

UI GUIDELINE

Developing intuitive and easy-to-use interface for users.

LAST UPDATED: 3 JULY 2018





PART 1

Platform and Application UI Guideline

- 1. Type System
- 2. Colour Palette
- 3. General Layout
- 4. Pop-Up Layout
- 5. Buttons
- 6. Iconography

PART 1: Platform and Application UI Guideline

Type System

TYPE SYSTEM

Header 01

Header 02

Header 03

Title 01

Title 02

Body

Description

BUTTON

Label

Font Type: Regular Font Size: 45px Line Height: 1

Font Type: Regular Font Size: 34px Line Height: 1.2

Font Type: Regular Font Size: 24px Line Height: 1

Font Type: Bold Font Size: 18px Line Height: 1.2

Font Type: Regular Font Size: 16px Line Height: 1.2

Font Type: Regular Font Size: 14px Line Height: 1.2

Font Type: Regular Font Size: 12px Line Height: 1

Font Type: Regular

Font Size: 14px, Uppercase

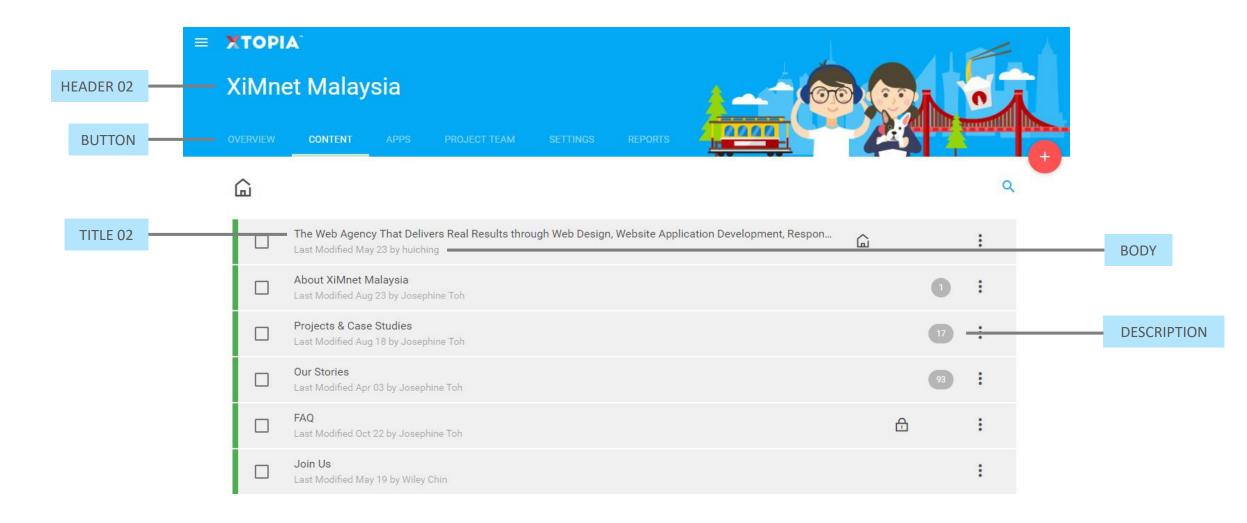
Line Height: 1.2

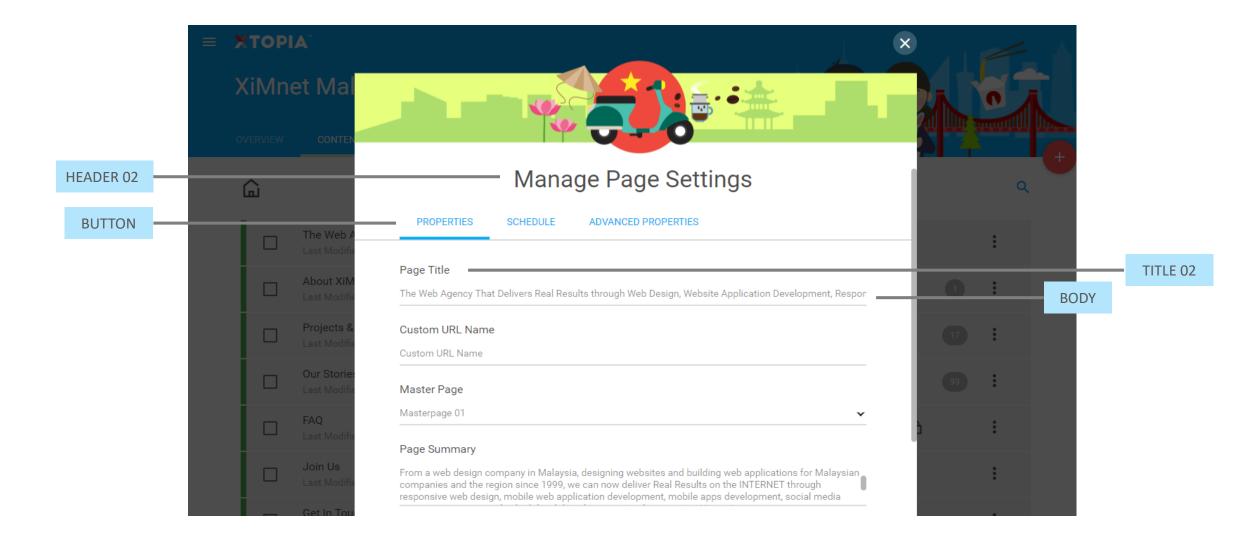
Font Type: Regular Font Size: 12px Line Height: 1 Use typography to present your design and content as clearly and efficiently as possible.

