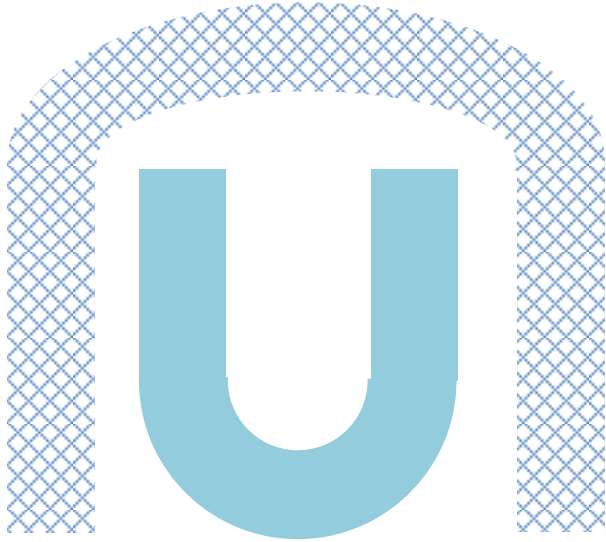


# UI Design - UnHack

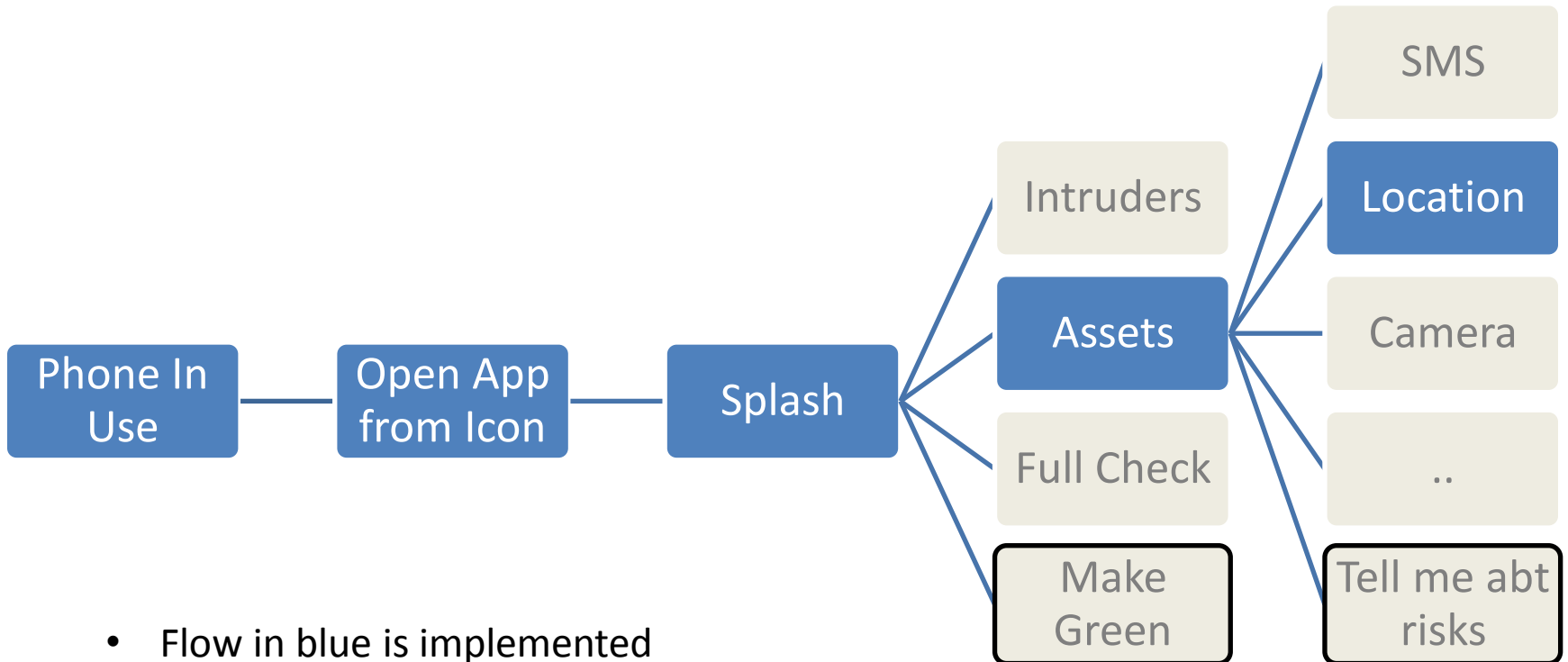
## Assignment 3

# Logo Ideas



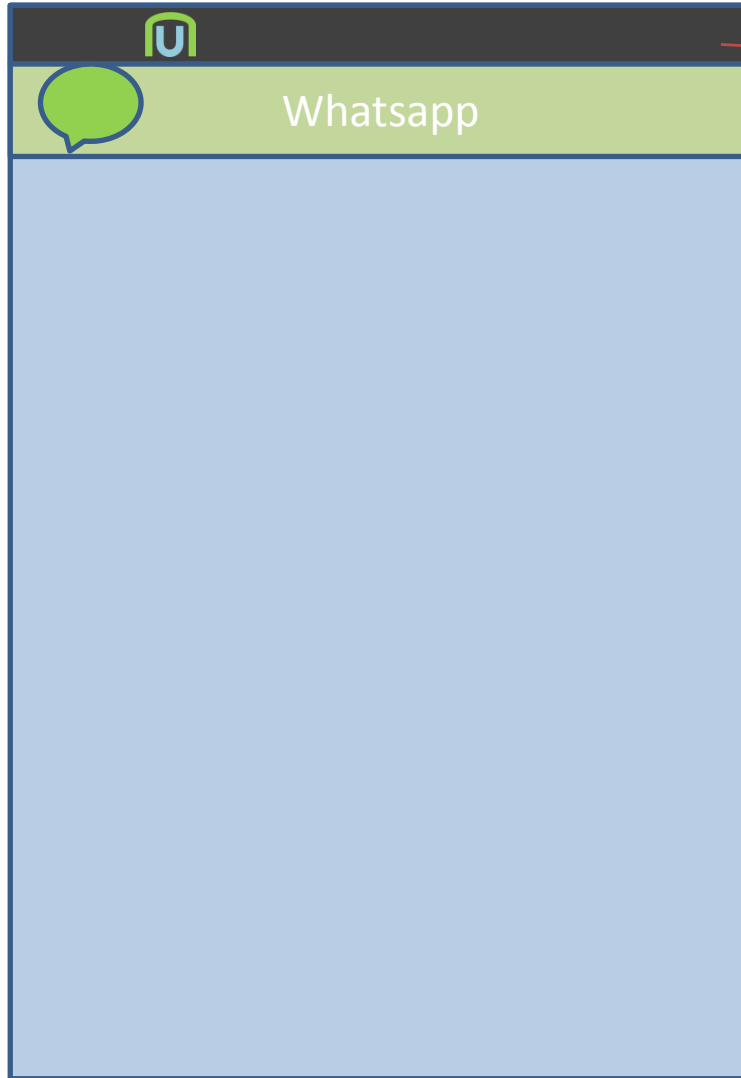
- U are protected by Unhack
- U is also first letter of Unhack
- Inverted U is protection (some kind of barrier that prevents insects that suck)
- Inverted U is a net that fends away anyone who tries to intrude.
- Inverted U can also be a wall pattern

