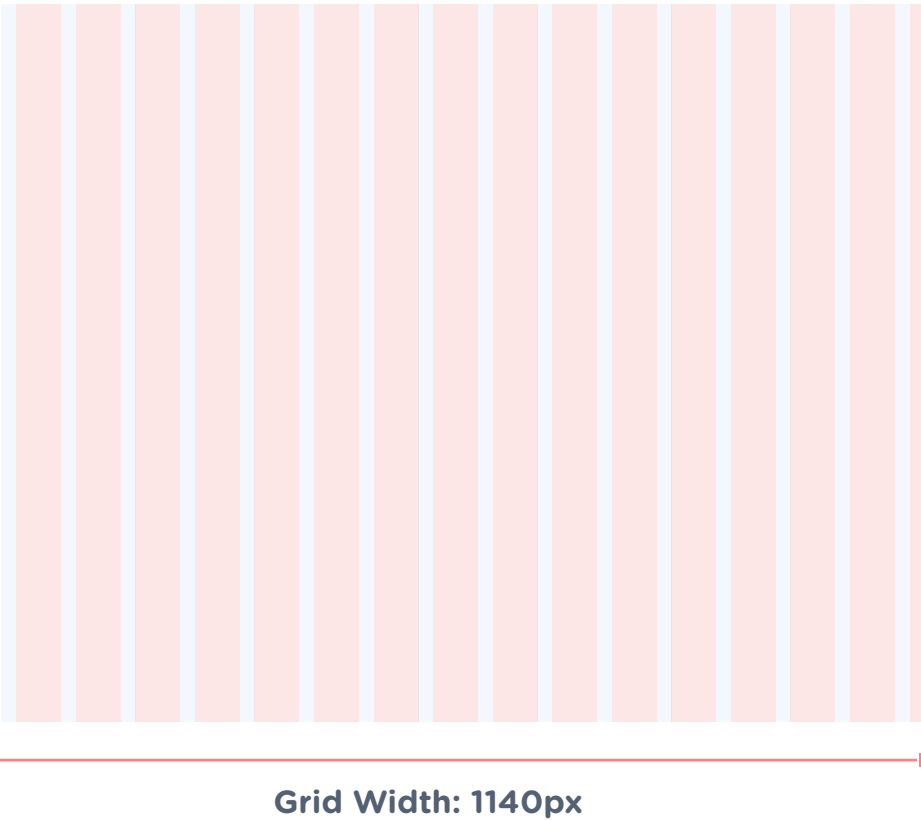
GRID SETTING

Total Width:	960px	Gutter Width:	20px
Offset:	320px	Column Width:	60px
Number of Columns:	12px		

NORMAL GRID (960PX)



EXTENDED GRID (1140PX)



The extended grid is used when the page content doesn't fit the 960px grid horizontally.

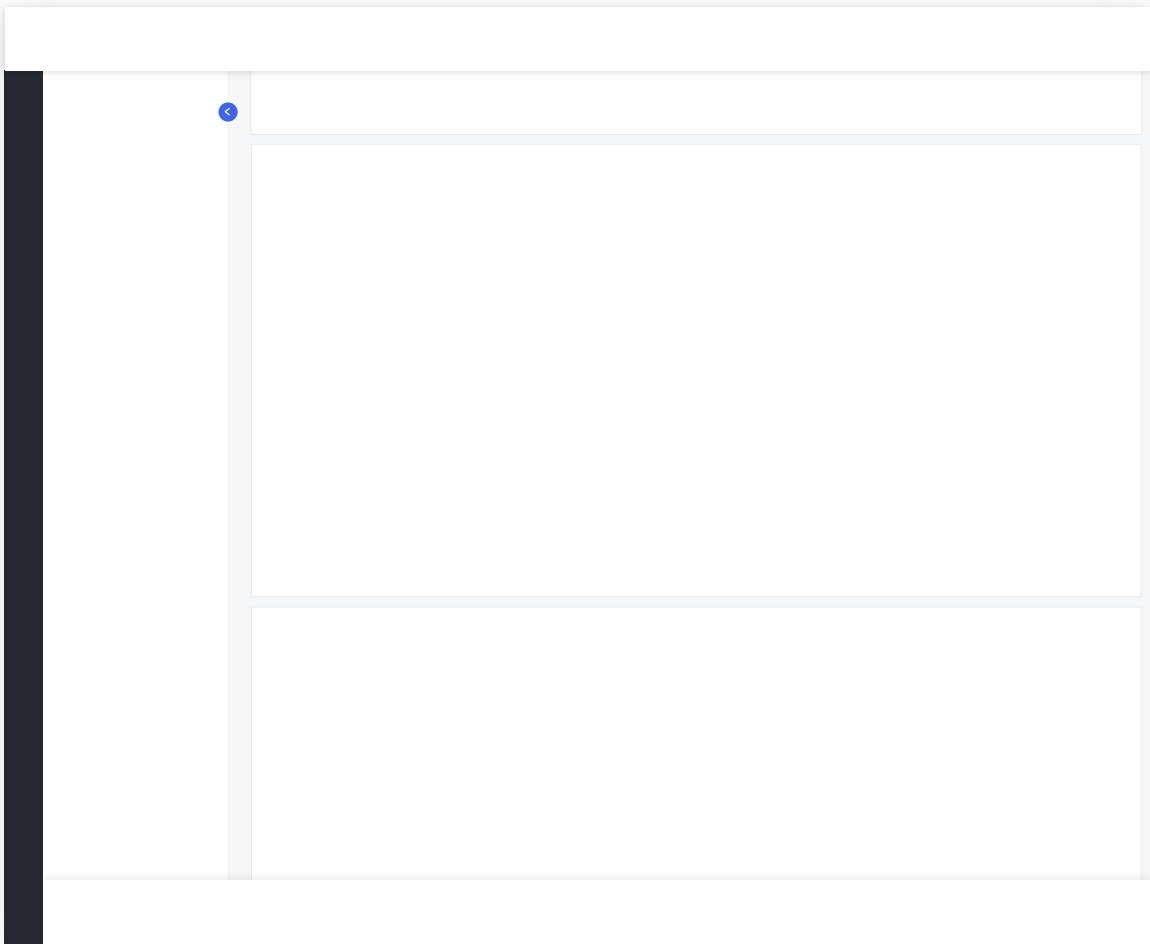
Diagram insight

The size of the screen has been scale to fit this document and is not original's screen size.

GRIND PLACEMENT

EXTENDED GRID (1140PX)

MENU OPEN



MENU COLLASPE

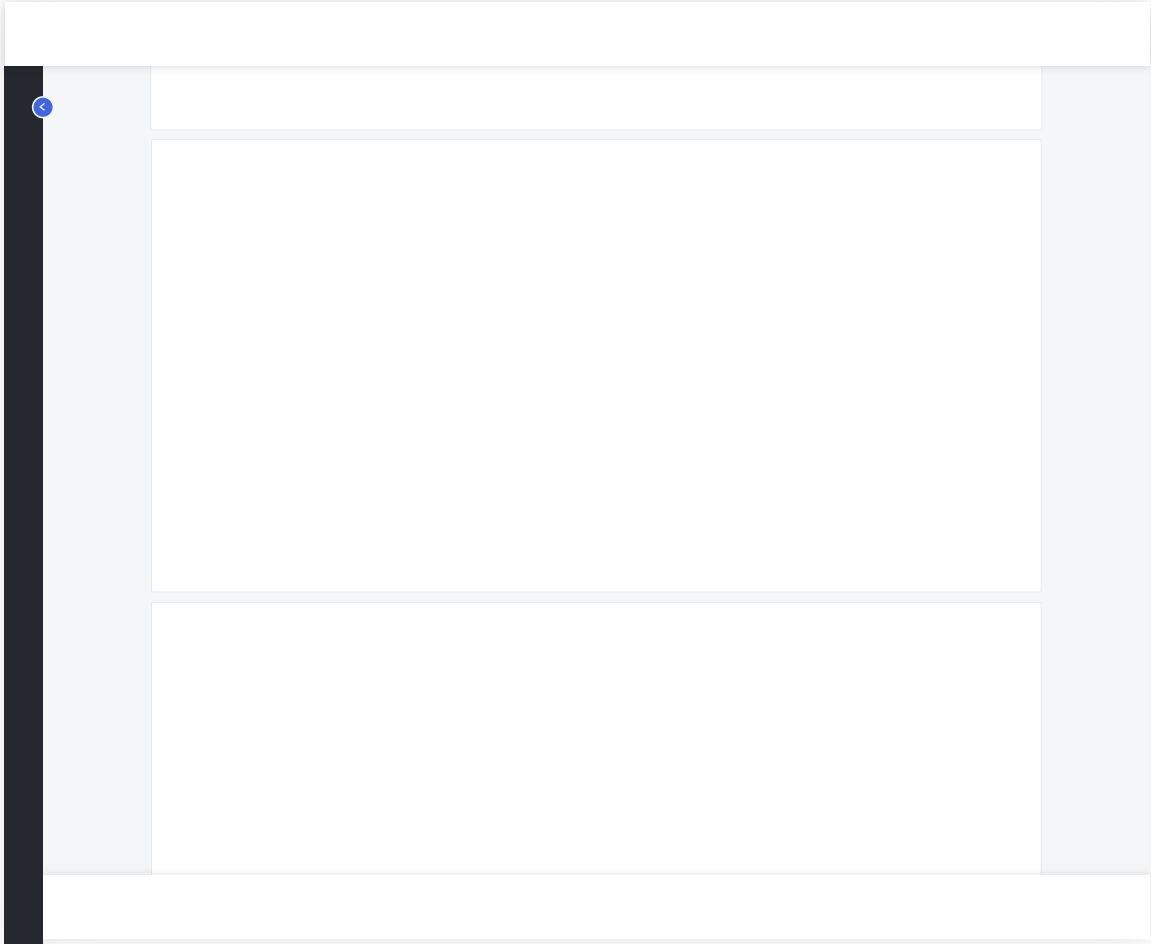


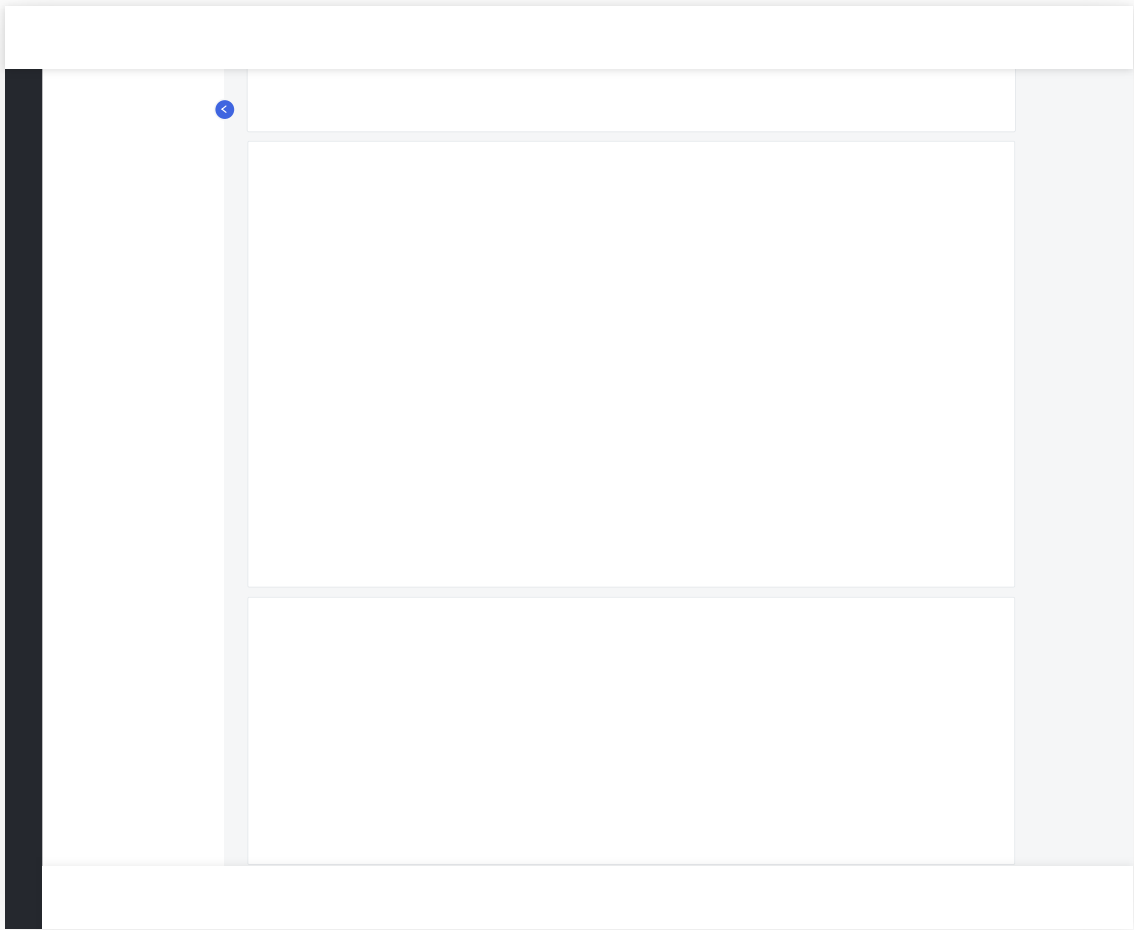
Diagram insight

The size of the screen has been scale to fit this document and is not original's screen size.

GRIND PLACEMENT

NORMAL GRID (960PX)

MENU OPEN



MENU COLLASPE

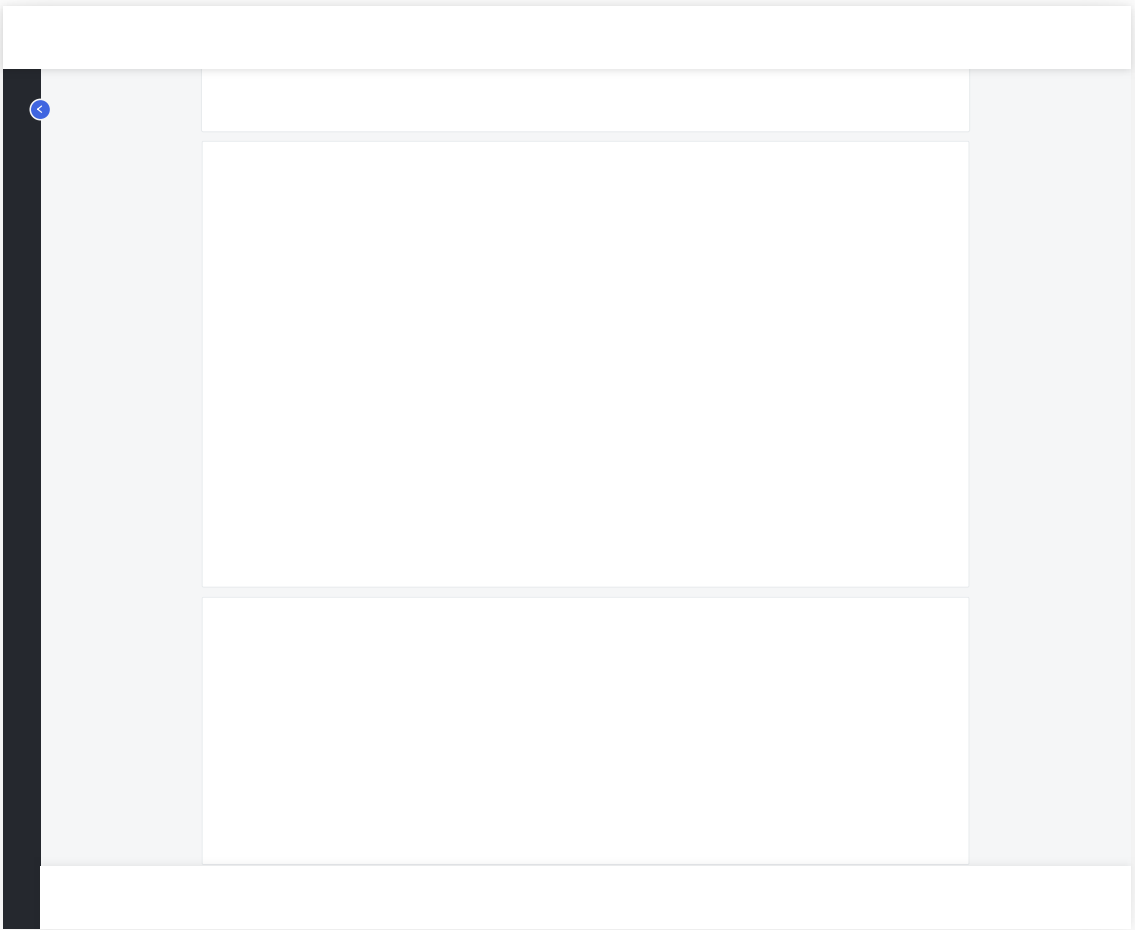
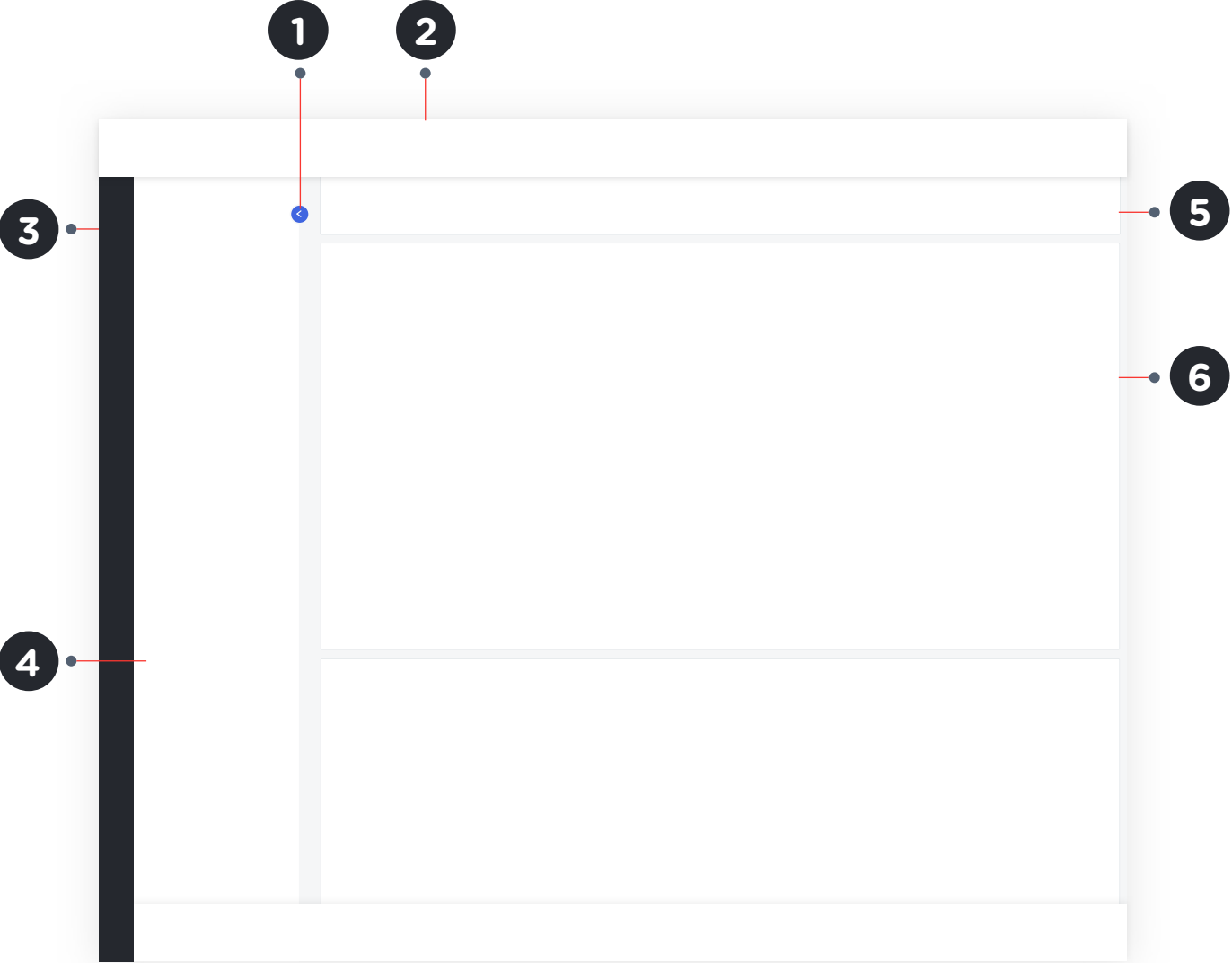


Diagram insight

The size of the screen has been scale to fit this document and is not original’s screen size.