The XTOPIA type scale includes a range of contrasting styles that support the needs of your product and its content.

The type scale is a combination of 10 styles that are supported by the type system. It contains reusable categories of text, each with an intended application and meaning.

Font used in the entire XTOPIA is Roboto.





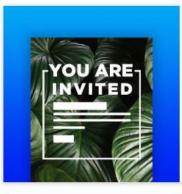
HEADER 03

My Apps List



Survey Builder

Build online survey easily without the need to code. Best for surveys, feedback, questionnaires and assessments.



e-Broadcast App

An online marketing application for email broadcasting and engagement tracking for your business. **HEADER 03**

BODY



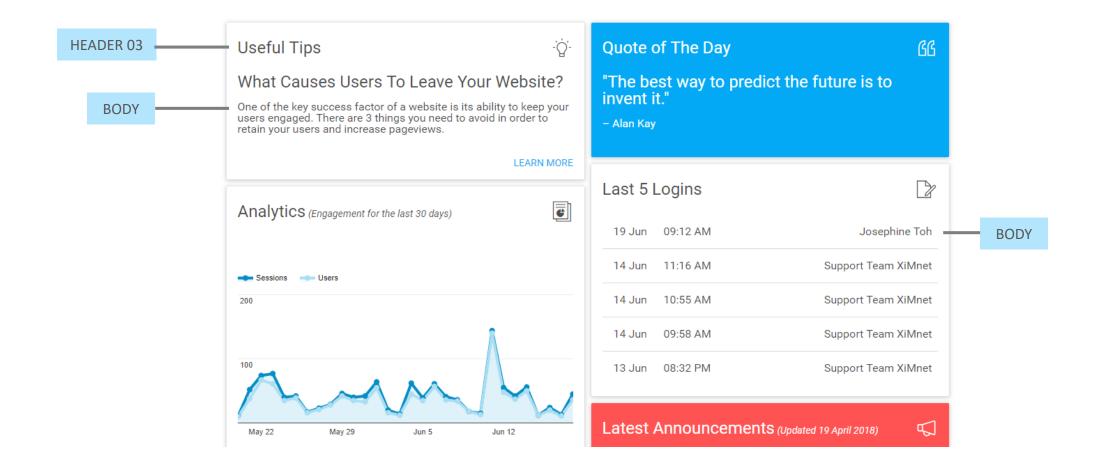
Membership App

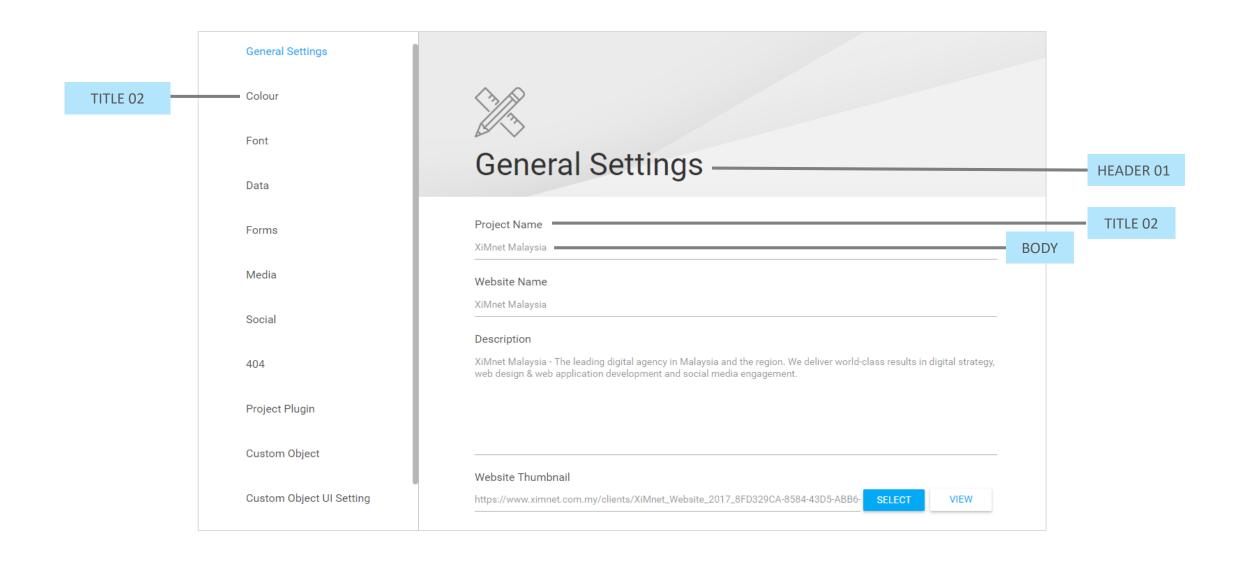
An easy-to-use membership management for member registration, activation and profile management.