# Flow...



- Flow in blue is implemented

# Screen Flow



You are well protected



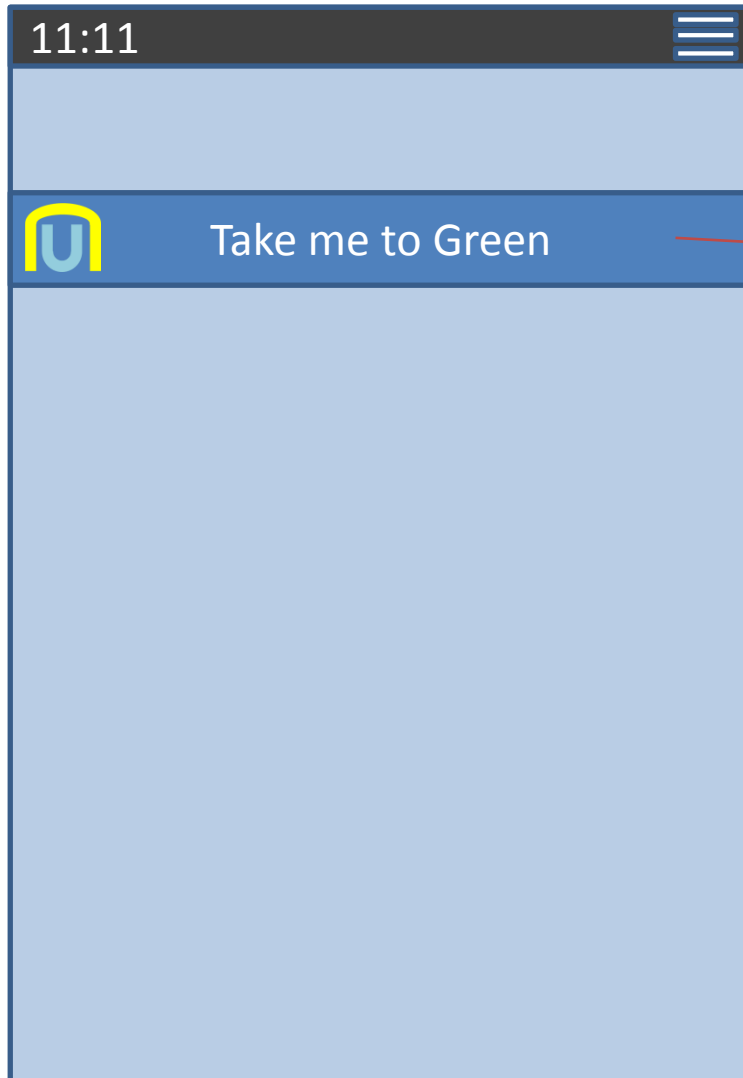
You may be vulnerable



You are at risk

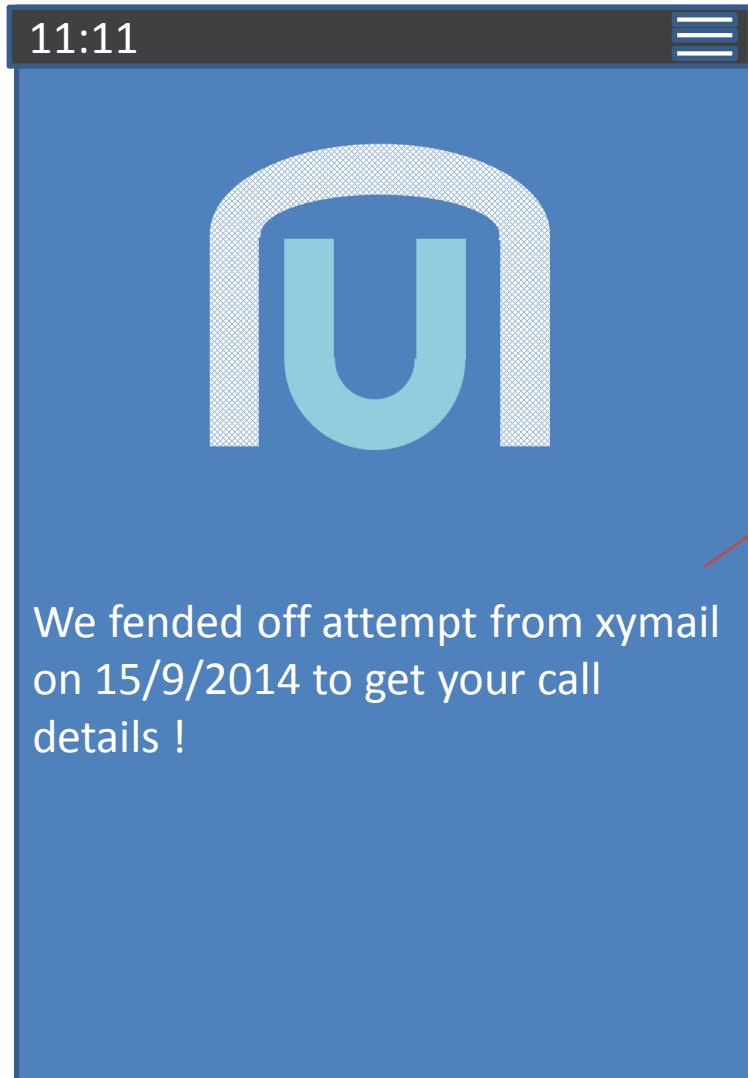
- Status is shown in Status Bar
- Color codes give direct status without describing or clicking anything
- This is the first interaction after installation
- Its only through the icon on the bar.
- The color indicates the status (and need for action if any)