LAYOUT GUIDE



- 1 Menu Button**
The layout follow a 14 columns grid which move along when the side menu open.
- 2 Top Navgation Bar**
The layout follow a 14 columns grid which move along when the side menu open.
- 3 Main Menu**
The layout follow a 14 columns grid which move along when the side menu open.
- 4 Secondary Menu**
The layout follow a 14 columns grid which move along when the side menu open.
- 5 Page title bar**
The layout follow a 14 columns grid which move along when the side menu open.
- 6 Content Block**
The layout follow a 14 columns grid which move along when the side menu open.

LAYOUT MEASURMENT

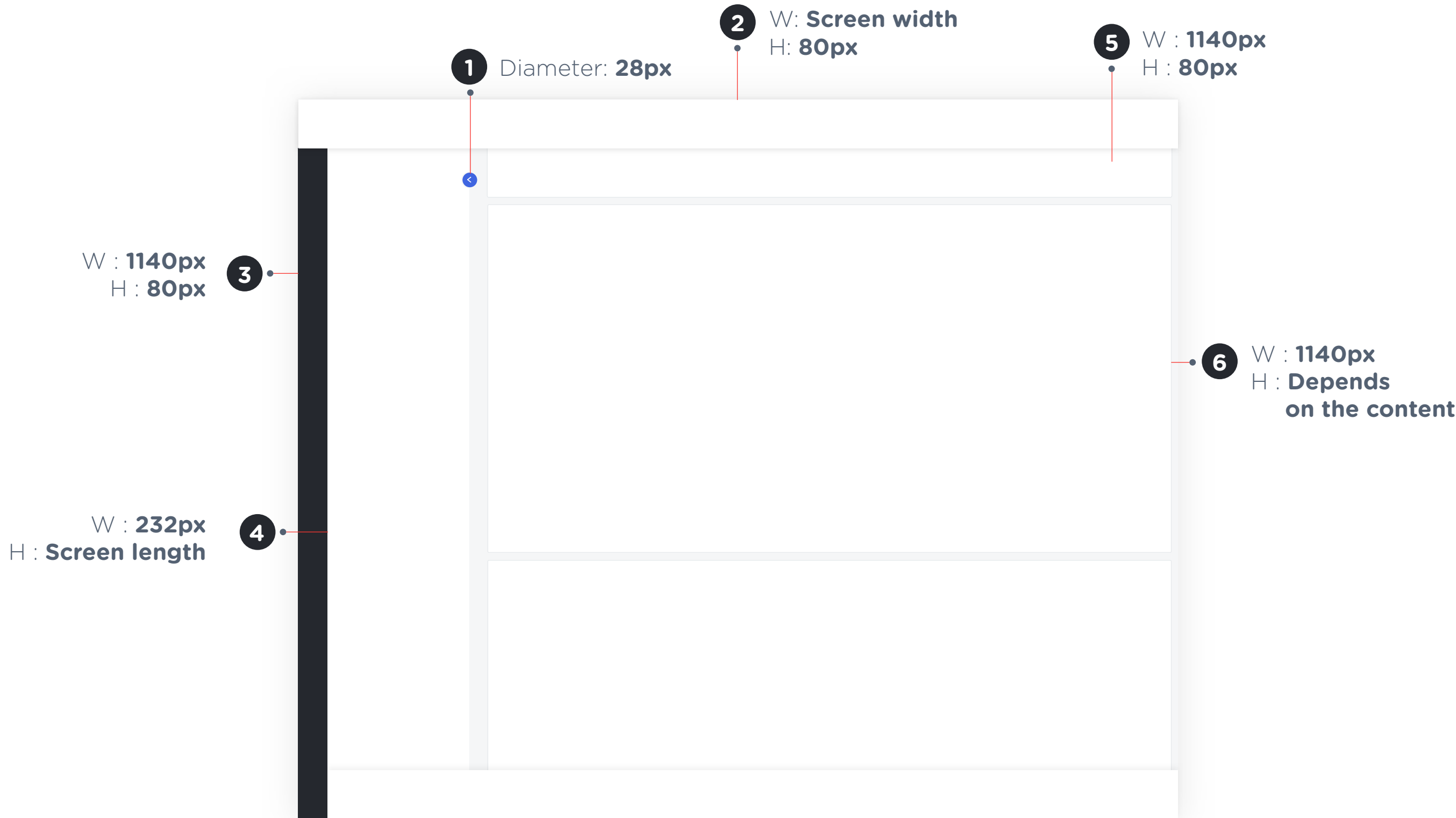
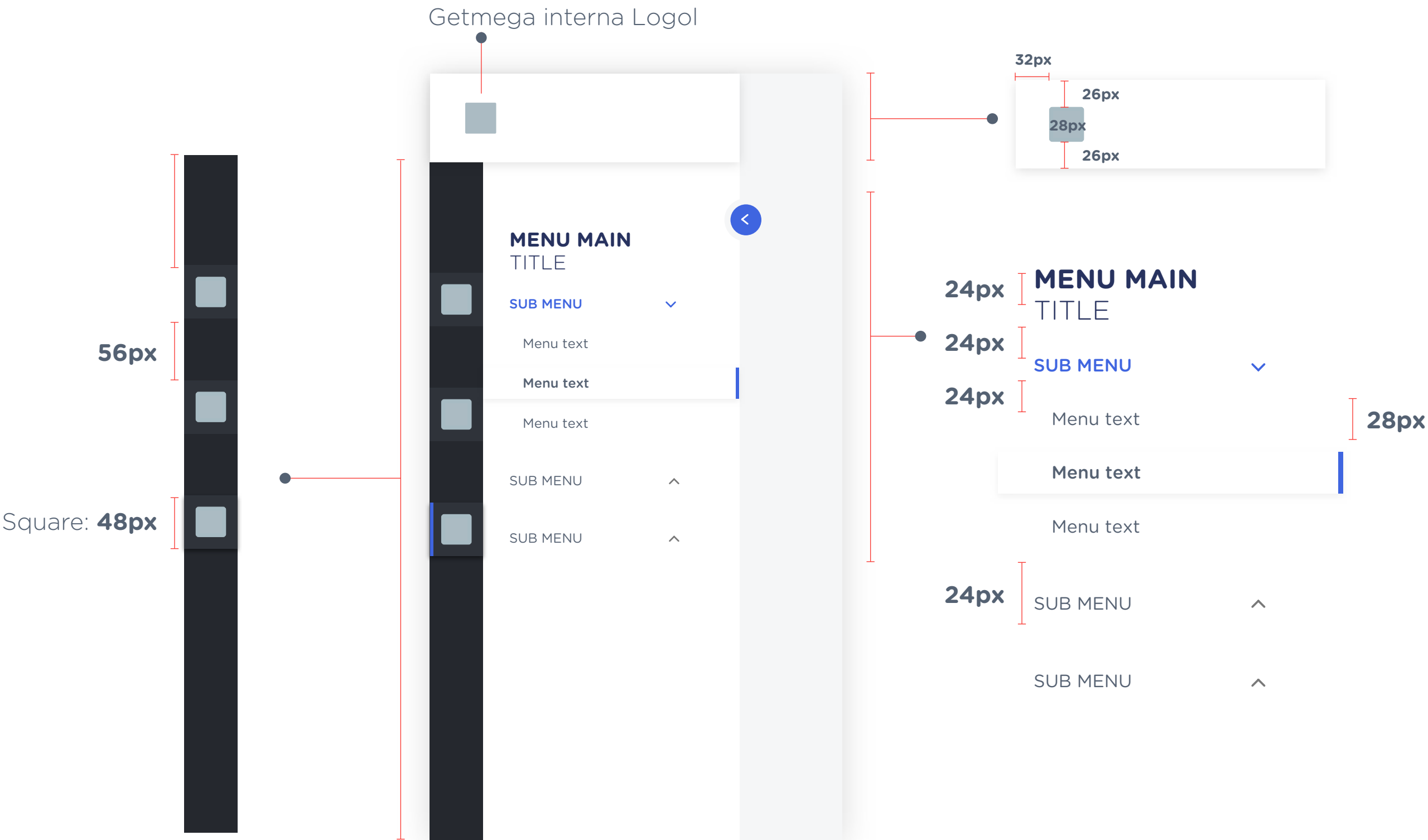


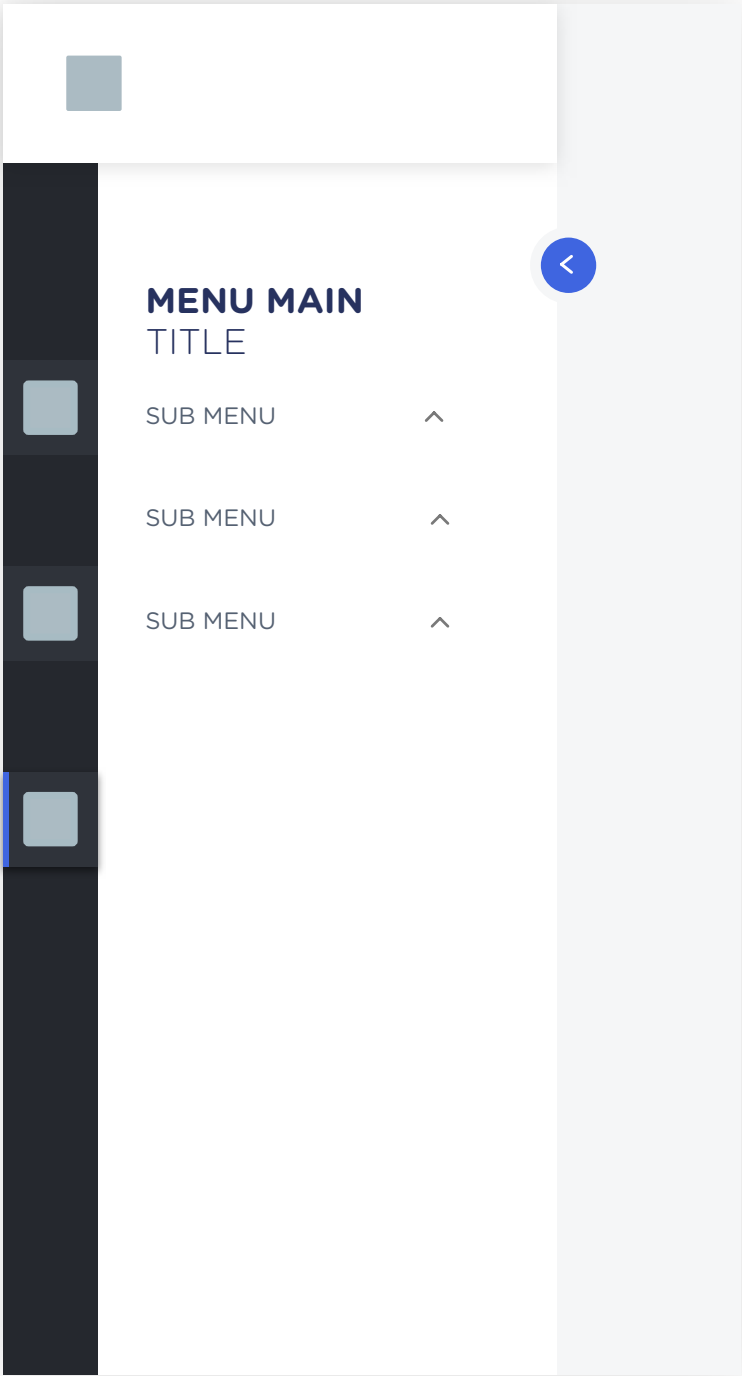
Diagram insight
The size of the screen has been scale to fit this document and is not original’s screen size.

MENU GUIDE

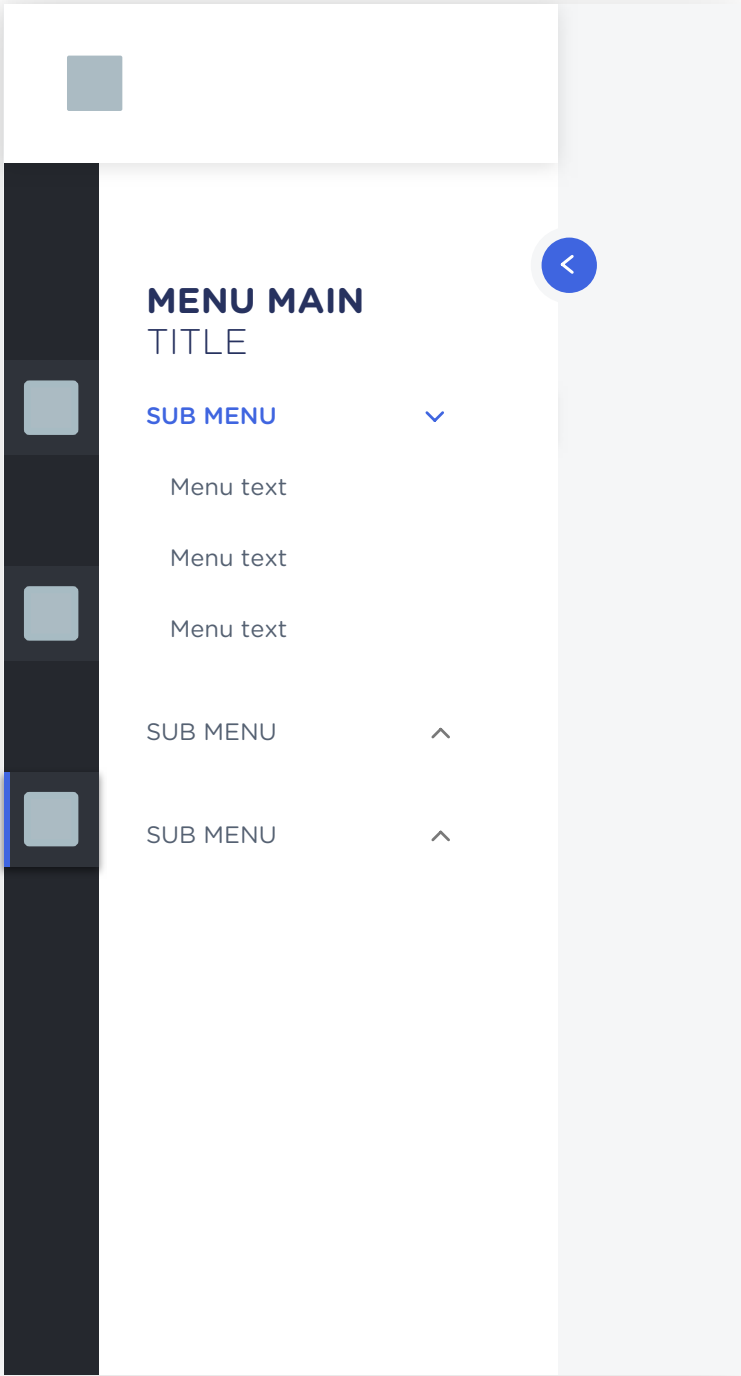


MENU GUIDE

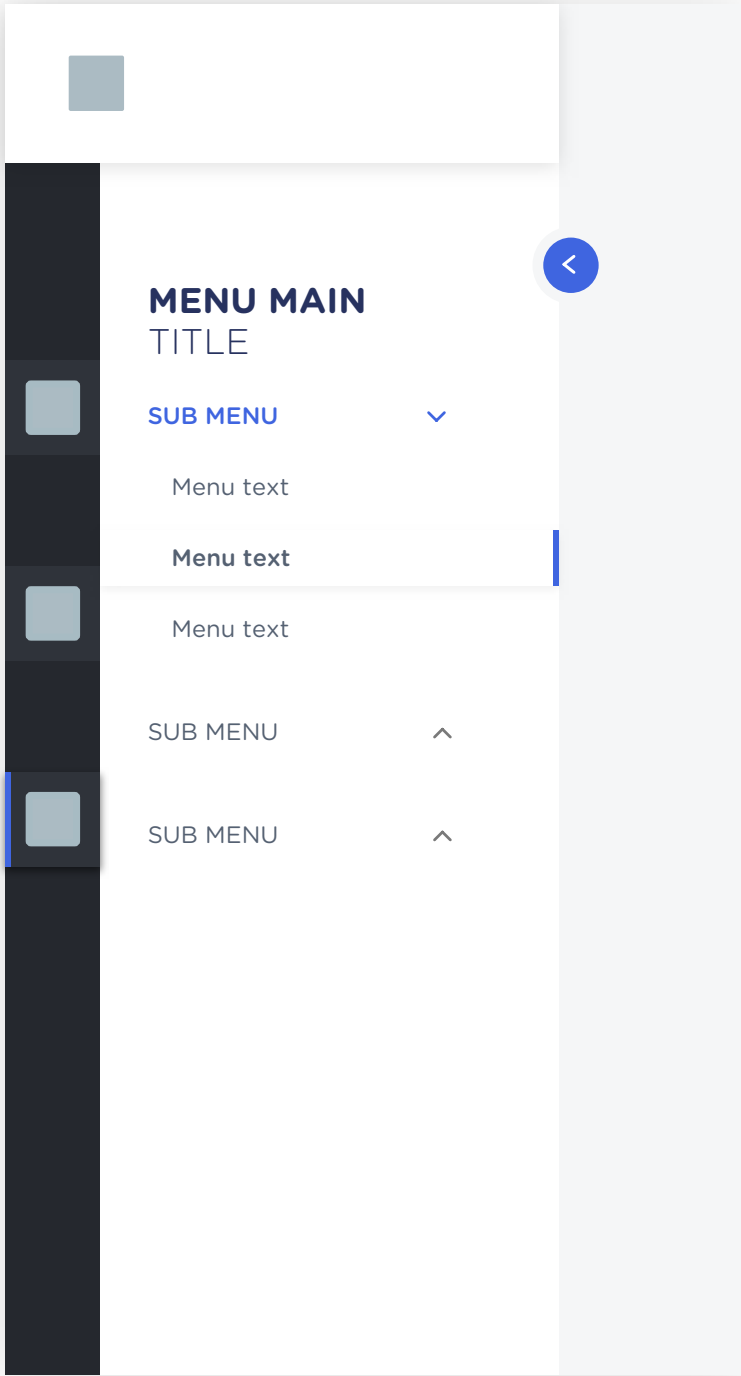
Normal



Main Menu Selection



Submenu Selection



| **BUTTON** GUIDE

A button triggers an event or action. They let users know what will happen next.