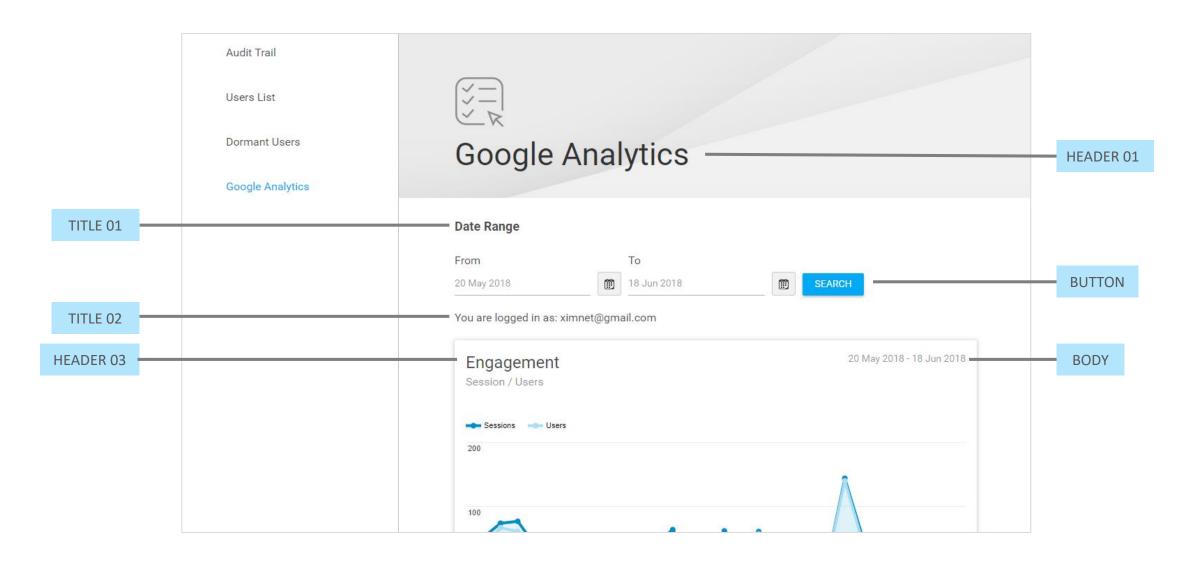


Object Builders

An environment for front-end developers to design Smart Objects, Rich Media Objects, Custom Objects, Menu and Settings.







PART 1: Platform and Application UI Guideline

Colour Palette

COLOUR PALETTE

DARK **PRIMARY** TEXT / ICON **PRIMARY** #03A9F4 #FFF #0288D1 **PRIMARY** SECONDARY DIVIDER TEXT TEXT #212121 #727272 **ACTIVE** ACCENT LABEL #4CAF50 #FF5252 #FF6600

Color is applied to UI elements and components in consistent and meaningful ways. These guidelines describe a variety of UI components and elements where color application is important.

Consistent

Color should be applied throughout a UI consistently and be compatible with the brand it represents.

Distinct

Color should create distinction between elements, with sufficient contrast between them.

Intentional

Color should be applied purposefully as it can convey meaning in multiple ways, such as relationships between elements and degrees of hierarchy. PART 1: Platform and Application UI Guideline

General Layout

GENERAL LAYOUT



XTOPIA layouts encourage consistency across platforms, environments, and screen sizes by using uniform elements and spacing.

Predictable

UIs should use intuitive and predictable layouts, with consistent UI regions and spatial organization.

Consistent

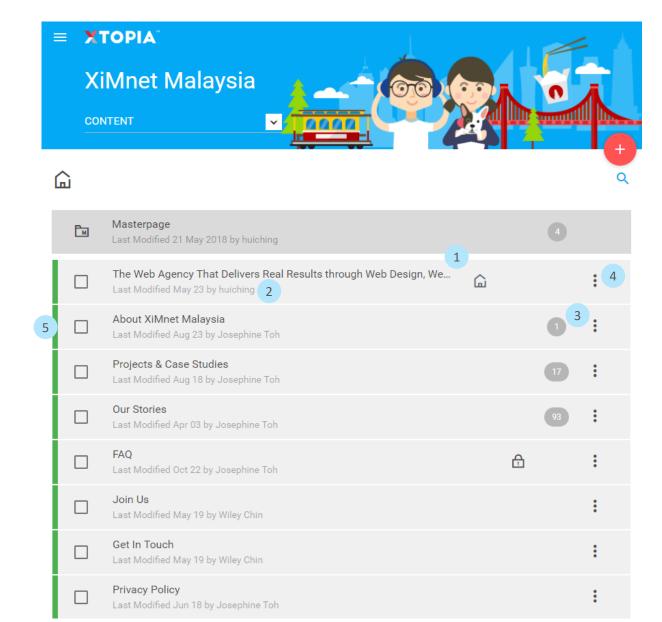
Layouts should use a consistent grid, keylines, and padding.

