

unHACK

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App Design Documentation

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## Introduction

unHACK is an android application which is meant to secure people from Data Theft and security issues related to privacy. It protects your phone from malicious apps that retrieve your data without your knowledge. Unhack is an application which lets you see which all applications from phone are reading your personal data that include your messages, accesses your browser, call log, microphone etc.

The application is designed for Lucideous pvt. ltd .The companies main aim for the app is to help people shield their privacy from many malicious softwares that they know exists.The scope of the project starts from project definition to ui design.

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### aim

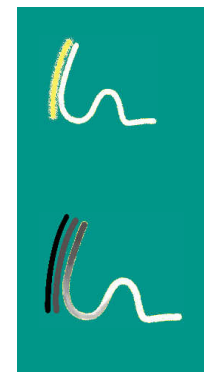
Strategy has been derived from what the users and the clients want. The strategies for the users where to be able to use apps safely, simple and speedy solution and restricted access to data.

According to the clients, the aims where to create brand identity as the cyber security force and to get more people to use it.

### objective

Some of the functional specifications where- Give feedback to user while opening. When an action is completed, give option for additional tasks.

## Brand identity



### unHACK

The name unhack makes people alert as hacking is one common word associated with fear and undoing such an act is a act of relief.

### logo

The logo has been made with the u n and h of the title and is made universal with a curved structure easy to replicate. The logo changes color according to the safety situation of the phone. The design philosophy is to symbolize from 'hack' to 'unhack' i.e from chaos to peace.