BUTTON STYLES

Primary
action button



Unchecked



Unchecked



Unchecked



Unchecked

Secondary
action button



Unchecked



Unchecked

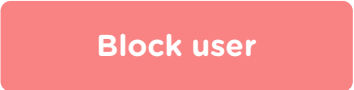


Unchecked



Unchecked

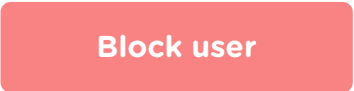
Delete
button



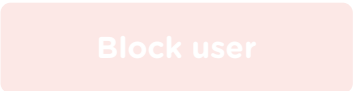
Unchecked



Unchecked



Unchecked



Unchecked

RADIO BUTTON

Basic



Unchecked



Unchecked & Disable



Checked



Checked& Press



Checked & Disable

Update Sequence

- ☒ All at once
- ☐ One at time (Custom order)
- ☐ Automatic

Update Sequence

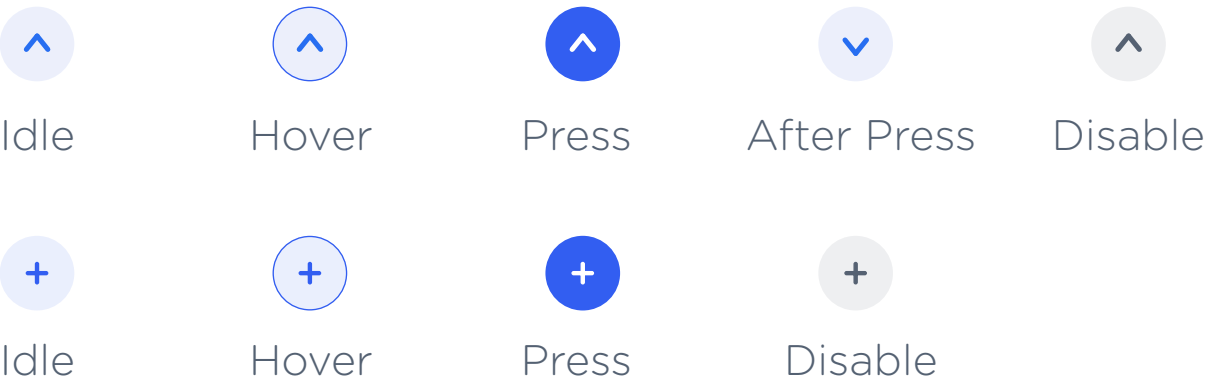
- ☒ All at once
All upgrades will be applied in parallel
- ☐ One at time (Custom order)
All upgrades at one time with customizable order
- 8px**
☐ Automatic
Apply upgrades one or several at a time based on available resources

☐ From Date of Sign up ☒ Date Range

OTHER BUTTON

Floating action button

A floating action button (FAB) performs the primary, or most common, action on a screen. It appears in front of all screen content, typically as a circular shape with an icon in its center.



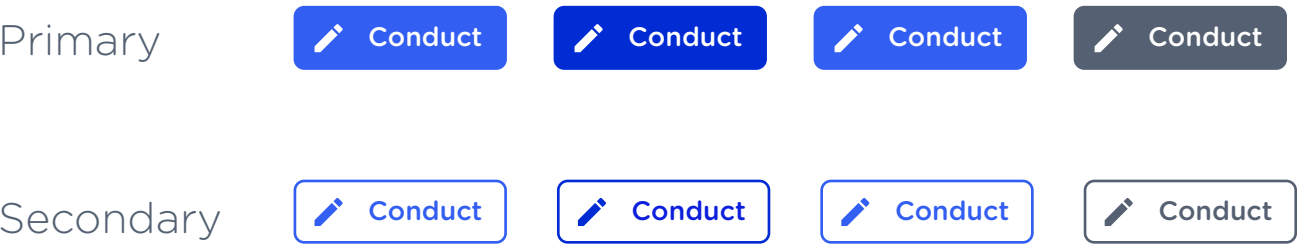
Text Button

Use a subtle button with a primary button for secondary actions, such as “Cancel” or can be place alone for extra informations



Icon/Text Button

Buttons may include an icon before or after the tex.



Link

Use a link button to navigate to another page. These should open in the same window unless information may be lost (for example, when someone is filling out a form), or when the destination is an external site (for example, a knowledge base article).



BUTTON RULES

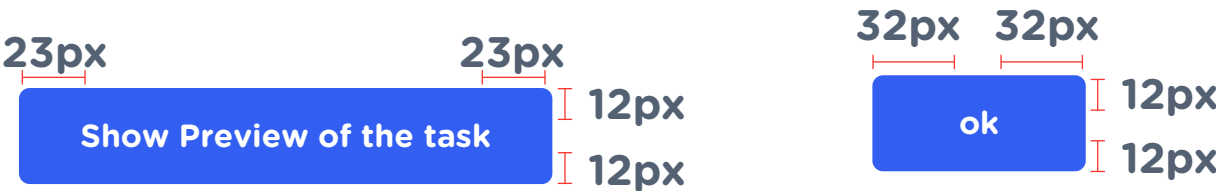


Text in button shold be always **Gotham Rounded Medium at a size of 12pt**

Button size

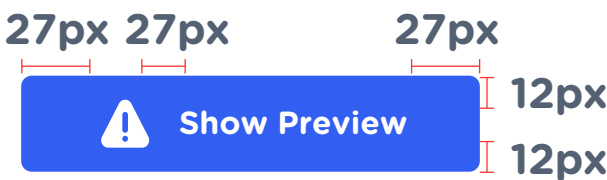
Big button

Usually use as main button place at the bottom of the screen



Big button with icon

Keep a distance of 8px from icon to text inside the button.



Distance Between Buttons and other element

Distance between two buttons

Use same width button next to each other



Don't

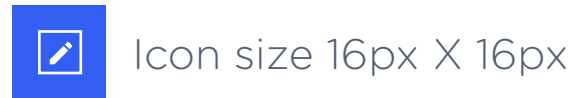
Using different button size next to each other in the bottom bar of the screen



Small button with icon

Usually used inside tables

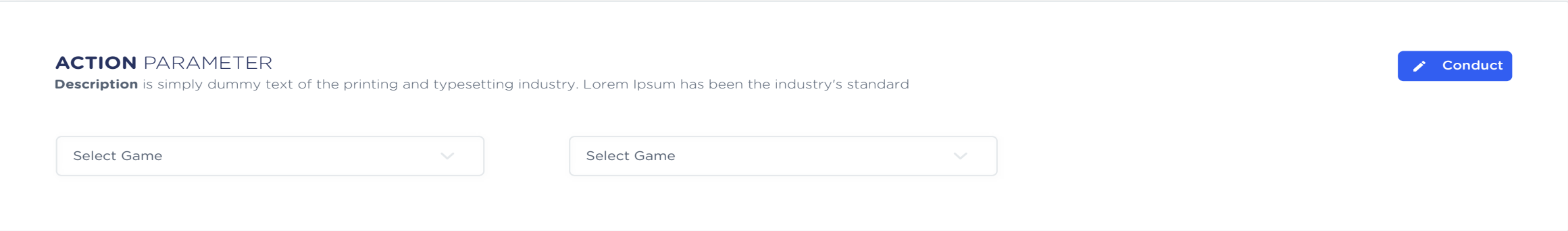
8px distance between icon and text



BUTTON RULES

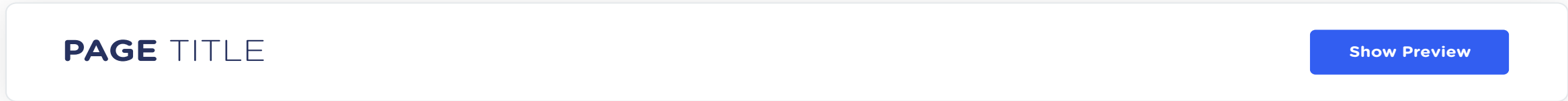
Button inside a block

use small size button inside a block



Button inside page title block

use small size button inside a block



Button next to text



| COLOR RULE

Color distinguishes the brand and helps to create consistent experiences across products.

COLOR PALETTE

Primary palette

A primary color is the color displayed most frequently across your app’s screens and components.



Dark Grey
#24282F

Navy Blue
#253162

Happy Blue
#325EF1

Secondary palette

A secondary color provides more ways to accent and distinguish your product. Having a secondary color is optional, and should be applied sparingly to accent select parts of your UI.



Peach Red
#F98283

Safron
#FFA051

Green
#24C8A7



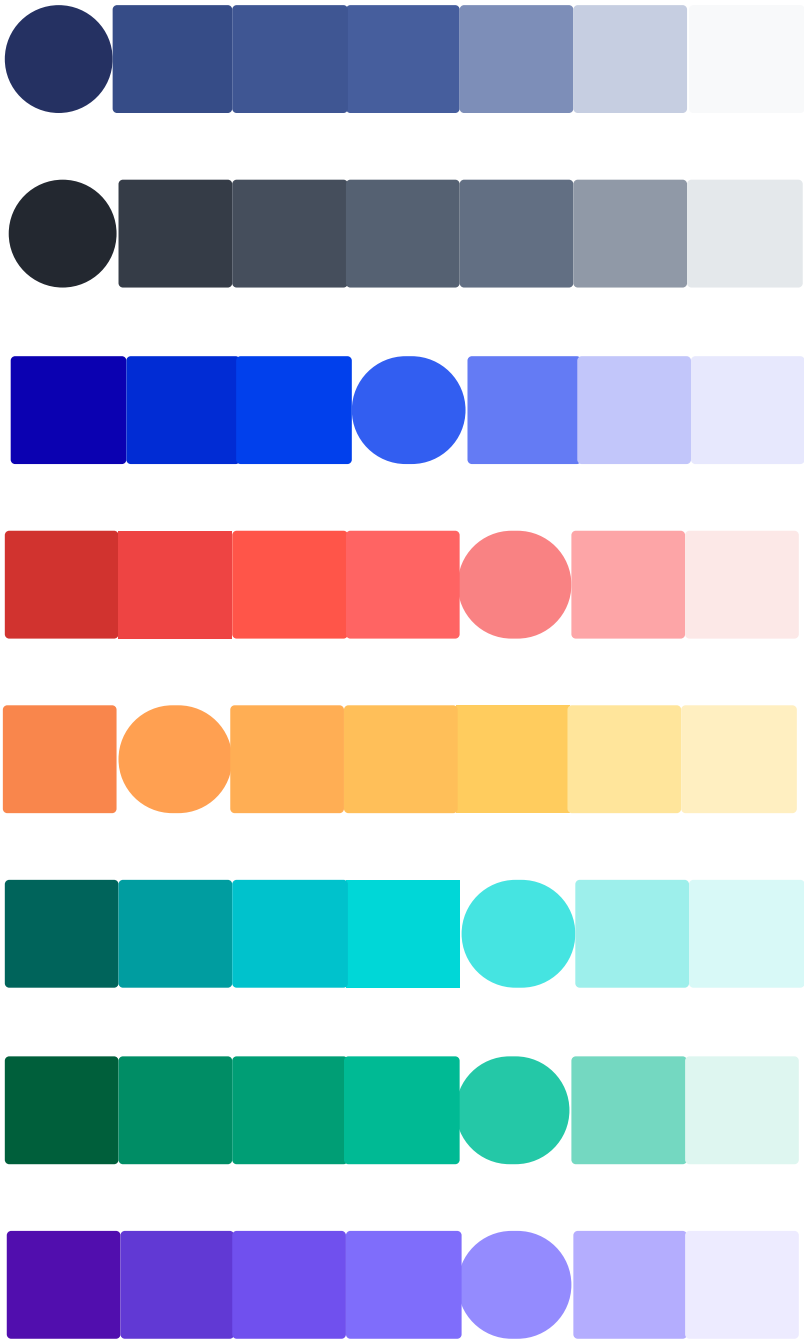
Baby Blue
#45E4E1

Purple
#948BFE

Light Grey
#556172

Color variations

Just like the primary color, your secondary color can have dark and light variants. A color theme can use your primary color, secondary color, and dark and light variants of each color.

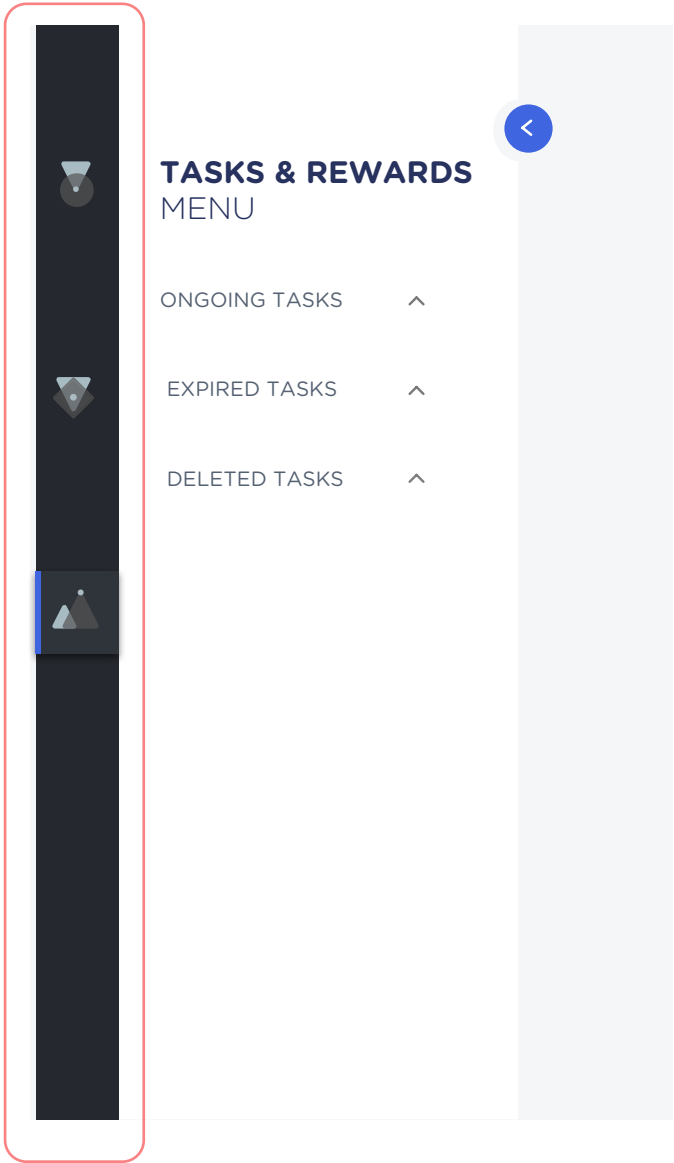


SEMANTIC COLOR

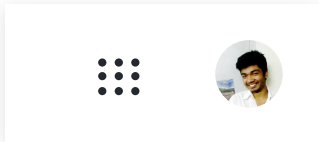
	Blue	Neutral	Green	Yellow	Red	Purple
Actions	<div></div> Primary	<div></div> Secondary	<div></div> Comfirm	<div></div> Warning	<div></div> Remove	<div></div> help
Messages			<div></div> Success	<div></div> Warning	<div></div> Error	<div></div> information
Connectivity		<div></div> unavailable	<div></div> Available		<div></div> Error	<div></div> information
Status	<div></div> in progress	<div></div> default or to do	<div></div> added or complete	<div></div>	<div></div>	<div></div>
Priority		<div></div> Trivial	<div></div> Minor	<div></div>	<div></div>	

COLOR APPLICATION

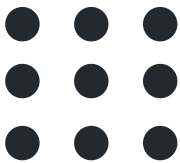
Name: Dark Grey
#24282F



Menu bar



Menu



GETMEGA LOGO



Notifications

Dark Grey will be used mostly for the menu part and top navigation bar. It will be rarely use in other element.

COLOR APPLICATION

Name: Navy Blue
#253162

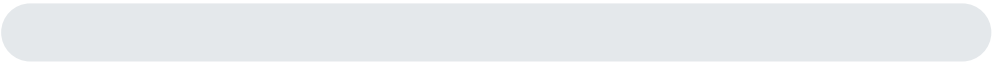


Dark neutrals are very effective for creating contrast and are therefore the primary color used for typography. Occasionally the dark neutrals are found in illustration but they rarely dominate the palette. Some exceptions are dark mode UI elements and illustrations.

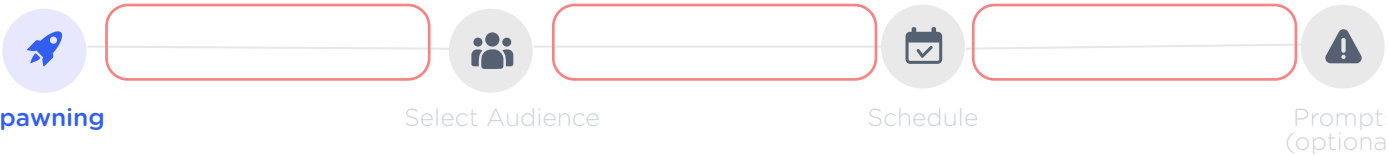
Applications

Title	_____	24pt	_____	TITLE PAGE
Sub-title	_____	14pt	_____	SUB TITLE

Name: Navy Blue
#253162



Use mid-neutrals to create depth in components such as border, lines and cards. Avoid mid-neutrals as background colors because there is usually not enough contrast.