Responsive

Layouts are adaptive and react to input from the user, device, and screen elements.

XTOPIA layout is inspired be Google Material Design. Please visit https://material.io/design/ for more reference.

GENERAL LAYOUT: LIST



When to use it:

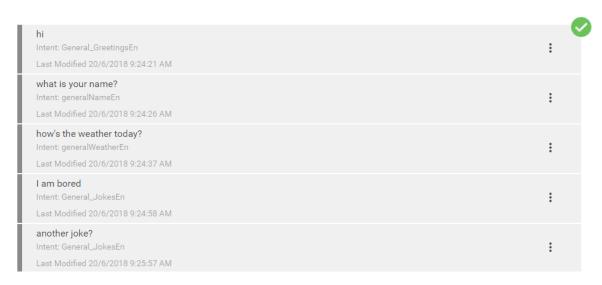
List layout is the most preferred layout for page that contains multiple items for users to manage.

This layout is also recommended for items which comes with nested items.

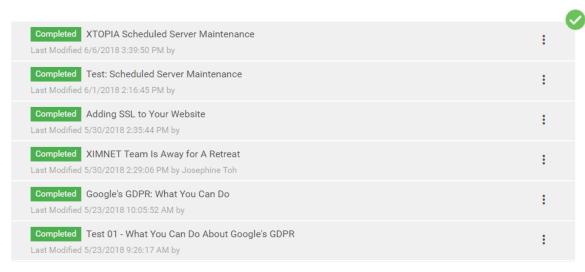
List layout commonly comes with the following elements:

- 1. Item Title
- 2. Date Modified
- 3. Number of Nested Items
- 4. Overflow Button
- 5. Status Bar

GENERAL LAYOUT - LIST EXAMPLES



XTOPIA 3.0 & 4.0 Clients Last Modified 6/1/2018 2:49:09 PM by Josephine Toh	58	:
Clients with Google Maps API Last Modified 5/18/2018 8:59:52 AM by Josephine Toh	3	:
All Client Last Modified 5/18/2018 8:58:50 AM by Josephine Toh	113	:
Non-SSL Last Modified 5/18/2018 8:36:20 AM by Josephine Toh	13	:
Sansha Email List Last Modified 5/17/2018 5:33:33 PM by Sansha Wong	4	•
Joe's Test Last Modified 5/16/2018 8:45:12 PM by Josephine Toh	3	:

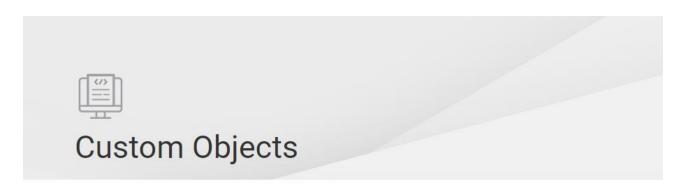




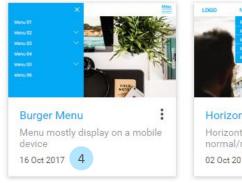
Caution:

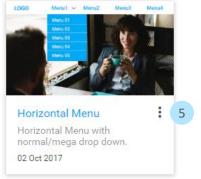
List layout is recommended to come with its grey background color.

GENERAL LAYOUT: GRID









When to use it:

List layout is used for page that contains multiple items which requires visual to represent them.

This layout is not for items which comes with nested items.

List layout commonly comes with the following elements:

- 1. Thumbnail
- 2. Item Title
- 3. Description
- 4. Date Added / Modified
- 5. Overflow Button

GENERAL LAYOUT - GRID EXAMPLES



System Default

Featuring the locations of our future offices, we look forward to serving clients across the globe.

> Designed by Josephine Toh 02 May 2016



Music Legends

Music plays a big part in our lives. This theme design is dedicated the musicians who has made a great...

> Designed by Josephine Toh 02 May 2016







Food

This theme celebrates food around the world as food connects the past, people and culture.

Designed by



Daily Life

Lily is the name of the character. Work hard, play harder! This theme represent all aspects of everyday life.

> Designed by Chan Suet Ying 31 May 2016



XTOPIA Developers

- 0 Forms
- 9 Pages

Last Modified 21 May 2018



Loo Shien Sim 31 May 2016







Customer Relationship Management

A suite of apps designed to help businesses manage your business processes, customer data, interaction, access and automate sales.

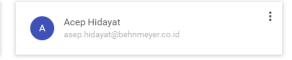


Membership App

An easy-to-use membership management for member registration, activation and profile management.











Application Builder

An environment for coders to build custom application for your project.