# Screen Flow



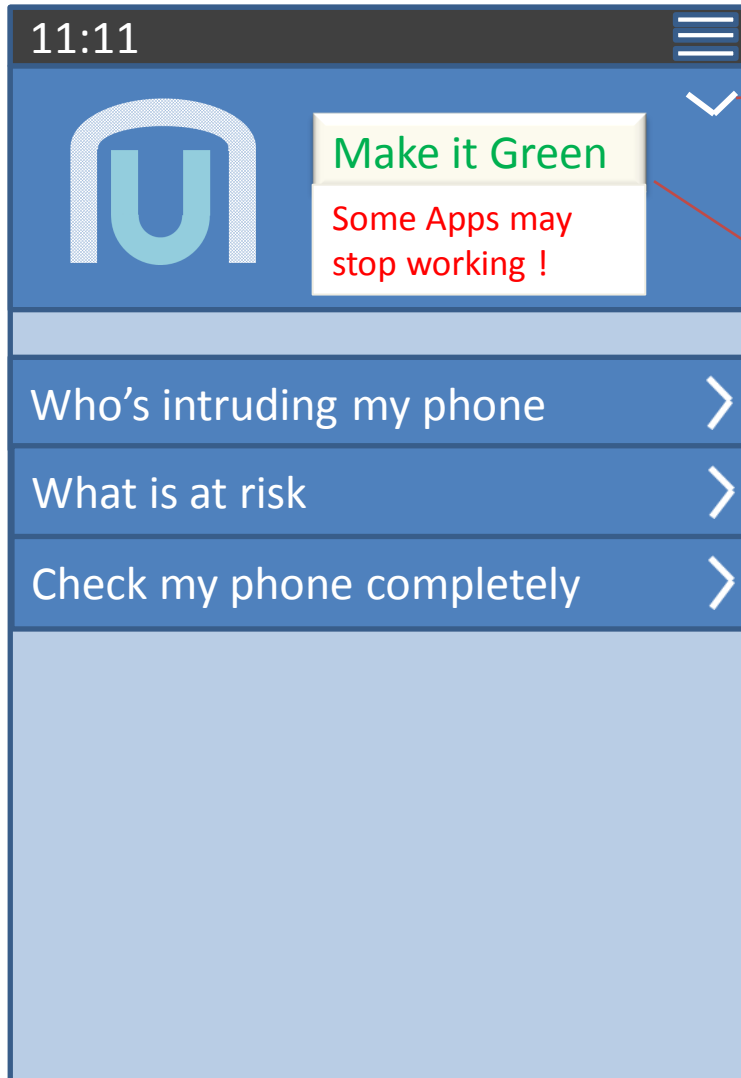
- This is opened on curtain on clicking the icon
- If the color is green it will only say 'Show me more'
- In either case it opens the next screen with details

# Screen Flow



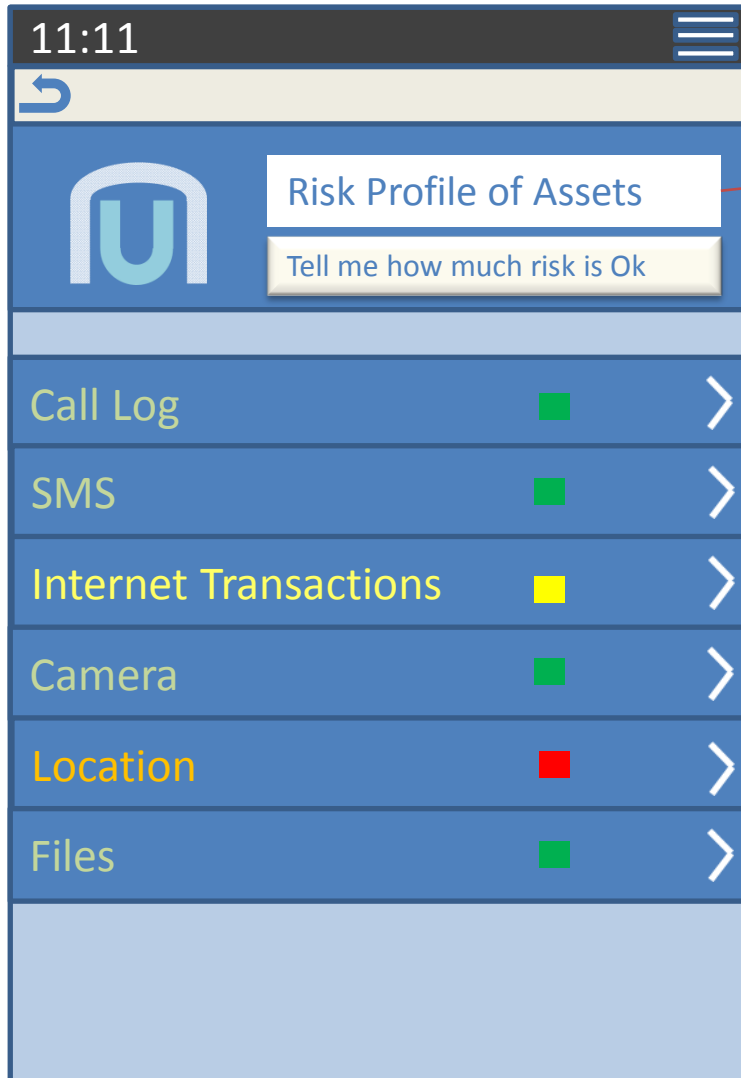
- This is a splash screen just before the details launch
- It also gives one single piece of recent activity/achievement by Unhack for the user