MILESTONE BREAKDOWN
Description is simply dummy text c

ACTION PARAMETER
Description is simply dummy text of the |

Select Game

COLOR APPLICATION

Name: Navy Blue
#253162



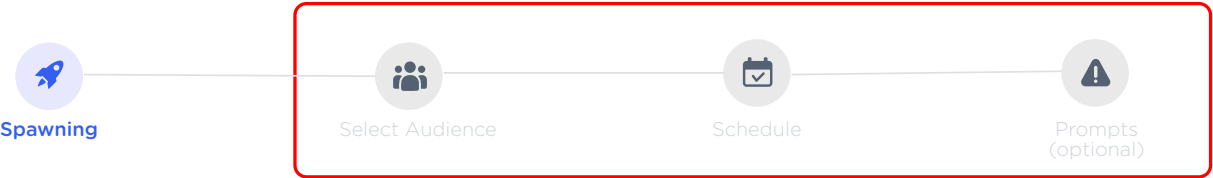
This color is only used for secondary text and not for title text. Also it can be use to show any disable element.

Applications

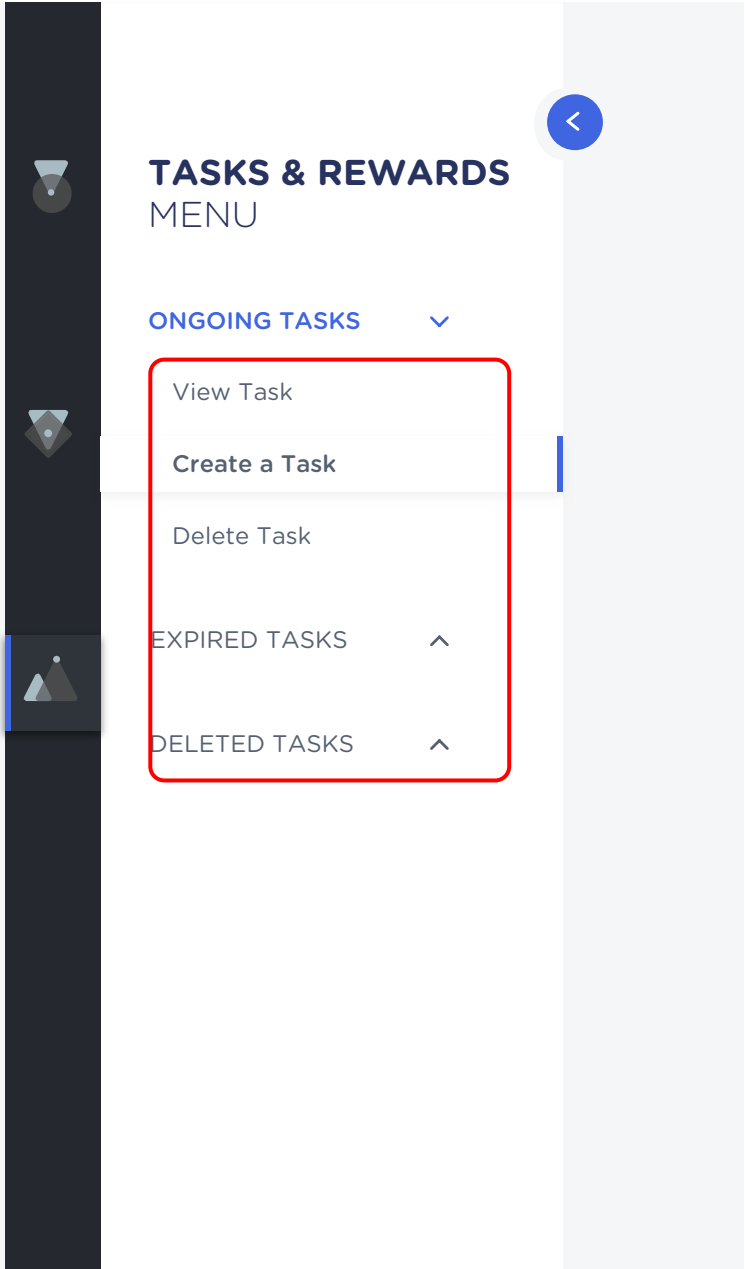
paragraph	12pt	Lorem ipsum dolor sit amet, consectetur adipiscing elit. Nulla
Text	12pt	Description is simply dummy text of the printing
Small	10pt	Description is simply dummy text of the printing

Disabled Components

Timeline



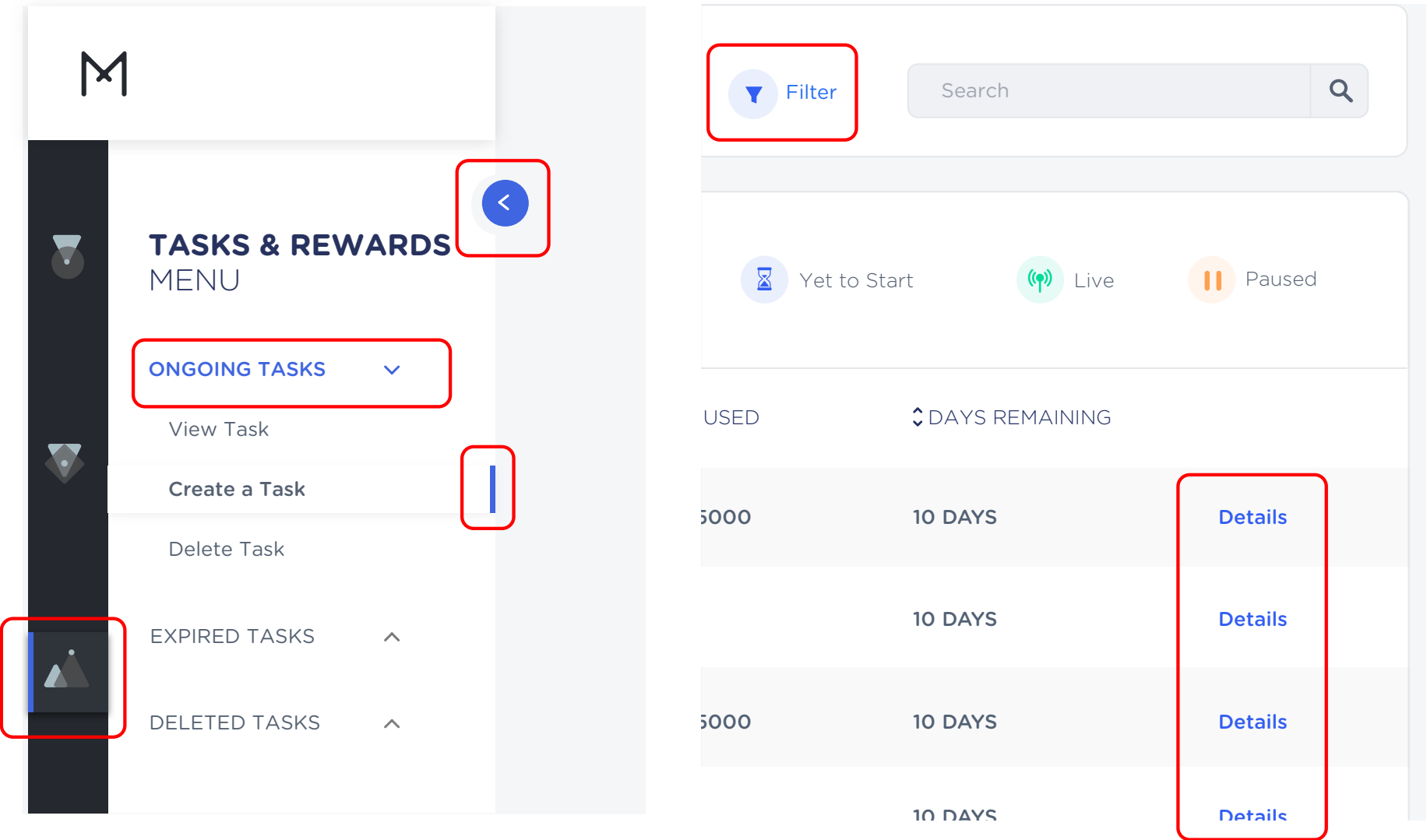
Disabled Button



COLOR APPLICATION

Name: Happy Blue
#325EF1

Menu



Button



☐ From Date of Sign up

☒ Date Range

This color is used mostly for active state or clickable state. These element can be primary actions, buttons, text links, for indicating progress and representing authentication.

COLOR APPLICATION

Name: Peach Red

#F98283



Applications

NAMING DETAILS

Description is simply dummy text of the printing and typesetting

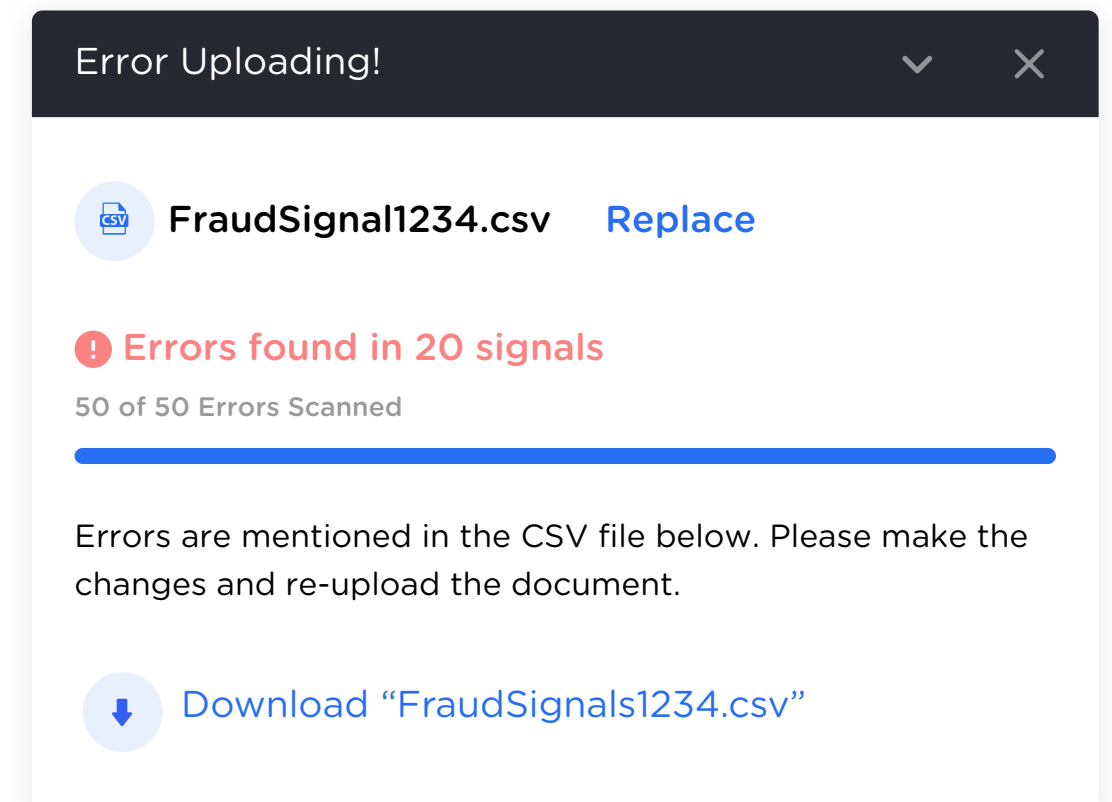
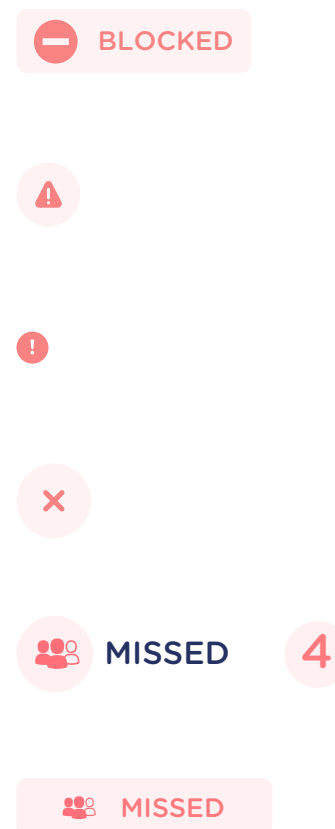
External Name

Poker Night Game

Add Description

Lorem Ipsum has been the industry|

! Their is an error in your text



Peach red is used to draw attention to important information or actions that are destructive or block workflow. Peach red is used in components such as lozenges, banner, flag messages, buttons, illustrations, and typography.

| ICONOGRAPHY

Icons are visual representations of commands, devices, directories, or common actions.

ICON RULE

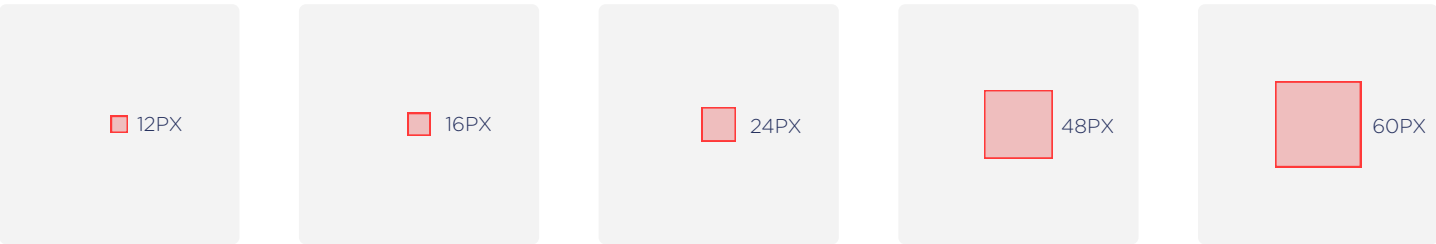
All the icons in this library are 24px and can be scale proportionally to any desire size. As a general rule, icons should be used in combination with meaningful text to support users progressing through the product in an accessible manner. However, avoid aria-labels

if you are rendering the icon with visible text to prevent accessibility label duplication. There are few widely recognized icons, so whenever possible, use a label or supporting text to ensure its meaning is understood. In this case, an aria-label will be used for the icon.

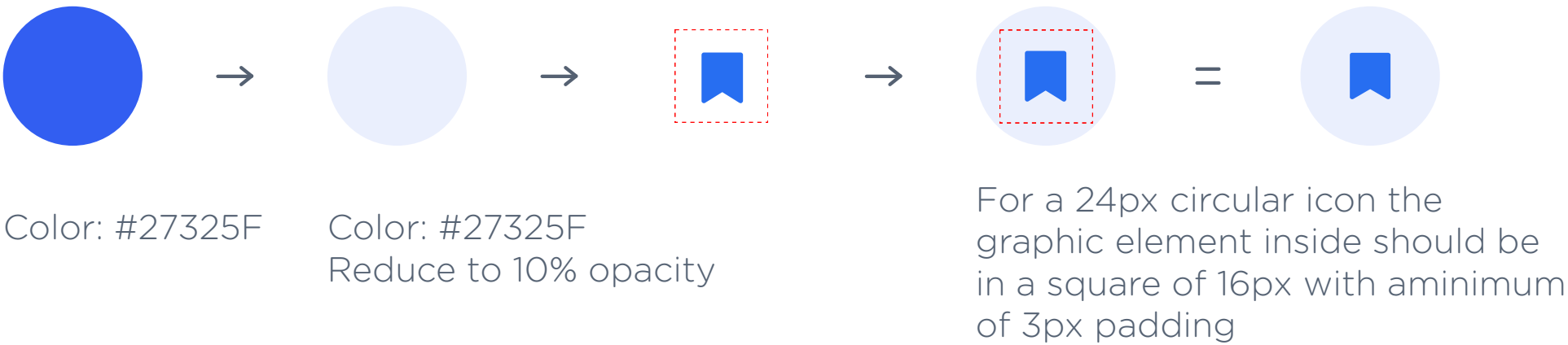
Standard/action																							
Section mgs / Notification																							
Filters																							
Static																							
Timeline																							
Branded icon																							

ICON RULE

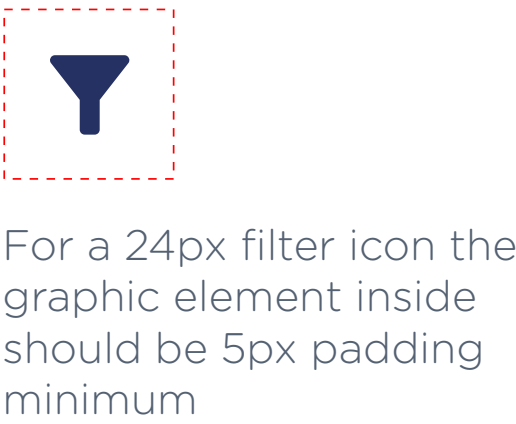
Applications



Applications



Applications



Distance between icon and other element

Icons next to other icons(24px)



Icons next to text(24px)



Icons inside table(24px)

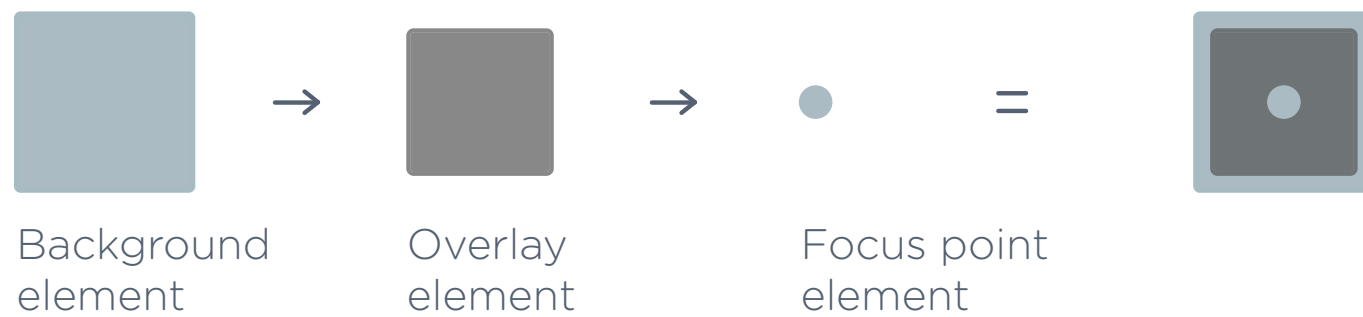


ICON RULE

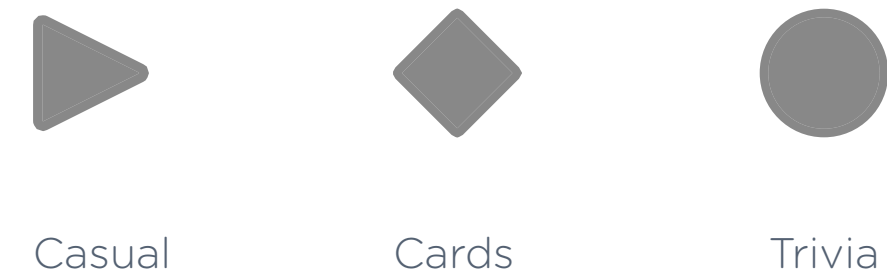
Creating customize Icon



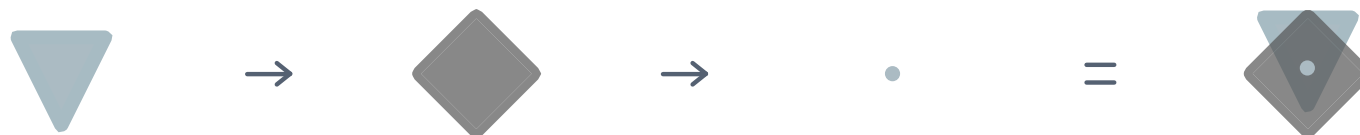
Branded icon are made up of 3 elements.