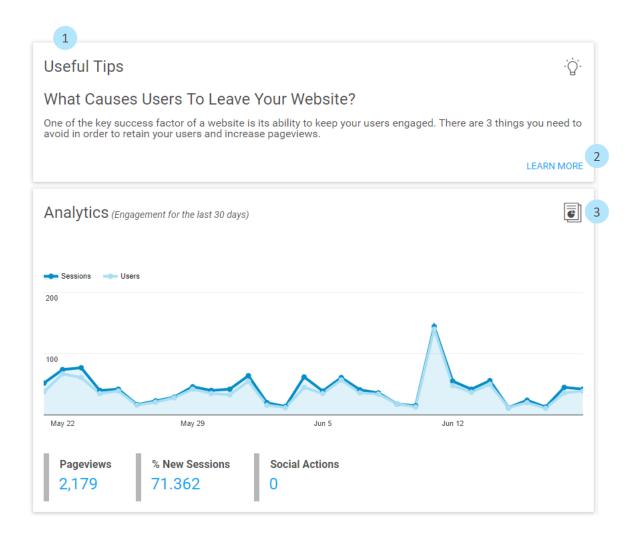
API Builder

Registering new a API. Manage data source with API. Setup API Credentials, generating an OAuth 2.0 client ID.

Caution:

List layout can be used to reduce the page length especially for short items. However, please use with caution.

GENERAL LAYOUT: CARDS



When to use it:

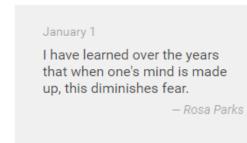
Card layout is recommended when you need to display multiple types of content on a page.

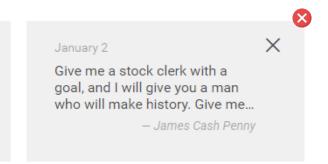
Card layout commonly comes with the following elements:

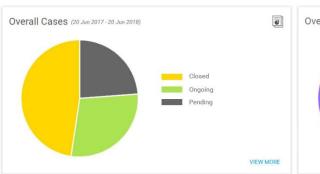
- 1. Item Title
- 2. Text Button
- 3. Icons (Recommended)

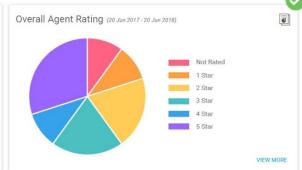
OTHER LAYOUT EXAMPLES

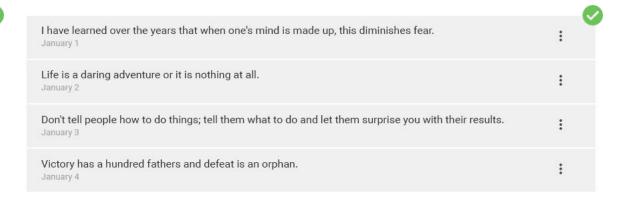












X

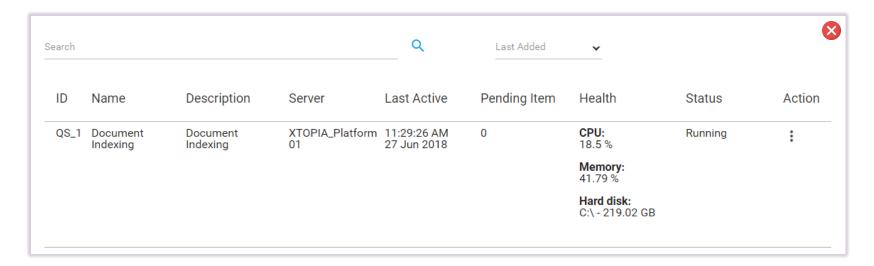
Caution:

When in grid / card format, it is recommended to keep the background white.

Caution:

For listed items, it is best to use the list layout to keep usability consistent.

OTHER LAYOUT EXAMPLES



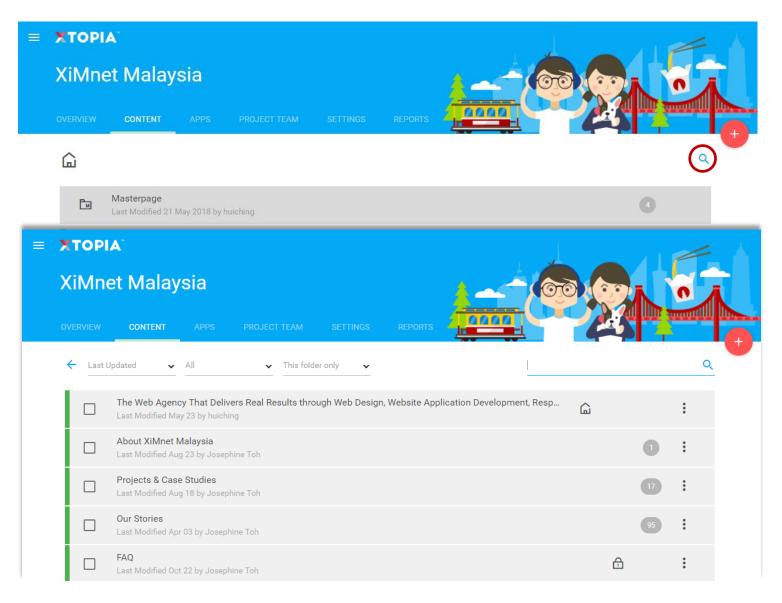
ID	Name	Description	Server Name	Last Active	Pending Items	Health	Status	
QS_01	Document Indexing	To queue for document processing	XTOPIA_platform_01	11:29:36 AM 27 Jun 2018	0	CPU: 18.5% Memory: 41.79% Hard disk: C:\-219.02 GB	Running	
QS_02	Email Broadcast	To schedule email broadcast jobs	XTOPIA_platform_01	11:29:36 AM 27 Jun 2018	20	CPU: 18.5% Memory: 41.79% Hard disk: C:\-219.02 GB	Running	