# Screen Flow



- Drop down menu for
  - Settings
  - Update
  - About Us
- Direct Action option without overload for users...with a warning that some apps may stop
- Options for knowing details

# Screen Flow



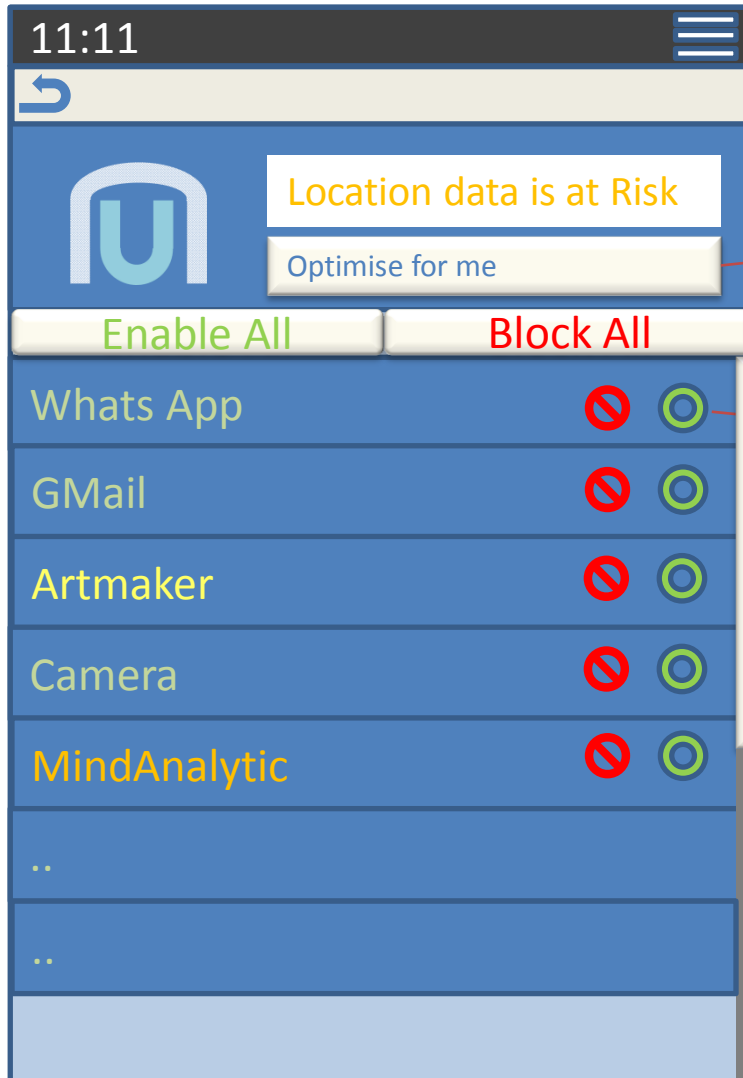
• Action Bar

• Some help to users to go on with life

• Assets shown with color dots indicating their risk



# Screen Flow



- Some quick action

- Enable/disable one at a time

- Apps shown by color code indicating their risk profiles

- Scroll Bar

# Use of Microinteractions

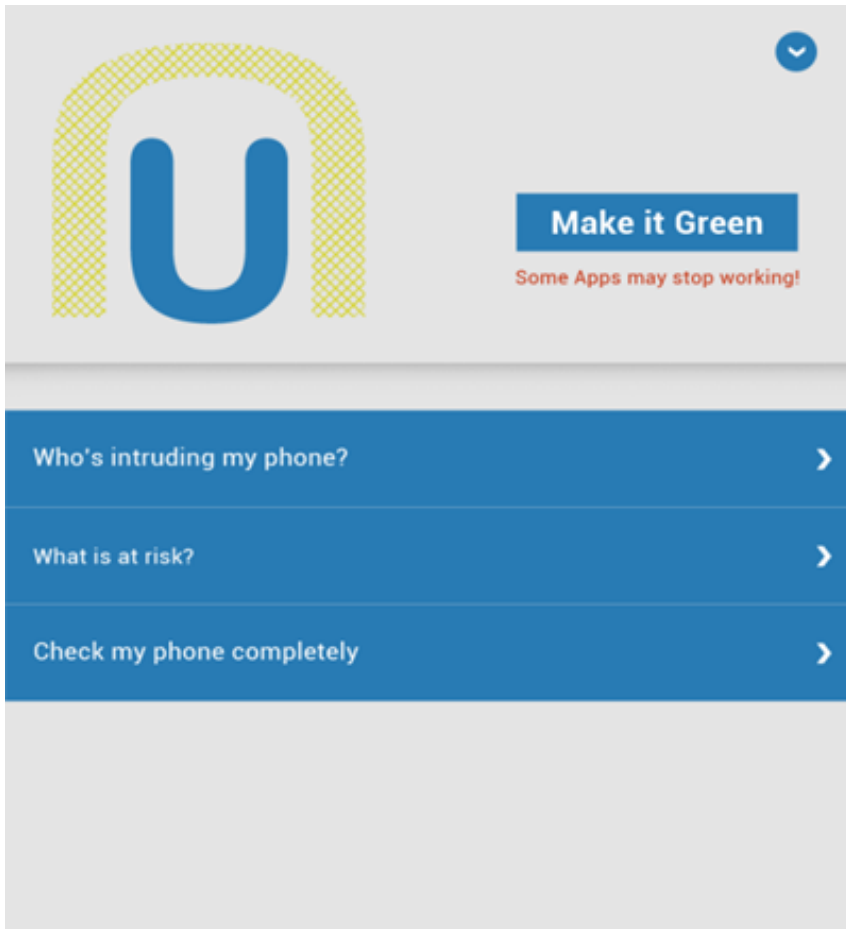