Shape use to create a branded icon.



Example: Tasks and reward icon



ICON RULE

How to create the structure of a branded icon

Have an image of the icon you want to create and place the basis predefined form on top of the image to match the basic structure of your image.



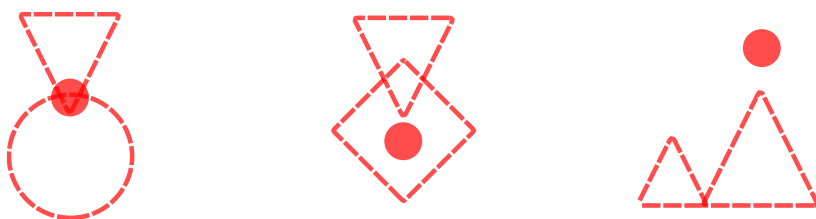
Step 1

The diagram below shows matching the basis structure of the image using the primitive shapes



Step 2

Place the focus point to show connection or direction flow.



Step 3

Bring the element together to create a more compact design



Step 4

Add the fill color to finish up the icon design









| **TEXT** FORMAT

Use typography to present your design and content as clearly and efficiently as possible.

TYPEFACE FORMAT

Typeface Color

Large title & title	<hr/>		Name: Navy Blue #253162
Body & Caption	<hr/>		Name: Light Grey #E4E8EB
Primary Action	<hr/>		Name: Happy Blue #325EF1
Success	<hr/>		Name: Green #24C8A7
Warning	<hr/>		Name: Orange #FFA051
Error	<hr/>		Name: Red #F98283

Typeface Family

- Gotham Rounded light
- Gotham Rounded book
- Gotham Rounded medium
- Gotham Rounded bold

TYPEFACE FORMAT

Type Properties

Large Title	34pt	Medium	TITLE PAGE		TRACKING: 0.25	
Title	24pt	Bold	TITLE PAGE		TRACKING: 0	
Sub-title	Table Sub-title	20pt	Bold	SUB TITLE 1	TRACKING: 0	
	Form Sub-title	16pt	Bold	SUB TITLE 2	TRACKING: 0	
Body	12pt	Book	Description is simply dummy text of the printing		Line height: 20	TRACKING: 0.4
text link	12pt	Book	Link	TRACKING: 0		
Caption	10pt	Light	Description is simply dummy text of the printing		TRACKING: 1	
Button	12pt	Bold	Show preview		TRACKING: 0	

| TEXT FIELD

Text fields let users enter and edit text.

ANATOMY OF TEXT INPUT



- 1 Label**
Should indicate what sort of information the field requires and is left-aligned directly above the input area.
- 2 Input area**
This is where people enter text.
- 3 Placeholder text**
Lets people know how they should use the field, for example, "Start typing to see names."
- 4 Helper text**
Gives context about a field's input.

FORMS STYLE

Form measurement.

A diagram of a form titled "NAMING DETAILS" with a description. The form contains two input fields for "External Name" and "Internal Name", and a button labeled "Add Description". Red dimension lines indicate the following measurements: the title is 20px high, the description is 4px high, the input fields are 28px high, the button is 36px high, and the spacing between elements is 36px. The total width of the form is 20px.

Box size

A diagram showing four types of input boxes used in the form. The boxes are labeled 1 through 4. Box 1 is a large text input box. Box 2 is a medium text input box. Box 3 is a small text input box. Box 4 is a very small text input box. The boxes are arranged in a grid-like structure.

1

4 boxes in a row

Should indicate what sort of information the field requires and is left-aligned directly above the input area.

2

4 boxes in a row

Each boxes are of 300px

3

1 box in a row

This stand alone box is of 300px

4

Small box

These 60px boxes can be use to input information like numbers, or time.

FORMS INTERACTION

Not filled

NAMING DETAILS

Description is simply dummy text of the printing and typesetting industry. Lorem Ipsum has been the industry's standard

External Name

Internal Name

Add Description

Typing

NAMING DETAILS

Description is simply dummy text of the printing and typesetting industry. Lorem Ipsum has been the industry's standard

External Name

Internal Name

Add Description

For description use maximum of 2 lines

Filled

NAMING DETAILS

Description is simply dummy text of the printing and typesetting industry. Lorem Ipsum has been the industry's standard

External Name

Internal Name

Add Description

Error

NAMING DETAILS

Description is simply dummy text of the printing and typesetting industry. Lorem Ipsum has been the industry's standard

External Name

Internal Name

Add Description

WRITING TEXT

Normal

PULSE REPORT

Description is simply dummy text of the printing and typesetting industry. Lorem Ipsum has been the industry's standard

What is going on well ?

Type your text here...

Can be Better

Type your text here...





Active

PULSE REPORT

Description is simply dummy text of the printing and typesetting industry. Lorem Ipsum has been the industry's standard

What is going on well ?

|

B *I* u |  |  |  | H1 H2 | 

200 Characters remaining

Can be Better

Type your text here...

WRITING TEXT

Writing

PULSE REPORT

Description is simply dummy text of the printing and typesetting industry. Lorem Ipsum has been the industry's standard

What is going on well ?

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Nulla ornare erat sit amet tellus ultricies auctor. Pellentesque sit amet sodales neque. Nunc in metus nec urna tristique varius. Mauris vitae nunc risus. Quisque pharetra faucibus ante, eu sodales eros. In auctor sem justo. Vestibulum dignissim ex posuere libero tincidunt ornare. Praesent luctus venenatis elit sed auctor. Praesent eros libero, viverra non lorem nec, efficitur iaculis lectus. Nam ultricies venenatis sem, at accumsan nisl iaculis non. Morbi eu trisiti

B *I* U |  |  |  | H₁ H₂ | 

100 Characters remaining

Can be Better

Type your text here...

Written

PULSE REPORT

Description is simply dummy text of the printing and typesetting industry. Lorem Ipsum has been the industry's standard

What is going on well ?

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Nulla ornare erat sit amet tellus ultricies auctor.
 Pellentesque sit amet sodales neque. Nunc in metus nec urna tristique varius. Mauris vitae nunc risus.
 Quisque pharetra faucibus ante, eu sodales eros. In auctor sem justo. Vestibulum dignissim ex posuere
 libero tincidunt ornare. Praesent luctus venenatis elit sed auctor. Praesent eros libero, viverra non lorem
 nec, efficitur iaculis lectus. Nam ultricies venenatis sem, at accumsan nisl iaculis non. Morbi eu tristi|

Tap to edit

Can be Better

1

B *I* u |  |  |  | H₁ H₂ | 

200 Characters remaining

PASSWORD ENTRY

Normal

Enter Password

Click

Enter Password

|

Typing

Enter Password

.....|

Fair

Enter Password

.....|

Strong

Enter Password

.....|

Very strong

Enter Password

.....|

Weak

Enter Password

.....|

Very weak

| **SELECT AND DROPDOWN**

Color distinguishes the brand and helps to create consistent experiences across products.

SEARCH BAR

Normal

PAGE TITLE

Search

Q

Active

PAGE TITLE

|

Q

Container

PAGE TITLE

Q

CONTAINERS

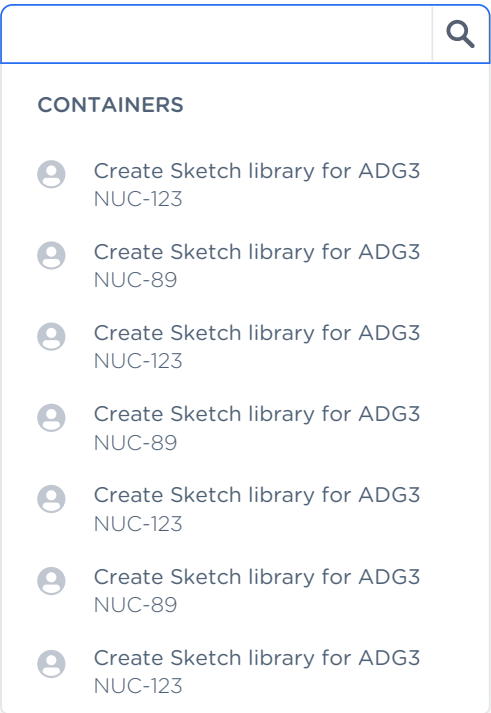
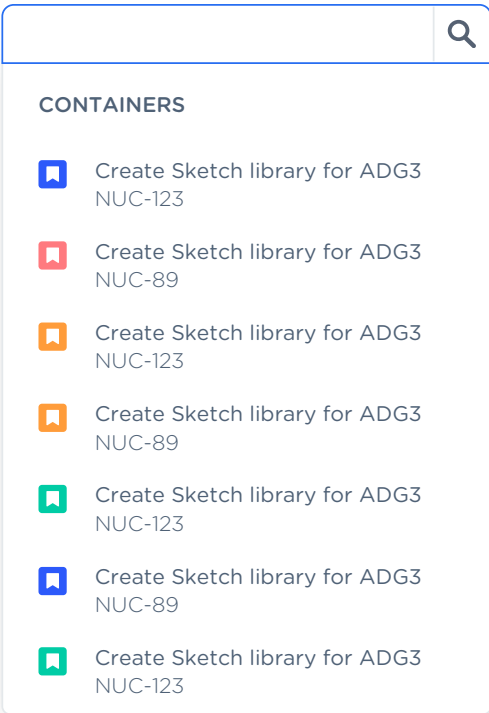
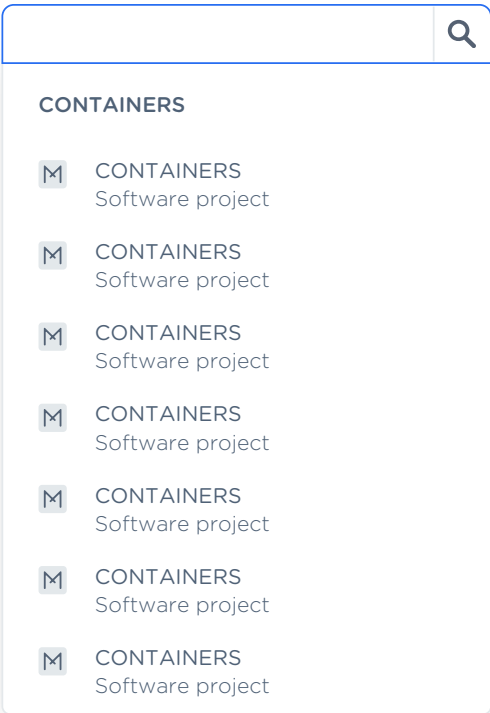
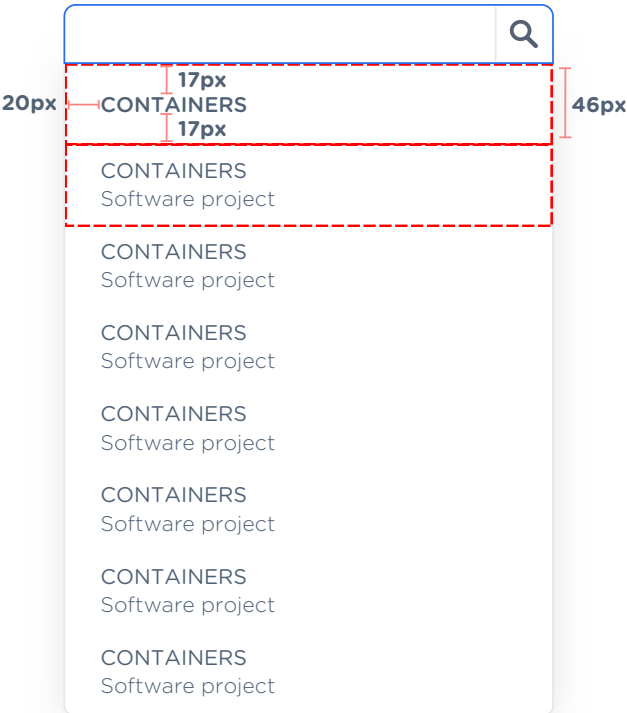
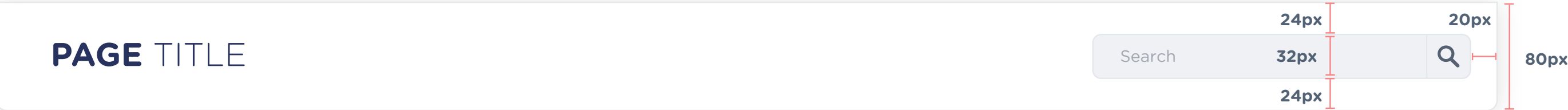
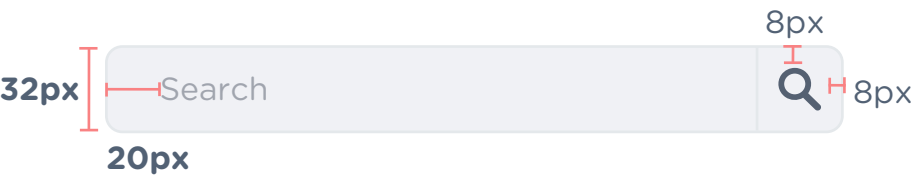
CONTAINERS
Software project

CONTAINERS
Software project

CONTAINERS
Software project

CONTAINERS
Software project

SEARCH BAR



DROPDOWN

Normal

ACTION PARAMETER

Description is simply dummy text of the printing and typesetting industry. Lorem Ipsum has been the industry's standard

Select Game

Select Game

Selecting

ACTION PARAMETER

Description is simply dummy text of the printing and typesetting industry. Lorem Ipsum has been the industry's standard
Description is simply dummy text of the printing and typesetting industry.
Lorem Ipsum has been the industry's standard

Select Parameter

Parameter one
Parameter two
Parameter three
Parameter four

Select Game

Select Game

Select Game

Dropdown

ACTION

PARAMETER

Description is simply dummy text of the printing and typesetting industry. Lorem Ipsum has been the industry's standard
Description is simply dummy text of the printing and typesetting industry.
Lorem Ipsum has been the industry's standard

Select Parameter

Parameter one
Parameter two
Parameter three
Parameter four

Select Game

Select Game

Select Game

Selected

ACTION PARAMETER

Description is simply dummy text of the printing and typesetting industry. Lorem Ipsum has been the industry's standard

Select GameParameter three▼Select Game▼

DROPDOWN VERSIONS

DROPDOWN_v1

DROPDOWN TITLE

Description is simply dummy text of the printing and typesetting industry. Lorem Ipsum has been the industry's standard

Select Parameter

Parameter one

Parameter two

Parameter three

Parameter four

Select Game

DROPDOWN_v4

DROPDOWN TITLE

Description is simply dummy text of the printing and typesetting industry. Lorem Ipsum has been the industry's standard

Select Parameter

▼

☒Parameter one

☐Parameter two

☐Parameter three

☐Parameter one

☐Parameter two

Select Parameter

DROPDOWN_v2

DROPDOWN TITLE

Description is simply dummy text of the printing and typesetting industry. Lorem Ipsum has been the industry's standard

Select Parameter

Parameter one
Parameter two
Parameter three
Parameter two

Select Parameter

DROPDOWN_v4

The image displays two variations of a user interface dropdown menu. Both have a title 'DROPDOWN TITLE' and a descriptive paragraph: 'Description is simply dummy text of the printing and typesetting industry. Lorem Ipsum has been the industry's standard'. The left version shows a closed dropdown with three options: 'Parameter one', 'Parameter two', and 'Parameter three'. The right version shows the same dropdown, but the first option, 'Parameter one', is expanded to reveal a sub-description: 'Description is simply dummy text of the printing and typesetting industry. Lorem Ipsum has been the industry's standard'. Both dropdowns include a vertical scrollbar on the right side of the list.

CALENDER INTERACTION

Not filled

CONDITION 1

Description is simply dummy text of the printing and typesetting industry. Lorem Ipsum has been the industry's standard

Enter Date

Internal Name

Add Description

Selecting

CONDITION 1

Description is simply dummy text of the printing and typesetting industry. Lorem Ipsum has been the industry's standard

Enter Date

Internal Name

< December >

< 2020 >

S	M	T	W	T	F	S
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31				

Click /Active

CONDITION 1

Description is simply dummy text of the printing and typesetting industry. Lorem Ipsum has been the industry's standard

Enter Date

Internal Name

< December >

< 2020 >

S	M	T	W	T	F	S
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31				

Selected

CONDITION 1

Description is simply dummy text of the printing and typesetting industry. Lorem Ipsum has been the industry's standard

Enter Date

Internal Name

< December >

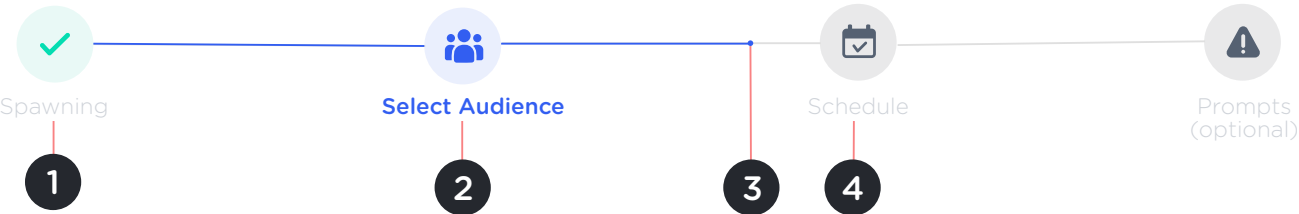
< 2020 >

S	M	T	W	T	F	S
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31				

| **PROGRESS** TRACKER

A progress tracker displays the steps and progress through a journey.