Caution:

When data table is required, keep it organized within a card layout.

Font size should be kept as standard, with the search on top right.

SEARCH ON PAGE



When to use it:

Search is recommended when you have a long list of items in the page.

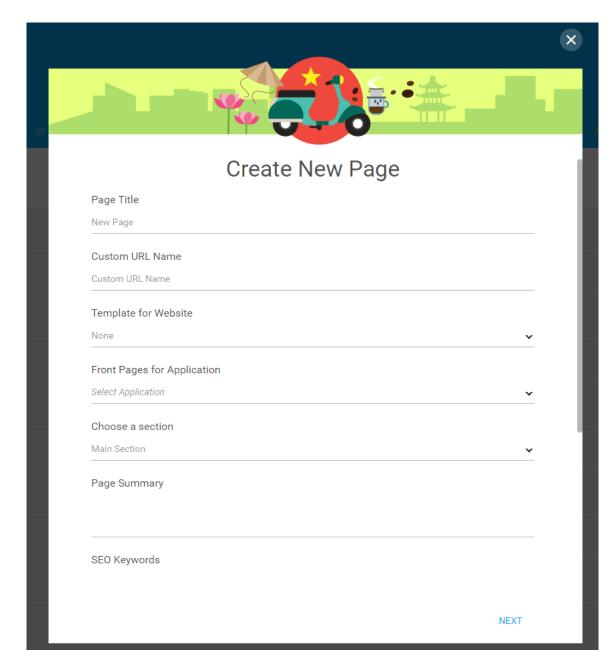
Search icon should consistently be placed on the top right corner as indicated.

On click, advanced search / filter / sort options can be shown on the left.

PART 1: Platform and Application UI Guideline

Pop-up Layout

POP-UP UI



XTOPIA Pop-up UI is used when users takes an action using the floating button. It is recommended for adding or editing information in XTOPIA on top of a list of items.

Pop-ups may come in the following layout:-

1. One Level Design

This is used when user only need to manage one category of information.

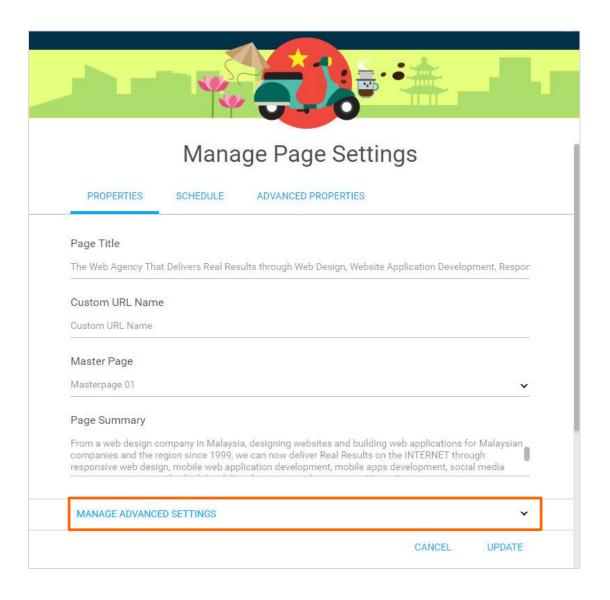
2. Tab Design

This is used when user is required to manage more than one category of information for an item.

3. Sequential / Step-By-Step Design

This is used when user is required to be guided through multiple steps to manage an item.