Triggers – Phone Switching On, New app install, update, permission change, Manual triggers to set things right

Rules – different colors for safety, caution and risk. Based on configuration, rules to enforce application access

Mode – Auto correction and manual correction

Info brought forward - useful info snippets displayed in transition screen, whitespaces

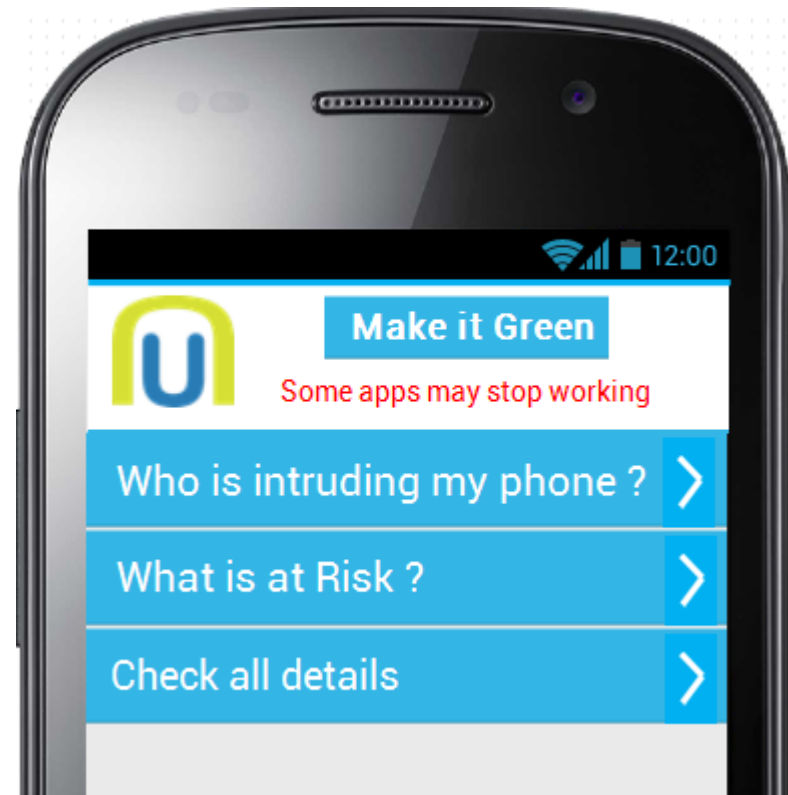
Options for direct intervention without Cognitive overload



Tried something with  
Adobe PS



But finally went with  
Pencil



- The PNG files in adjacent 'web' folder
- Open Index.html and it opens clickable demo

End