### colour palette

Primary colours



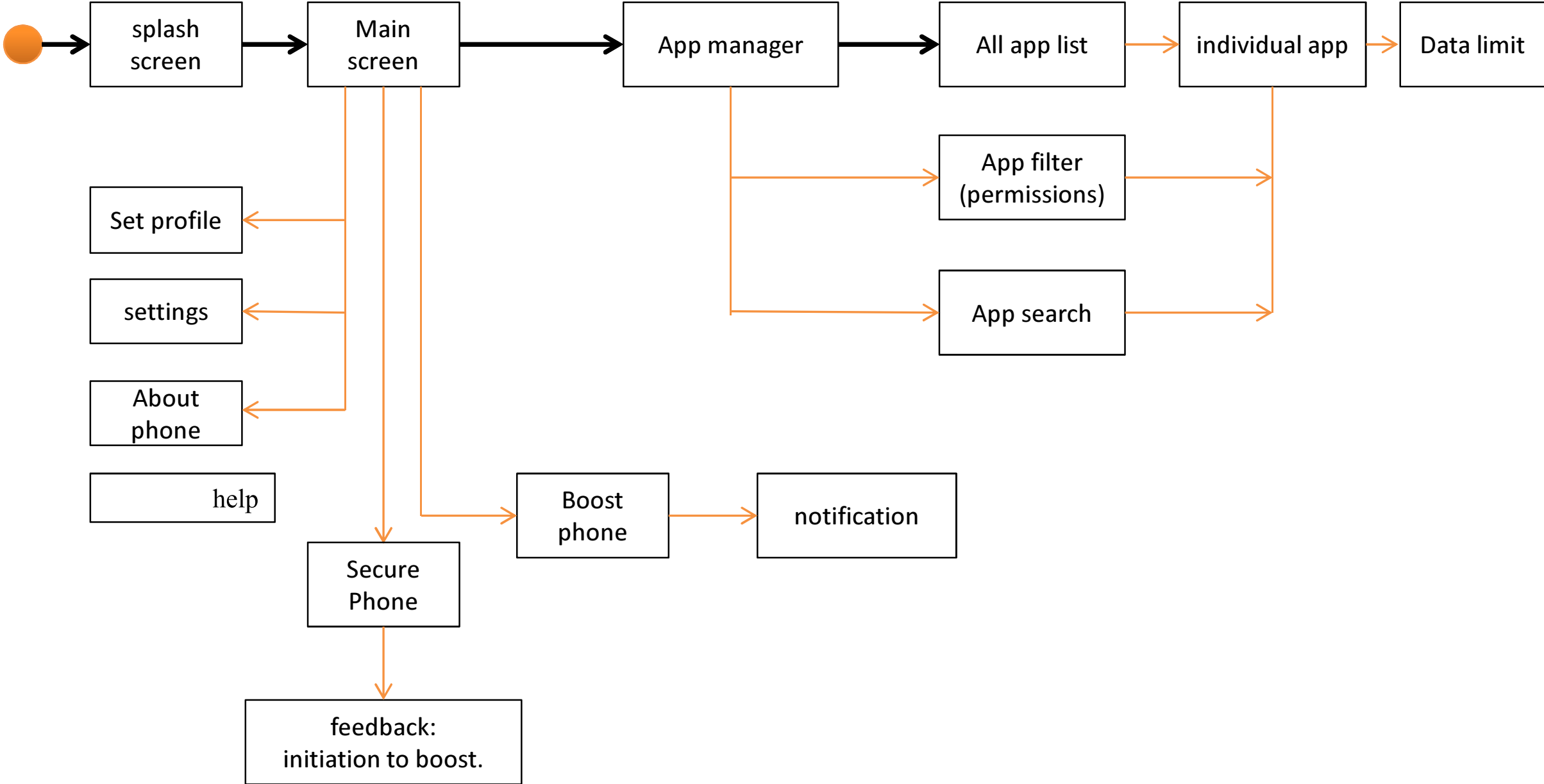
secondary colors



### Font

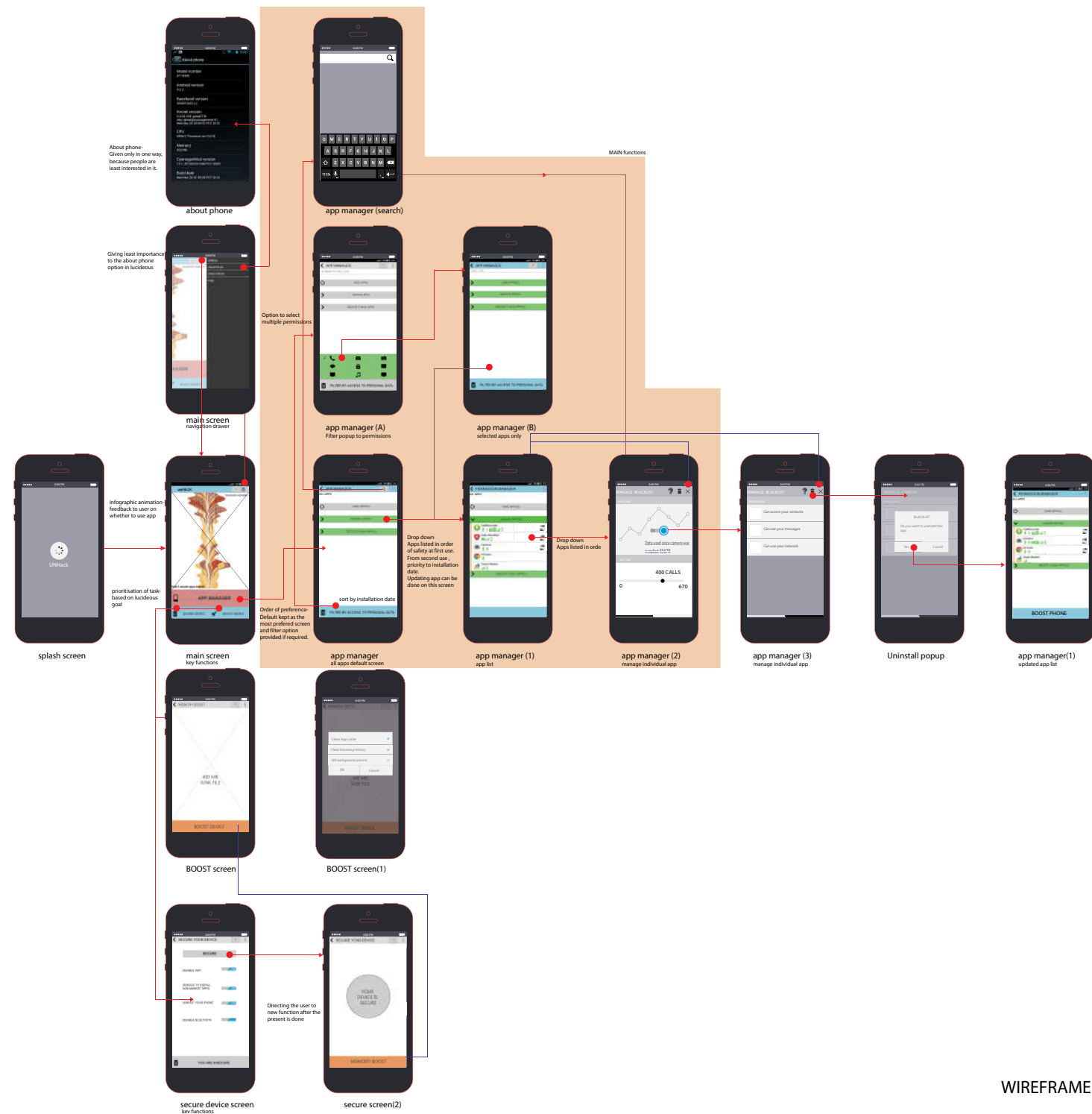
Design implementation

flow chart



# Design implementation

## wire frame over view



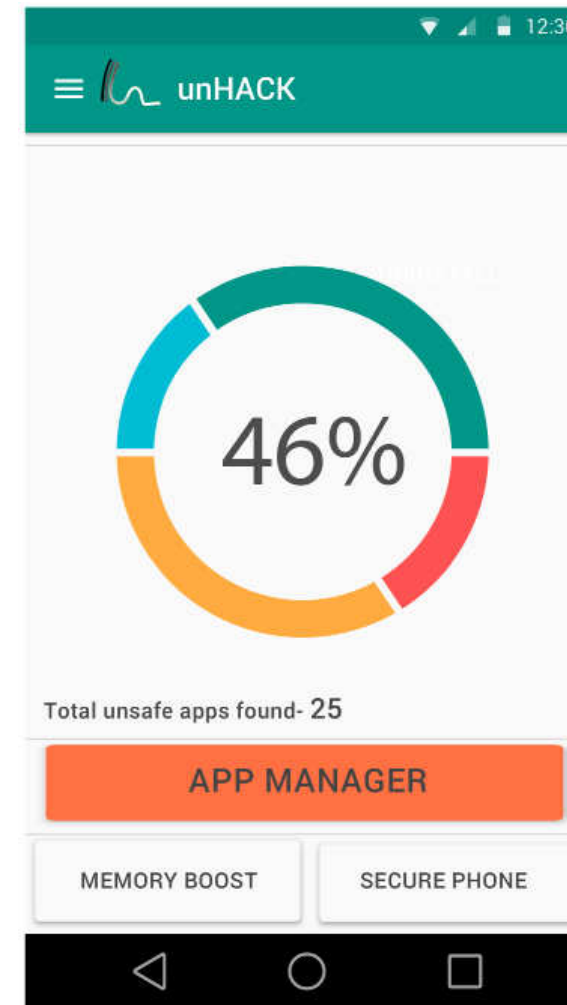