POP-UP UI - TAB DESIGN



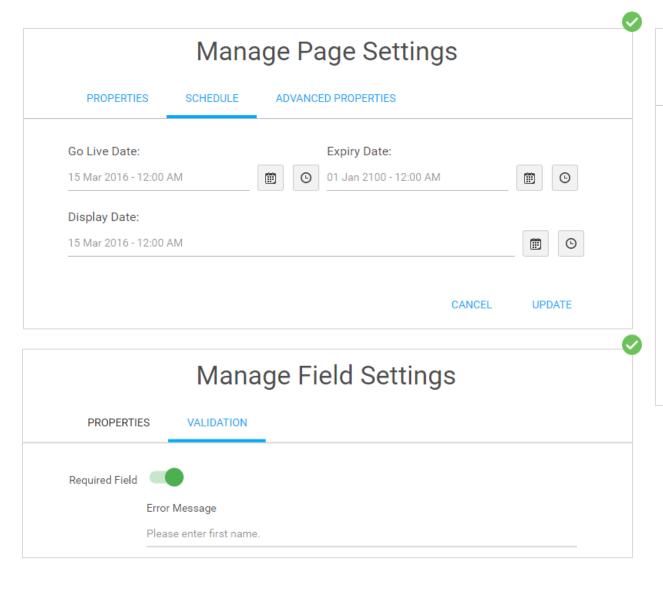
TAB DESIGN

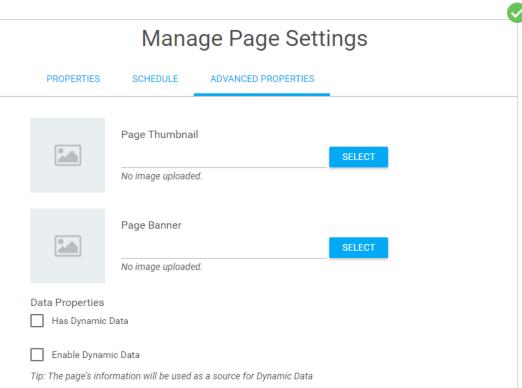
It is recommended to keep the each tab with a maximum of 5 most important or frequently used fields.

This is to avoid cluttering the pop-up, making it more manageable for the user.

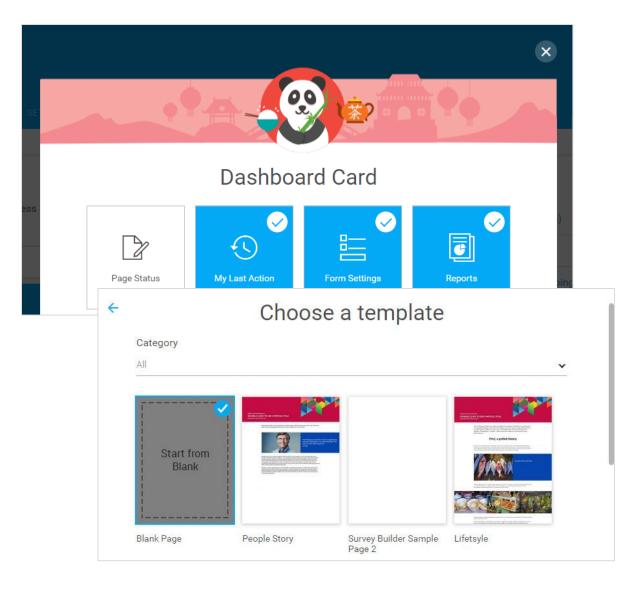
When more than 5 fields are required in the same category, you are advised to keep them under the "Advanced" section within the same tab.

POP-UP UI - EXAMPLES





POP-UP UI - VISUAL CHECKBOX

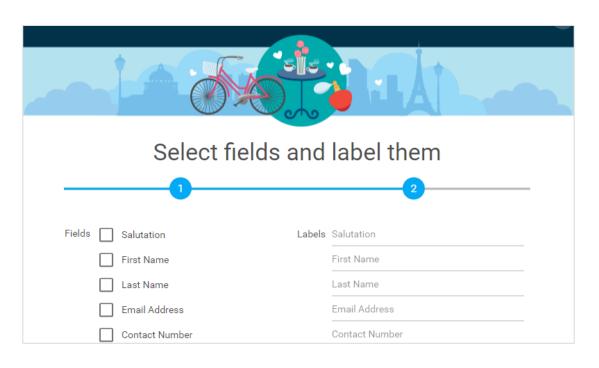


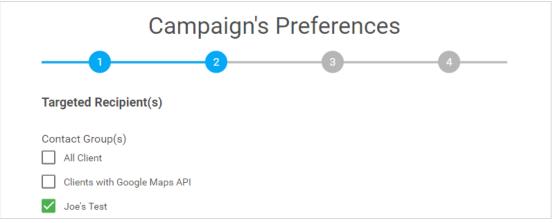
VISUAL CHECKBOX

Items which requires visual indication for selection is recommended to come with checkbox layout to guide user to make a choice.

If needed, Preview action can appear on hover to allow user to view the actual visual on a new tab. This is recommended for design templates.

POP-UP UI - SEQUENTIAL DESIGN



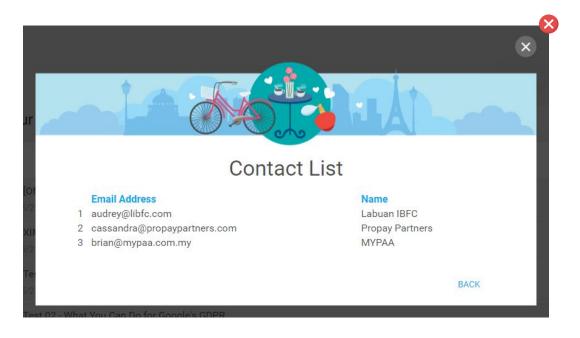


SEQUENTIAL DESIGN

If user is required to go through multiple steps to complete an action, use sequential design for your pop-ups.