CALENDER INTERACTION



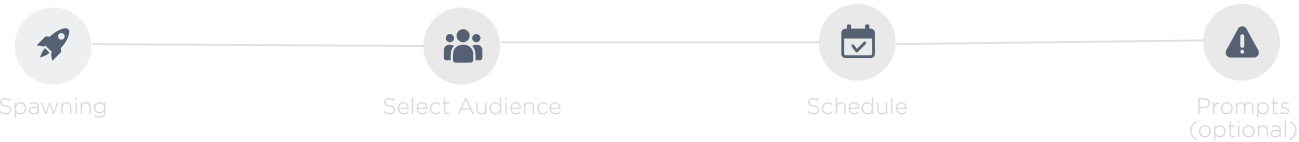
1 Visited
Steps that have already been visited have clickable links, so that users can navigate back to them

2 Current step
Shows the current step that the user is on. Unvisited: Shows steps that user has not visited. The step and label are more subtle to indicate this

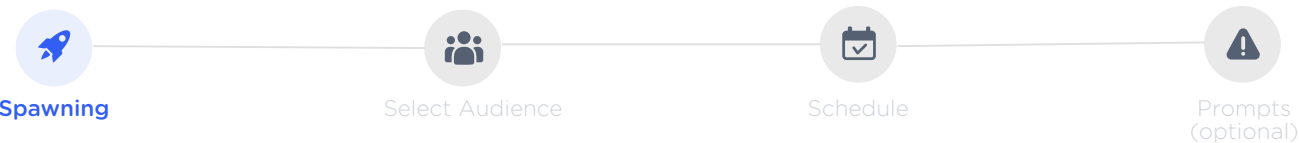
3 Progress bar
Shows users their progress and the number of steps required to complete the task.

4 Disabled
A grayed-out label indicates a step that users can not revisit.

Normal



Step 1 active



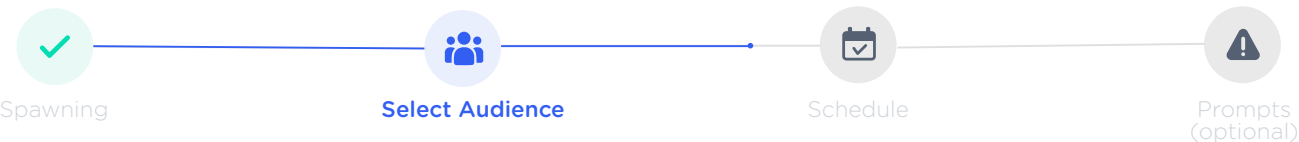
Not filled



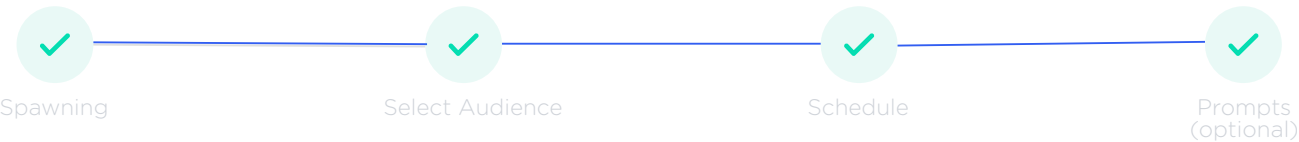
Step 2 active



Step 2 progress



Completed



| CHECKBOX DESIGN

A checkbox is an input control that allows a user to select one or more options from a number of choices

CALENDER INTERACTION

Checkbox group

CHECKBOX GROUP

Description

is simply dummy text of the printing and typesetting industry. Lorem Ipsum has been the industry's standard

This is your group title text

☒

Parameter one

☐

Parameter two

☐

Parameter three

☐

Parameter one

☐

Parameter two

Checkbox Label

☐

Parameter two

Use checkboxes when:

1. users have to select one or more options from a list of related items

2. an explicit action is required to apply settings.

Checkbox group

Checked☒

Checked active☒

Checked disabled☒

Checked error☒

Indeterminate☐

Checked focus☒

Checked focus☒

Unchecked active☐

Unchecked disabled☐

Unchecked error☐

Unchecked focus☐

Unchecked hover☐

Unchecked resting☐

Interaction Design | Hansroy Nemdharry

95

| **TAB** STYLE

Tabs are used to organize content by grouping similar information on the same page.

CALENDER INTERACTION

Tab 1

Tab 2

Tab 1

Tab 2

Tab 3

Tab 1

Tab 2

Tab 3

Tab 4

Tab 1

Tab 2

Tab 3

Tab 4

More ▾

1

2

3

Tab 1

Tab 2

Tab 3

- 1

Selected

The active tab.
- 2

Unselected

The other available tabs
- 3

Divider

Separates the tab navigation and content.

STAGE 01

Due Date: 17 October 2020

SELF EVALUATION 03

STAGE 02

Due Date: 21 October 2020

INTERNAL DISCUSSION 01

STAGE 03

Due Date: 25 October 2020

1 ON 1 DISCUSSION 07

STAGE 04

Due Date: 29 October 2020

HR DISCUSSION 01

STAGE 05

Due Date: 21 October 2020

APPRAISAL LETTER 18

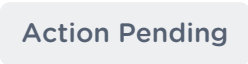
| TAGS STYLE

A tag labels UI objects for quick recognition and navigation.

TAGS STYLE

Normal tag

The active tab.



The active tab.



The active tab.



Linked tag

Default



Focus



Hover



Removable linked tag

Default



Focus



Focus Removed



Hover



Hover Removed



Custom color

Default



Tag - person

Linked tag

Default



Focus

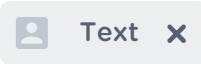


Hover



Removable linked tag

Default



Focus



Hover Removed



Focus Removed



Hover



TAGS STYLE

Tags are used to visually label UI objects for quick recognition and navigation. They can be used for various types of objects, including: free form text, predefined text, rules, or contacts.

Keep in mind that tags increase the amount of visual noise, particularly when combined with other visual labelling elements, so use them in moderation.

Action Pending

Text in button shold be always **Gotham Rounded Medium at a size of 12pt**

Tags size

8px Action Pending

Tag next to text

TEXT TITLE 45px Action Pending

Linked tag

4PX
8PX Action Pending
8PX

Removable linked tag

4PX
8PX Expectations x 4PX
8PX 4PX

| **TOGGLE** RULES












Use toggles when your intent is to turn something on or off instantly, for example, if you need to enable public access to a resource.

TAGS STYLE

Tags are used to visually label UI objects for quick recognition and navigation. They can be used for various types of objects, including: free form text, predefined text, rules, or contacts.

Keep in mind that tags increase the amount of visual noise, particularly when combined with other visual labelling elements, so use them in moderation.

Tags size

Checked async 	Checked disabled 	Checked focus 	Checked Hover 	Checked Selected 	Unchecked async 
Unchecked disabled 	Unchecked focus 	Unchecked Hover 	Unchecked invalid 	Unchecked resting 	

| SECTION **MGS AND NOTIFICATIONS**

Section messages communicate important information that may affect the user journey. They can't be dismissed and will only disappear once the situation has been resolved or the user has taken action.

UPLOADING FILE NOTIFICATION AND ALERTS

Uploading

Uploading 1 File

Uploading “ClusterFile1234.csv”

70% completed

Cancel

Scanning

Uploading 1 File

ClusterFile1234.csv

Replace

Scanning for Errors

34 of 50 Errors Scanned

Cancel

Tags size

Successful

ClusterFile1234.csv Successfully Added

Undo Uploading

Error check

Upload Successful!

ClusterFile1234.csv

Replace

No Errors Found

50 of 50 Errors Scanned

File Uploaded

Error Found

Error Uploading!

ClusterFile1234.csv

Replace

Errors found in 20 signals

50 of 50 Errors Scanned

Errors are mentioned in the CSV file below. Please make the changes and re-upload the document.


Download “ClusterFile1234.csv”

Minimize Tab

Uploading 1 File

UPLOADING FILE NOTIFICATION AND ALERTS


Change



Description is simply dummy text of the printing and typesetting industry. Lorem Ipsum has been

[Action Link](#)


Notification Title



Description is simply dummy text of the printing and typesetting industry. Lorem Ipsum has been

[Action Link](#)


Info



Description is simply dummy text of the printing and typesetting industry. Lorem Ipsum has been

[Action Link](#)


Notification Title



Description is simply dummy text of the printing and typesetting industry. Lorem Ipsum has been

[Action Link](#)


Confirmation



Description is simply dummy text of the printing and typesetting industry. Lorem Ipsum has been

[Action Link](#)


Notification Title



Description is simply dummy text of the printing and typesetting industry. Lorem Ipsum has been

[Action Link](#)


Warning



Description is simply dummy text of the printing and typesetting industry. Lorem Ipsum has been

[Action Link](#)


Notification Title



Description is simply dummy text of the printing and typesetting industry. Lorem Ipsum has been

[Action Link](#)


Error



Description is simply dummy text of the printing and typesetting industry. Lorem Ipsum has been

[Action Link](#)


Notification Title



Description is simply dummy text of the printing and typesetting industry. Lorem Ipsum has been

[Action Link](#)


Base



Description is simply dummy text of the printing and typesetting industry. Lorem Ipsum has been

[Action Link](#)

Notification Title





Description is simply dummy text of the printing and typesetting industry. Lorem Ipsum has been

[Action Link](#)

FLAGS



Error with actions

 Concise title 

It looks like you're not connected to the internet.
Check your network connection.

[Try again](#)



Warning with actions

 Concise title 



We're running into some difficulties

[Try again](#) [Check Statuspage](#)

Authentication

 Title 
Description

Authentication with actions

 Title 
Description
[Link](#) • [Link](#)



Error collapsed

 Concise title 



Warning collapsed

 Concise title 

Error

 Error 
You don't have the permission to do delete this.

Error with actions

 Error 
You don't have the permission to do delete this.
[Link](#) • [Link](#)



Info collapsed

 Concise title



Success collapsed

 Concise title

info

 New updates available 
We've made some changes to how you navigate.

info with actions

 New updates available 
We've made some changes to how you navigate.
[Link](#) • [Link](#)

FLAGS

Success

Success

5 people are successfully added to your project.

Success with actions

Success

5 people are successfully added to your project.

[Link](#) • [Link](#)

Person with actions

Title

Reason

Description

[Link](#) • [Link](#)

Warning

Warning

Somebody might have deleted it while you're gone

Warning with actions

Warning

Somebody might have deleted it while you're gone

[Link](#) • [Link](#)

BANNERS

Critical

This is a system error message centered in a banner overlay

Warning

This is a system error message centered in a banner overlay

Status messages

Example

Tasks & Rewards

Menu

View Task

Create a Task

Delete Task

Expired Tasks

Deleted Tasks

Block

CREATE A TASK

Spawning

Select Audience

Schedule

Prompts (optional)

NAMING DETAILS

Description is simply dummy text of the printing and typesetting industry. Lorem Ipsum has been the industry's standard

External Name

Internal Name

Add Description

TASK DETAILS

Description is simply dummy text of the printing and typesetting industry. Lorem Ipsum has been the industry's standard

Task Type

From Date of Sign up

Date Range

Number of Milestones

ACTION PARAMETER

Description is simply dummy text of the printing and typesetting industry. Lorem Ipsum has been the industry's standard

Select Game

Select Game

MILESTONE BREAKDOWN

Description is simply dummy text of the printing and typesetting industry. Lorem Ipsum has been the industry's standard

MILESTONE

Hands Played

Type of rewards

Value of rewards

Time to complete

Date

Month

Year

1 Milestone

200

Cash

40

DD

MN

YR

+ NEXT MILESTONE

TOTAL REWARD: ???

Cancel

Show Preview

Block



Flag

Case close



Unblock

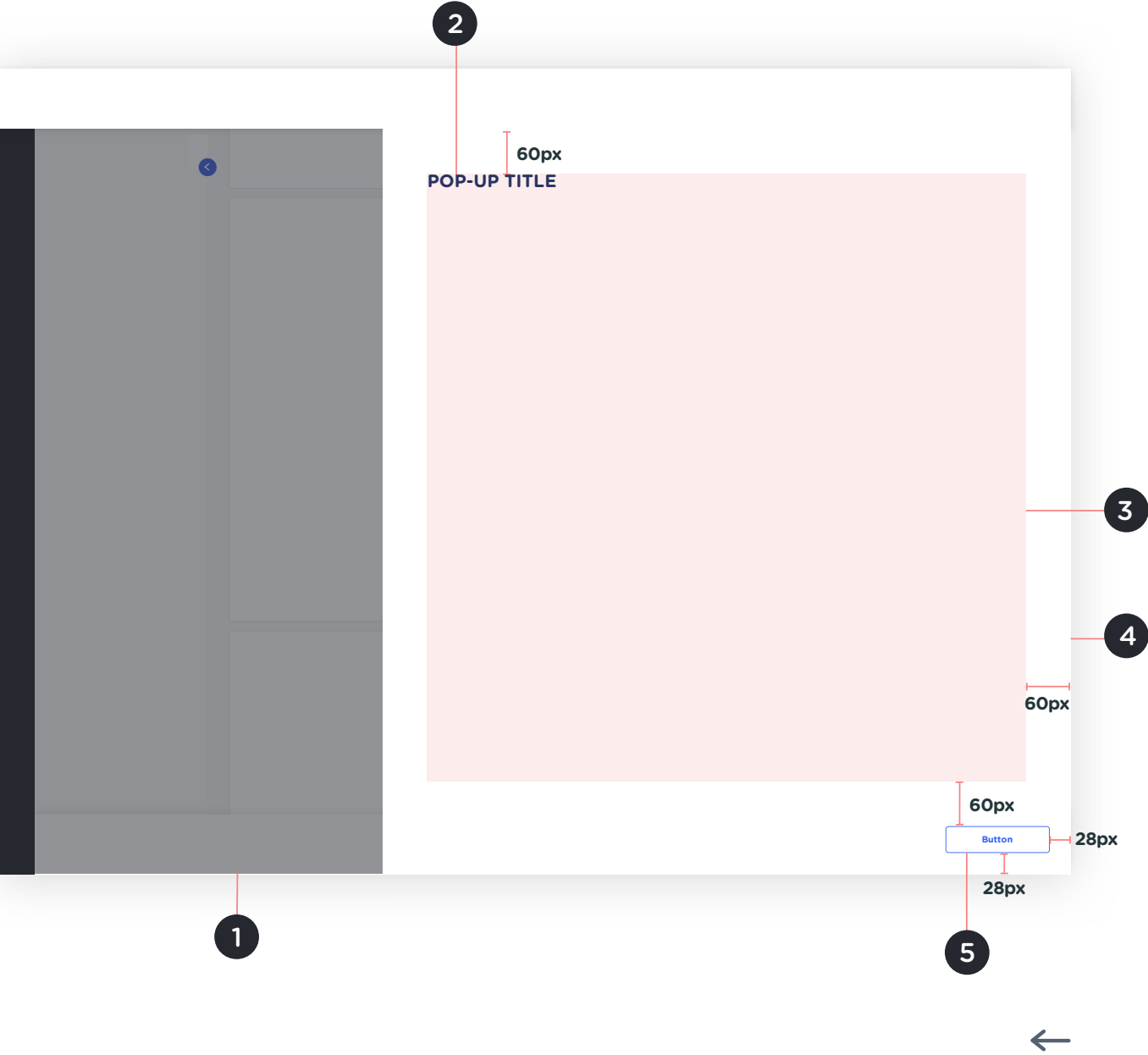


| SIDE SCREEN AND POP-UP

These additional screens help to differentiate the importance of information and get the attention of the user from the information displayed on the main screen.

Status messages

Example



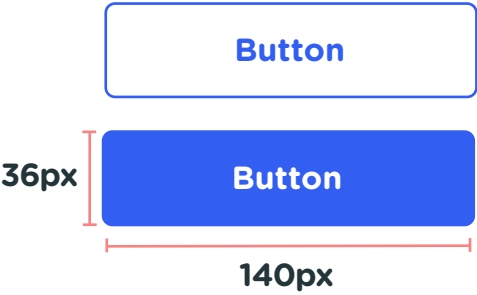
The side screen appear by sliding from the right

- 1 Background**
The background uses the Dark Grey (#24282F) from the primary palette.
- 2 Side screen title**
The font follows the bold style and its size is of 24px
- 3 Content area**
All the informations of the side screen should fit inside the content area.
- 4 Side screen box**
The size of the side is of 924 width and height depends on screen size.
- 5 Action button**
The other available tabs