WIREFRAMES

# Design implementation

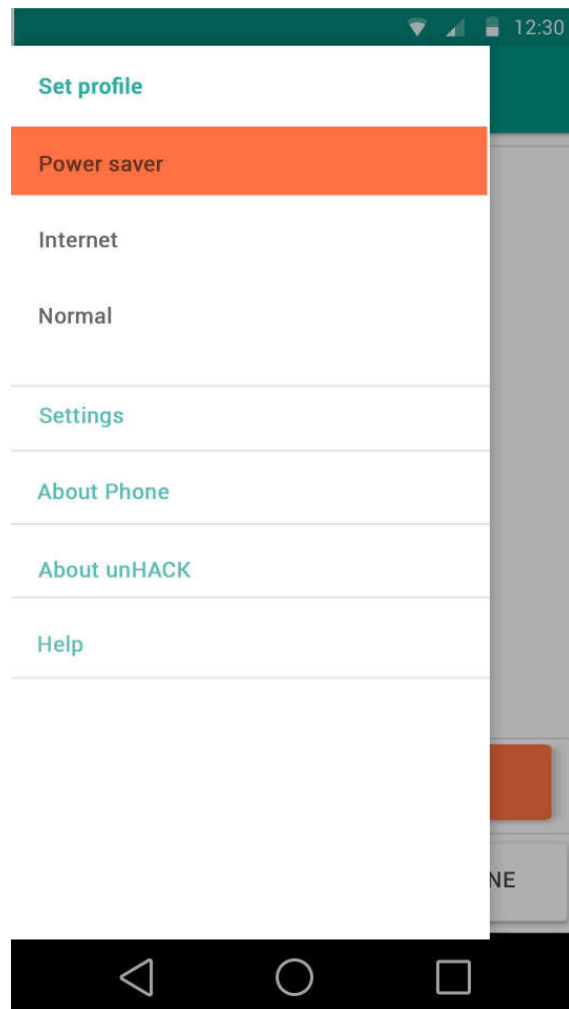
## User Interface design



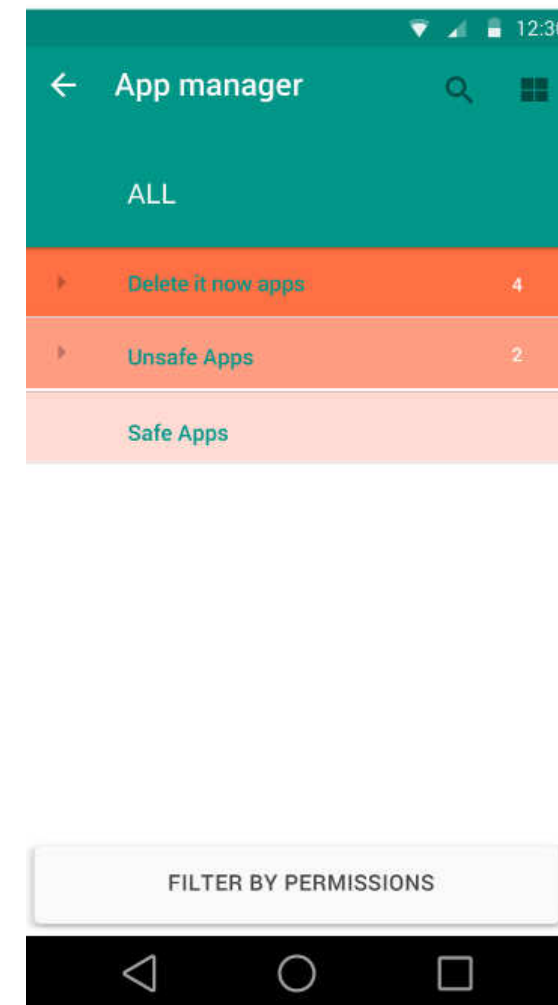
The logo will showcase the safety condition of the phone. When the phone is secure the logo will be golden and when it is insecure, dark shades appear in the edges. This gives feedback to the user when to use the app.



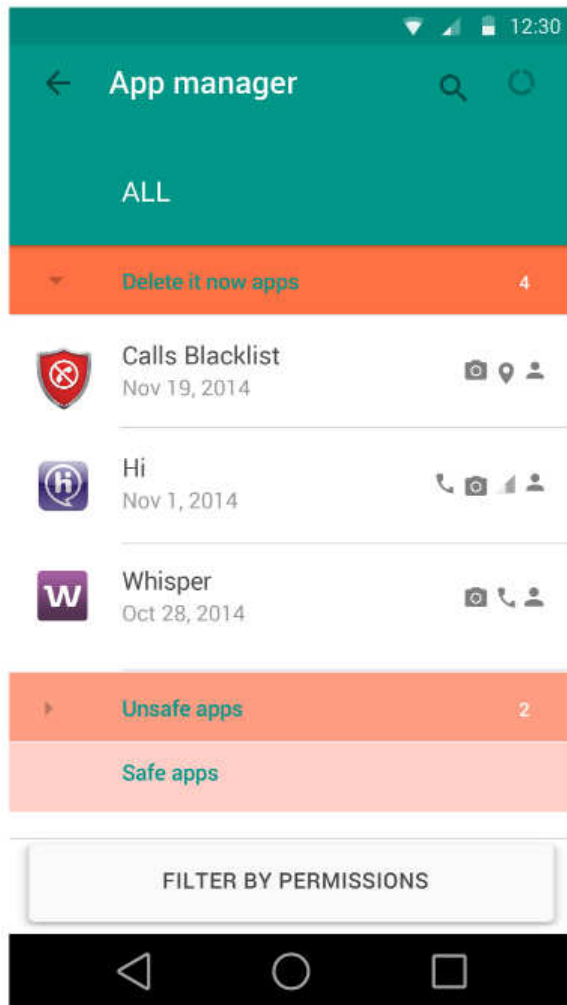
As the main aim of the app is in the field of managing malicious app, THE APP MANAGER is given major importance. The infographic gives feedback.