Side screen measurment



Box size
924px width & height depends on screen high

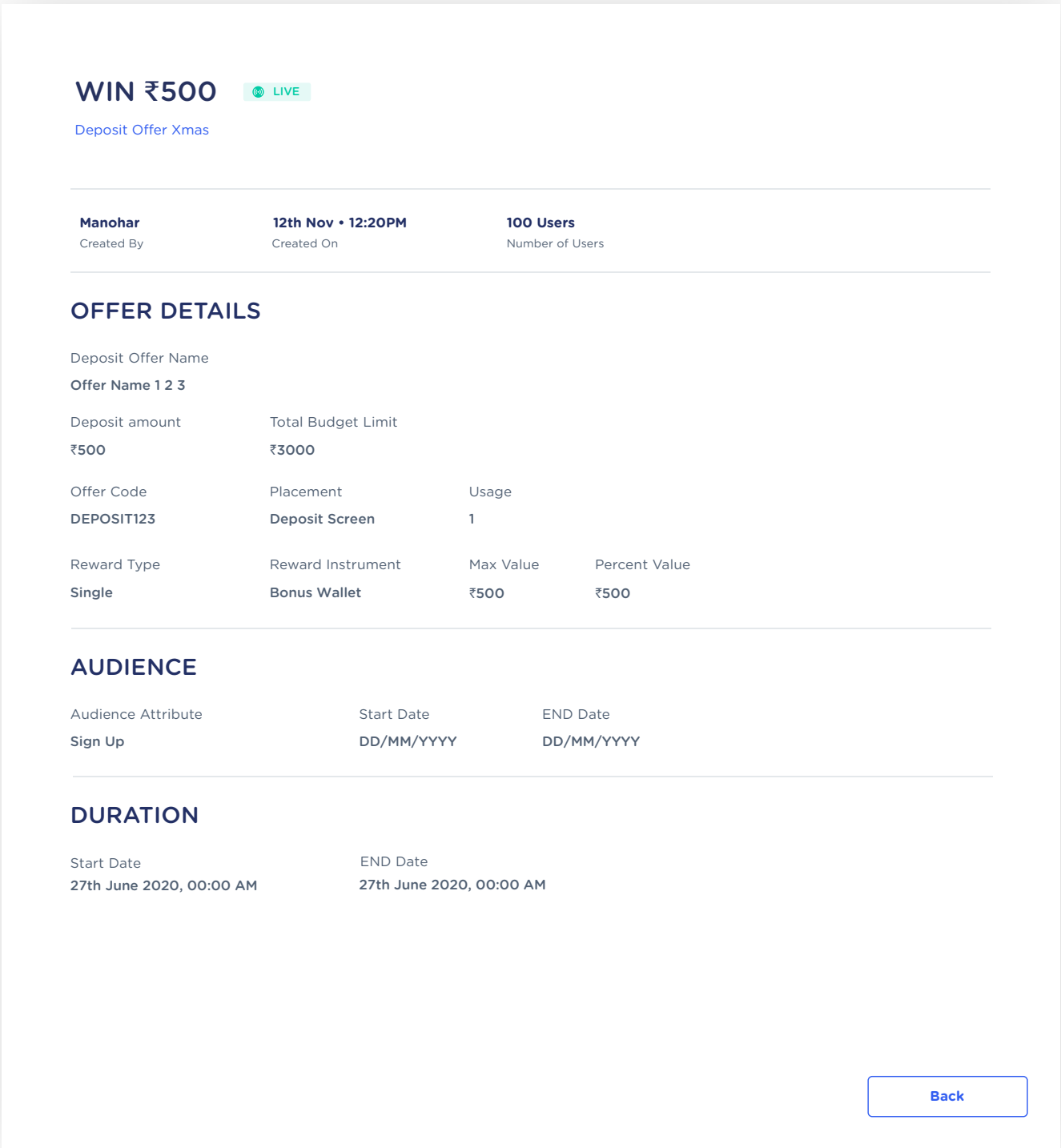


Button
140px width & 36px height

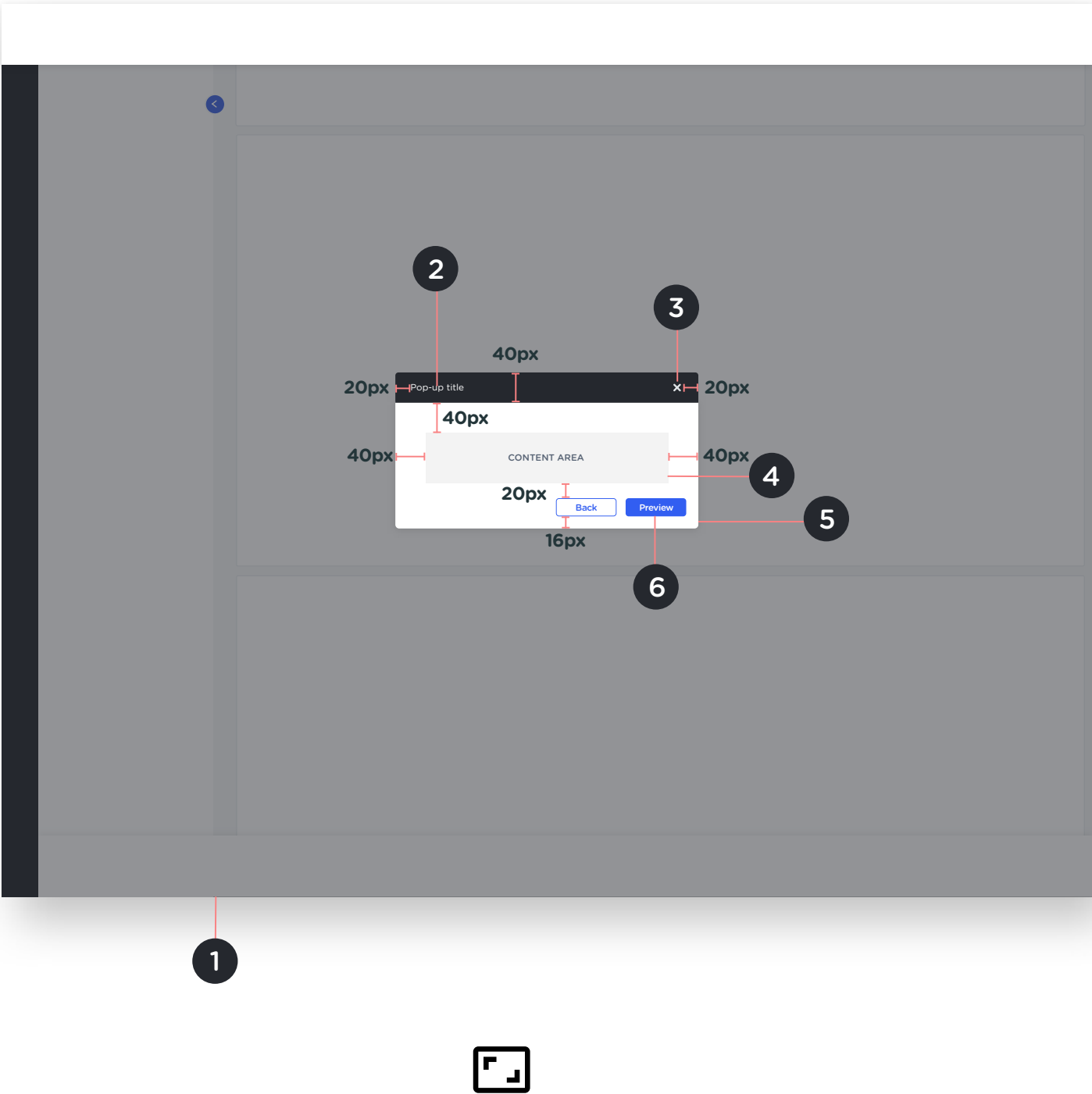
Text format

- Title - 24pt - Medium
- Sub-title - 20pt - Medium
- Text - 12pt - book/medium

This screen can be use as UI reference



Pop-up



The pop-up screen appear by emerging from the center of the screen

- 1 Background**
The background uses the Dark Grey (#24282F) from the primary palette.
- 2 Pop-up screen title**
The font follows the bold style and its size is of 24px
- 3 Close button**
The close icon is of 16px size and is place 12px above the content area
- 4 Content area**
All the informations of the pop-up should fit inside the content area.
- 5 Pop-up box**
The size of the side is of 400px width and 206px height.
- 6 Action button**
The action button is placed 16px below the content area



PLAYER SUMMARY

SUMMARY

TRANSACTIONS

All Transactions

Pass Transactions

Winning Wallet

Deposit Wallet

Bonus Wallet

Rewards Transactions

Gem Transactions

ACTIVITY

All Activity

Contests Activity

Tasks Activity

XP & Level

DOCUMENTATION

Referral

KYC

PASS TRANSACTIONS

TRANSACTIONS

CASUAL

FORMAT

PASS VALUE

ORDER ID

RANK

SCORE

AMOUNT WON

DATE & TIME

STATUS

DD/MM/YYYY

00:00:00 AM

COMPLETE

DD/MM/YYYY

00:00:00 AM

COMPLETE

Pop-up title



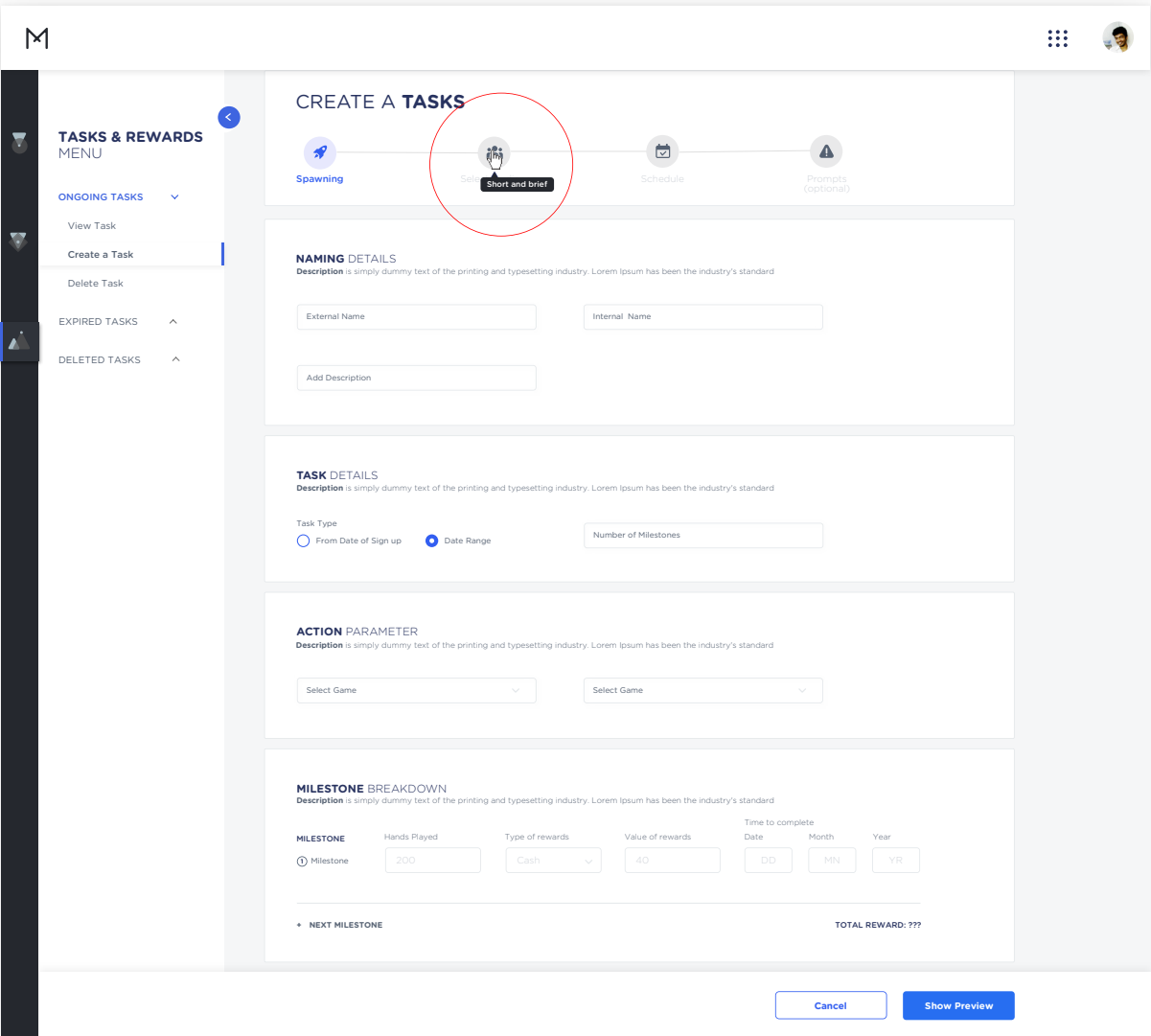
Back

Preview

| TOOLTIPS

A tooltip is a floating, non-actionable label used to explain a user interface element or feature.

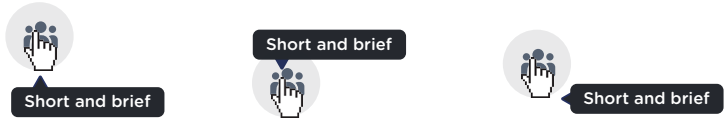
Tooltips



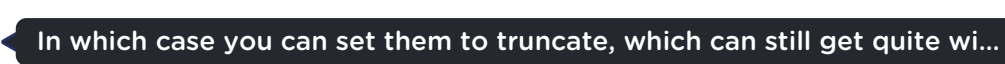
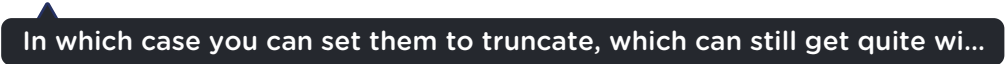
Default (1 line 3 words)



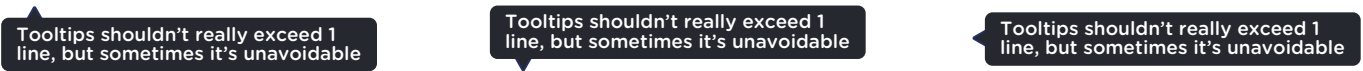
Positioning



Long



Wrap (Max: 2 lines)



| **TABLE** RULE

Data tables display sets of data across rows and columns.

Table

Structure and Dimension

Extra in info about table
can contain, texts, icons, search and buttons

100px

60px

80px

TABLE TITLE						<div><div>?</div>Extra info</div> <div><div>?</div>Extra info</div> <div><div>?</div>Extra info</div>
-------------	--	--	--	--	--	---

Table title

Sub title

Table content

Table Interaction

Hover

TABLE TITLE					Extra info	
TITLE	TITLE	TITLE	FILTER	FILTER		
Text	More text	Single Task	₹2000 / ₹5000	10 DAYS		Details
Text	More text	Milestone	₹0 / ₹5000	10 DAYS		Details
Text	More text	Single Task	₹2000 / ₹5000	10 DAYS		Details
Text	More text	Single Task	₹0 / ₹5000	10 DAYS		Details
Text	More text	Milestone	₹0 / ₹5000	10 DAYS		Details
Text	More text	Single Task	₹0 / ₹5000	10 DAYS		Details

Selection state with drop shadow
x=0 / y=12 / Blur=34

Click

TABLE TITLE					Extra info	
TITLE	TITLE	TITLE	FILTER	FILTER		
Text	More text	Single Task	₹2000 / ₹5000	10 DAYS		Details
Text	More text	Milestone	₹0 / ₹5000	10 DAYS		Details
Text	More text	Single Task	₹2000 / ₹5000	10 DAYS		Details
Text	More text	Single Task	₹0 / ₹5000	10 DAYS		Details
Text	More text	Milestone	₹0 / ₹5000	10 DAYS		Details
Text	More text	Single Task	₹0 / ₹5000	10 DAYS		Details

Search

TABLE TITLE					Ashl	
TITLE	TITLE	TITLE	FILTER	FILTER		
Text	More text	Single Task	₹2000 / ₹5000	10 DAYS		Details
Ashish	More text	Milestone	₹0 / ₹5000	10 DAYS		Details

Scrolling

TABLE TITLE					Extra info	
TITLE	TITLE	TITLE	FILTER	FILTER		
Text	More text	Single Task	₹0 / ₹5000	10 DAYS		Details
Text	More text	Milestone	₹0 / ₹5000	10 DAYS		Details
Text	More text	Single Task	₹0 / ₹5000	10 DAYS		Details
Text	More text	Single Task	₹2000 / ₹5000	10 DAYS		Details
Text	More text	Milestone	₹2000 / ₹5000	10 DAYS		Details
Text	More text	Single Task	₹2000 / ₹5000	10 DAYS		Details

Table Interaction

Multi-select FLITER

TABLE TITLE

ExpectationsAccountantFinance Manager....

Filter

Extra info

Extra info

TITLE	TITLE	TITLE	FILTER	
Text	More text	Single Task	₹2000 / ₹5000	Details
Text	More text	Milestone	₹0 / ₹5000	Details
Text	More text	Single Task	₹2000 / ₹5000	10 DAYSDetails
Text	More text	Single Task	₹0 / ₹5000	10 DAYSDetails
Text	More text	Milestone	₹0 / ₹5000	10 DAYSDetails
Text	More text	Single Task	₹0 / ₹5000	10 DAYSDetails

DROPDOWN filter

Filter

Search

Q

☐ Account Key Manager

☒ Accountant

☒ Finance Manager

☒ Product Designer

☐ Product Designer

☒ Project Manager

☐ Software Engineer

☐ Technical Lead

Apply

Normal

Hover

Filter

Search

Q

☐ Product Designer

☐ Project Manager

☐ Software Engineer

☐ Technical Lead

☐ Project Manager

☐ Software Engineer

☐ Technical Lead

Apply

Scroll

Normal

ExpectationsAccountantFinance Manager....

Opened

ExpectationsAccountantFinance Manager

Money

ExpectationsAccountantFinance Manager

ExpectationsAccountantFinance Manager

| LOZENGES

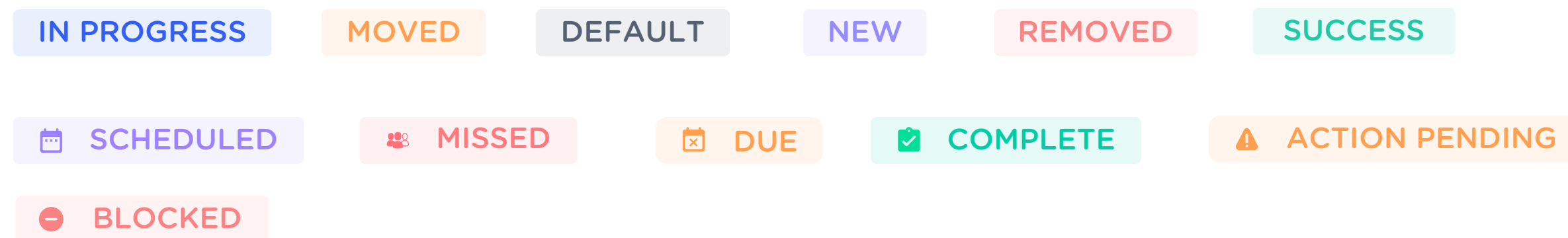
A lozenge is a visual indicator used to highlight an item's status for quick recognition.

Lozenges

Bold



Subtle



Lozenges are either subtle or bold

Use subtle lozenges by default and in instances where they may dominate the screen, such as in long tables with a lot of lozenges. Use bold lozenges sparingly and reserve them for things like Pipeline or issue statuses.

The color system can help keep a consistent visual language that helps users learn to quickly recognize the meaning of a status across products. Combine color with a logical label.

| AVATAR

An avatar is a visual representation of a user or entity.

Avatar

An avatar acts as a proxy for a user or entity (such as a project, repository, or space), in a product. They're often combined with status or presence indicators to give more context. Users generally upload their own image, otherwise, a default image is displayed.

Invalid container

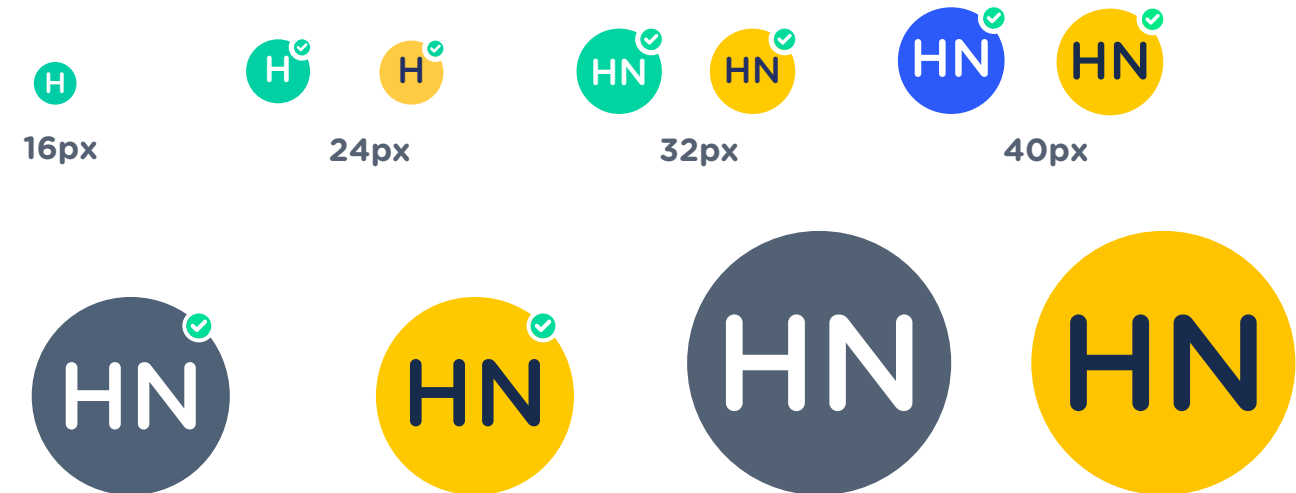


Person Image

A default image is displayed for avatars when a chosen source is unavailable (for example, when there is a problem displaying the image due to an error), or simply unspecified.