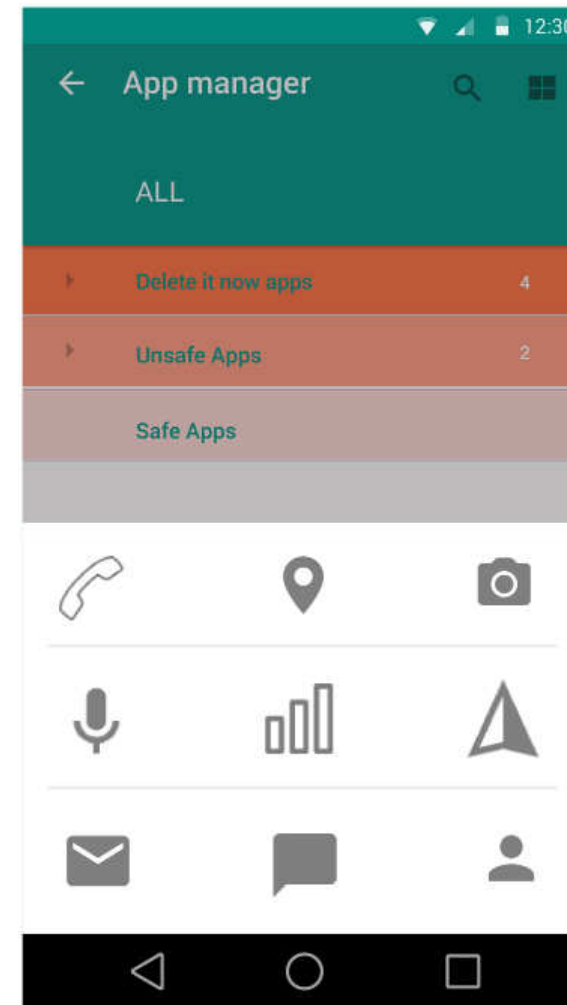
As set profile is not related to other functions of the app and should be easily available, it is provided in the hamburger of main screen. About phone function is given least importance.



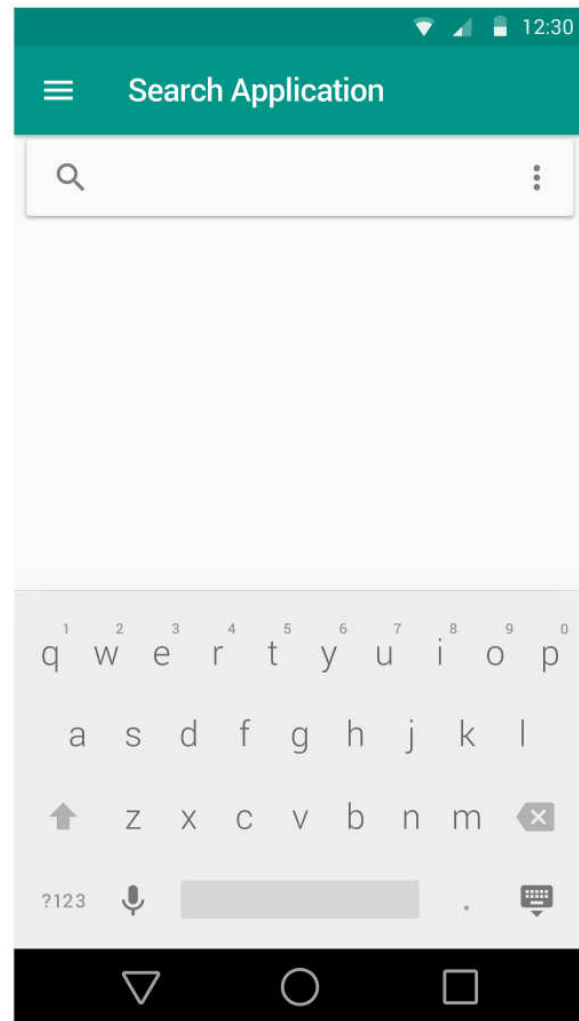
The screen is made clutter free for ease of use. The colour scheme shows the level of urgency for action to be taken.



The apps are categorised according to severity of danger. Within these category apps are arranged according to date of installation.







Designed and compiled by  
**Labeeba K | 146330008**

Guided by  
**Prof.Venkatesh R**

**IDC**  
**IIT Bombay**

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