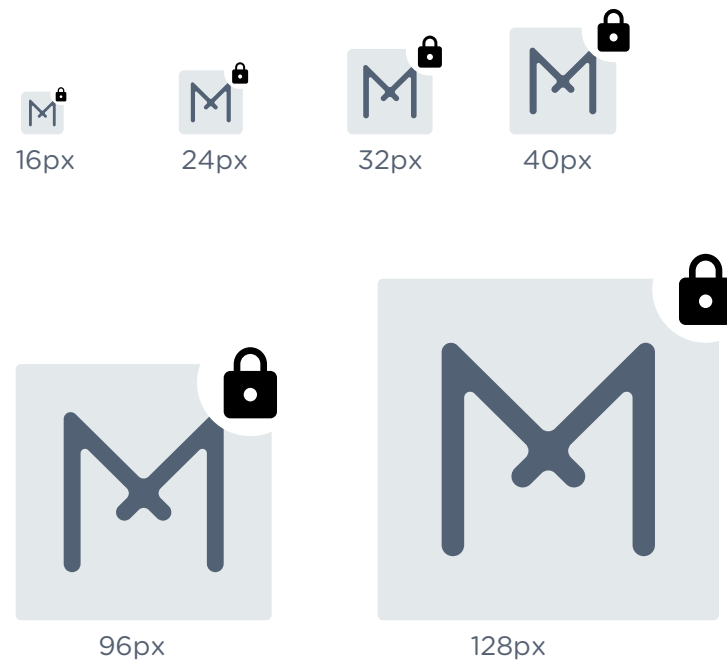
Person initials



- 1 Status**
An icon that displays the avatar's status
- 2 Body**
The image representing the user or entity
- 3 Presence**
Indicates if a user is available, away, focused, or busy.

Avatar

Lock container



Person Image



Site



Use:

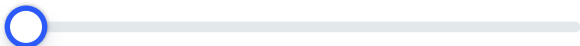
1. circular avatars to quickly identify users
2. square avatars to help identify large product entities like projects, spaces, groups, rooms, or repositories
3. a presence indicator to indicate presence for a single user
a status icon to indicate a user's status in a product

| SLIDERS

Sliders allow users to make selections from a range of values

Sliders States

0% Active



50% Active



100% Active



0% Default



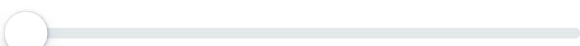
50% Default



100% Default



0% Disable



50% Disable



100% Disable



0% Focus



50% Focus



100% Focus



0% Hover



50% Hover



100% Hover



| PAGINATION

Pagination allows you to divide large amounts of content into smaller chunks across multiple pages.

Pagination

0% Focus

< 1 2 3 >

0% Focus

< 1 ... 6 7 8 9 10 >

0% Focus

< 1 2 3 4 >

0% Focus

< 1 ... 3 4 5 ... 10 >

0% Focus

< 1 2 3 4 5 6 >

0% Focus

< 1 ... 96 97 98 99 100 >

0% Focus

< 1 2 3 4 5 6 7 >

0% Focus

< 1 2 3 4 5 ... 100 >

For long list scrolling

Start

1 - 50 of 300 < >

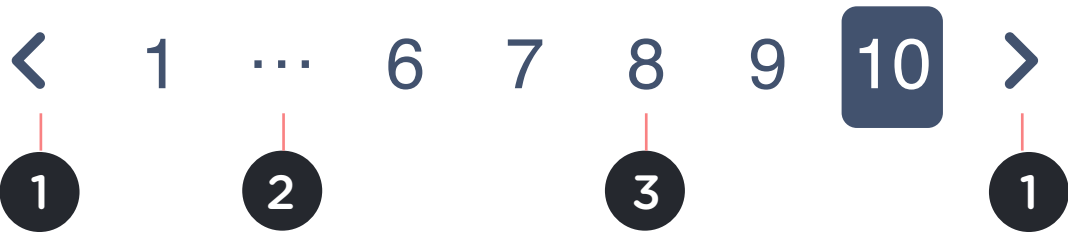
Middle

100 - 200 of 300 < >

End

200 300 of 300 < >

Anatomy



- 1 Previous and next**
Navigate backward and forward from the currently selected page.
- 2 Truncation**
When a threshold of pages is reached, the list is truncated using an ellipsis.
- 3 Page navigation**
Navigate to a specific page by selecting the page number

Pagination is commonly used for things like table listings, search results, and directories. What constitutes “too many results” can be influenced by:

- system load times
- amount of data in each entry
- screen space

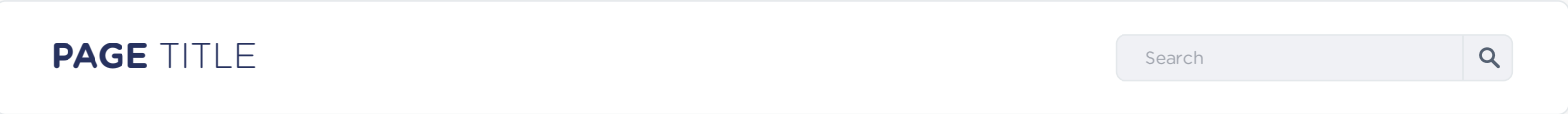
| **PAGE** HEADER

The page header communicate to the user the content of the screen.

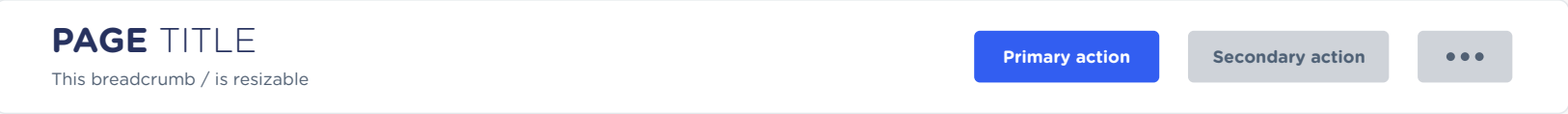
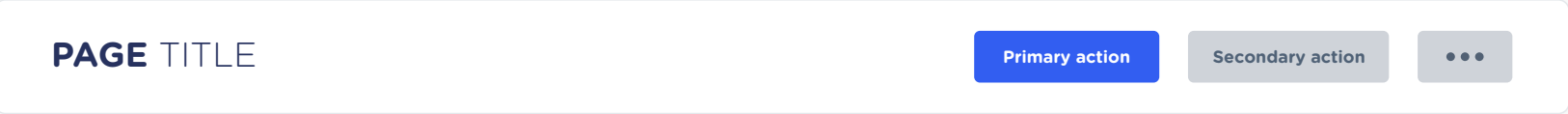
Page Header

Do's

Always keep any element in the page title at the right hand side



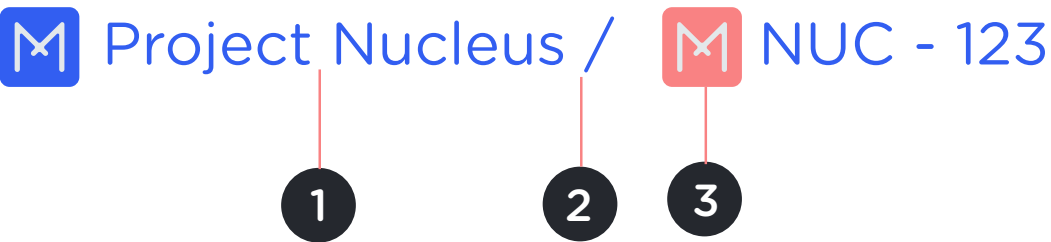
Page header can also contain other elements like search bar, buttons, filters, or breacrums that acts as control that affect the content of the screen.



Breadcrumb

Breadcrumbs are an alternative way to help users orient themselves. They're a useful addition to, but shouldn't replace, the main navigation on a page.

Use breadcrumbs for nested navigation, with each item acting as a link. They show the hierarchical progress from the highest item level to the lowest, one step at a time. This typically starts with the product landing page and goes to the current page or content.



- 1 Item name**
The section or page within the product, usually a link.
- 2 Separator**
Provides a visual distinction between individual entities using the same font as the rest of the breadcrumbs
- 3 Graphical elements**
Some entities may have an icon or avatar before or after the entity name that is part of the corresponding page title.

USAGE

PAGE TITLE

[This breadcrumb](#) / is resizable

PAGE TITLE

[Project Nucleus](#) / NUC - 123



PAGE TITLE

[Nucleus space](#) / [Pages](#) / [ADG3 - New site](#) / [design.getmega.com content](#) / [Product design \(draft\)](#) / [Patterns design \(draft\)](#)

PAGE TITLE

[Nucleus space](#) / ... / [Patterns design \(draft\)](#)

PAGE TITLE

 [Project Nucleus](#) /  NUC - 123

| BADGES

A badge is a visual indicator for numeric values such as tallies and scores.

Usage



Badges are usually placed before or after the label of the thing they’re quantifying, such as the number of votes for an issue

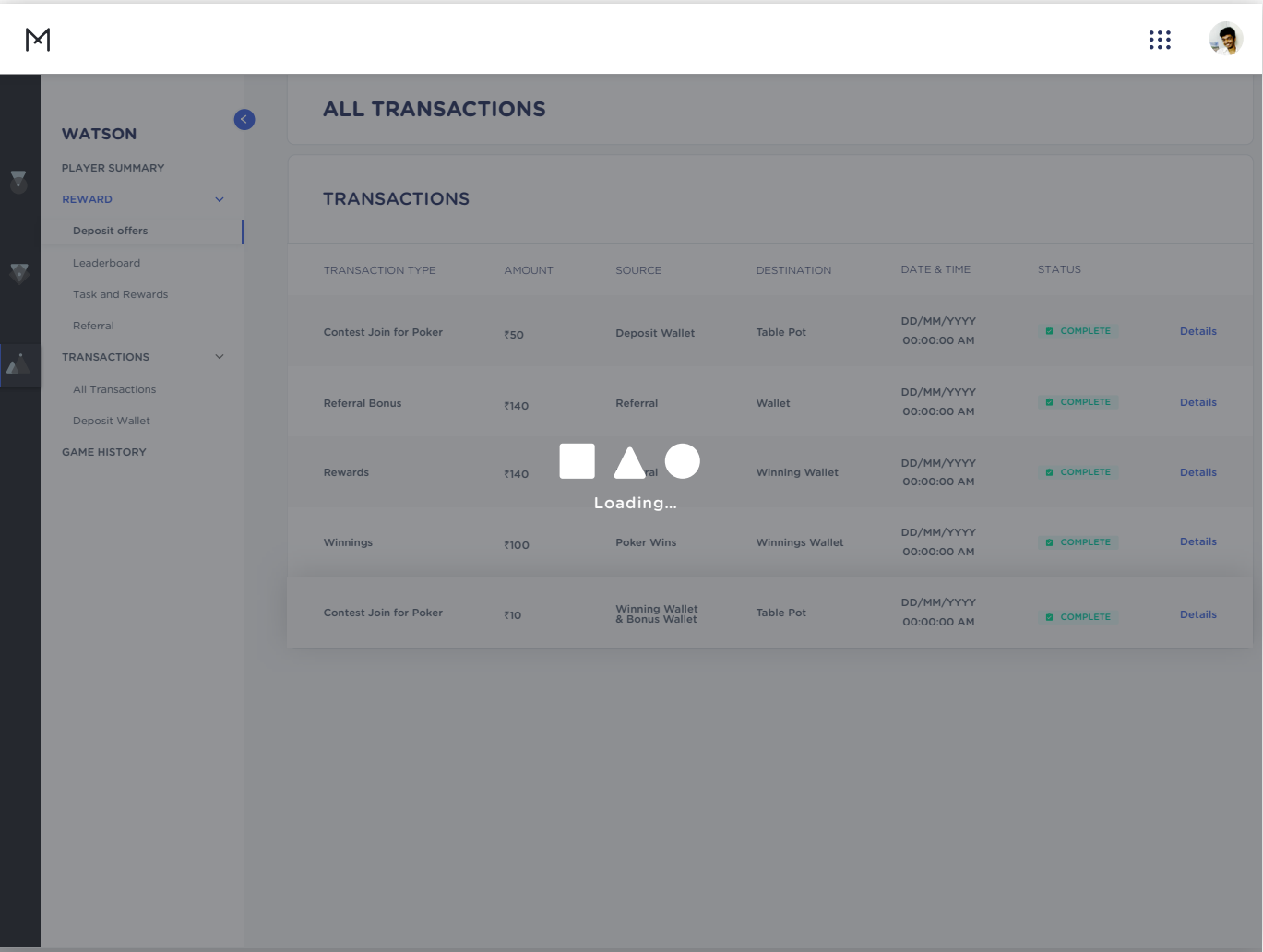
They should only be used to represent a number, however, the following letters and special characters can be used to represent number values: +, -, K. For example:

	Double digits	Max digits	Single digit
Added	12	99+	2
Bold	12	99+	2
Important	12	99+	2
Primary	12	99+	2
Removed	12	99+	2
Standard	12	99+	2

| **LOADING** ANIMATION

Loading animation helps the user to understand that the software needs some additional time to go to the next desired steps.

Usage



Background Shadow

The Animation for the background shadow is a fade in and fade out effect follow by the loading animation. The background animation shadow's opacity starts from 0% opacity to 50% opacity and fade out from 50% opacity to 0% opacity.



White
#FFFFFFF

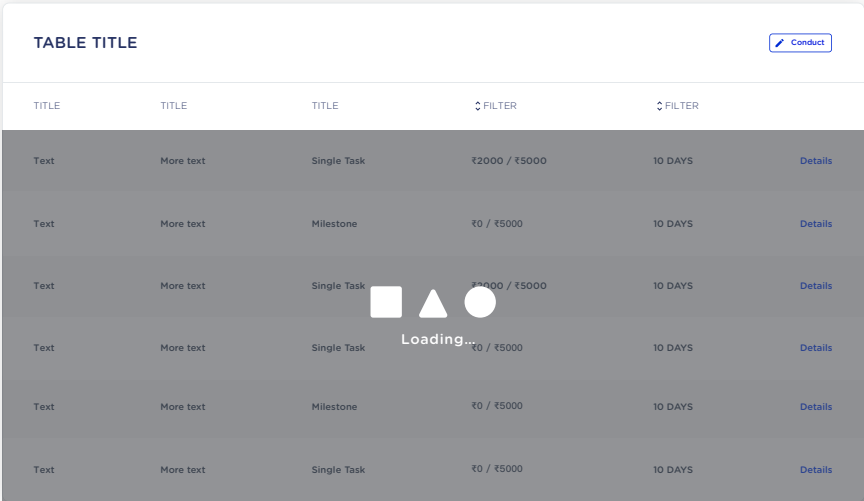


Happy Blue
#325EF1

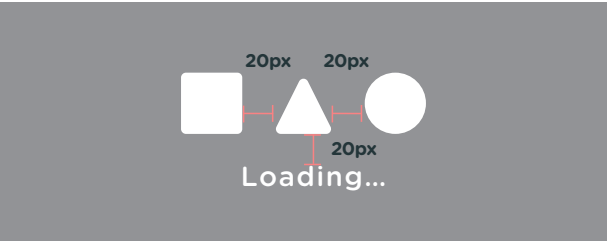


Red
#F98283

Table Animation



The loading animation



Morphing Animation



The Loading animation uses the basic shapes that getmega uses to represent its 3 types (trivia, card & casual) of games.

The Loading animation changes colors from white, blue and red while each icons changes form from square, circle and triangle.

Table Animation

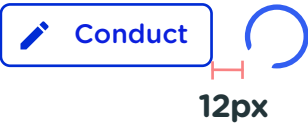
TABLE TITLE

✎ Conduct

TITLE	TITLE	TITLE	⇅ FILTER	⇅ FILTER	
Text	More text	Single Task	₹2000 / ₹5000	10 DAYS	Details
Text	More text	Milestone	₹0 / ₹5000	10 DAYS	Details
Text	More text	Single Task	₹2000 / ₹5000	10 DAYS	Details
Text	More text	Single Task	₹0 / ₹5000	10 DAYS	Details
Text	More text	Milestone	₹0 / ₹5000	10 DAYS	Details
Text	More text	Single Task	₹0 / ₹5000	10 DAYS	Details

Table Animation

The table loading animation is a simple rotating stroke once the user interact with any action elements on the able



| **END OF** DOCUMENTATION

Glossary

Atomic Design

Atomic design is atoms, molecules, organisms, templates, and pages concurrently working together to create effective interface design systems.`

Design System

A Design System is the single source of truth which groups all the elements that will allow the teams to design, realize and develop a product. So a Design System is not a deliverable, but a set of deliverables.

Flags

Flags is a type of notification/alert that appear on a user interface.

Heat Map

A heat map is a two-dimensional representation of data in which values are represented by colors.

Interface inventory

An interface inventory is an inventory of UI collected from a platform for further analysis and upgrade.

Pilot Project

The pilot project is an initial small-scale implementation that is used to prove the viability of a project idea

Models

Models are a second layer of screen which pop-up on a User interface.

Semantic color

Semantic colors denote standard value states (such as good, bad, or warning). Each color has the same basic meaning in all contexts

Lozenges

Lozenges are used to highlight an item's status for quick recognition or to give additional fast short information such as additional price or time.

Kickoff workshop

A project kick-off meeting is the first meeting with the project team and the client of the project where applicable..

Bibliography

Brad Frost.

Atomic Design

<https://bradfrost.com/blog/post/atomic-web-design/>

JON YABLONSKI

Law of UX

<https://lawsofux.com/>

Atlassian Design System

<https://atlassian.design/>

Christine vallaure

<https://www.christinevallaure.com/>

Image Credits

UI references

<https://dribbble.com/>