It is recommended to keep the sequence up to 5 steps. This helps to break down the process complexity.

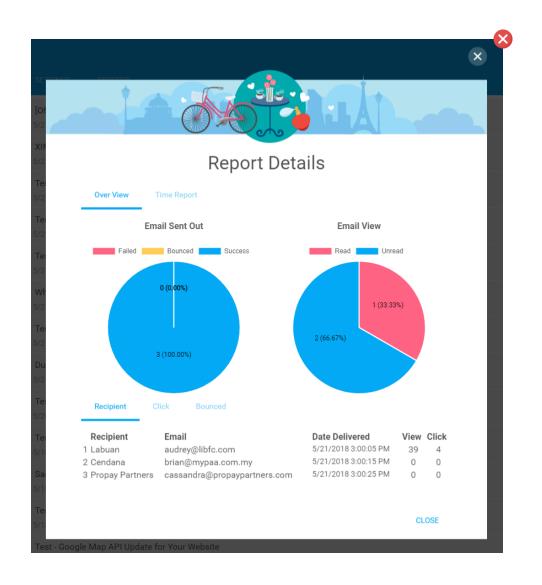
POP-UP UI - EXAMPLES



Caution:

Avoid using pop-up layout for data display. As the space in a pop-up is limited, it is not recommended to include too much information in a box.

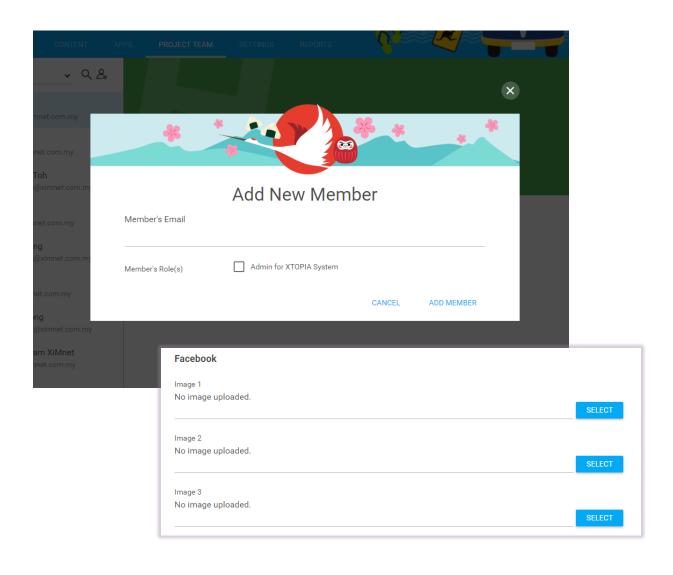
It is also not recommended to have more than one tab in a single pop-up.



PART 1: Platform and Application UI Guideline

Buttons

BUTTONS



Buttons allow users to take actions, and make choices, with a single tap.

Identifiable

Buttons should indicate that they can trigger an action.

Findable

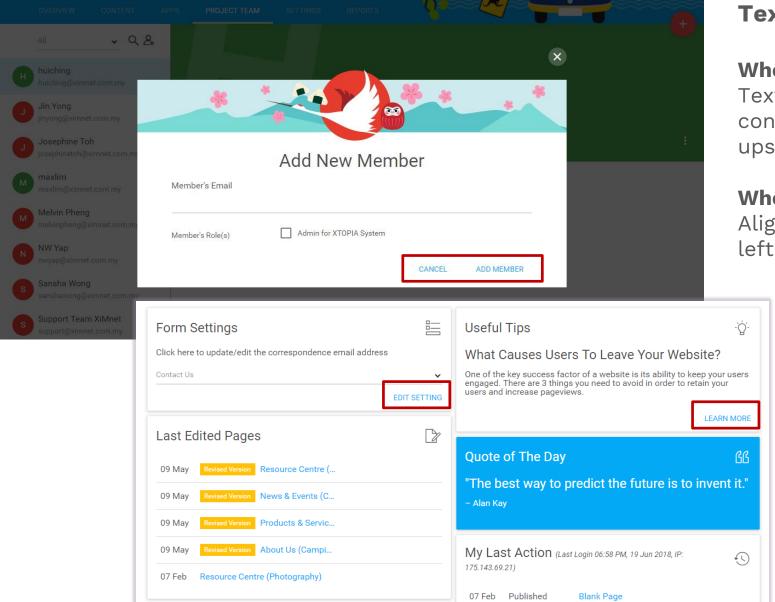
Buttons should be easy to find among other elements, including other buttons.

Clear

A button's action and state should be clear.

Types of button used in XTOPIA are:

- 1. Text Button
- 2. Contained Button
- 3. Floating Button
- 4. Overflow Button
- 5. Icon Button



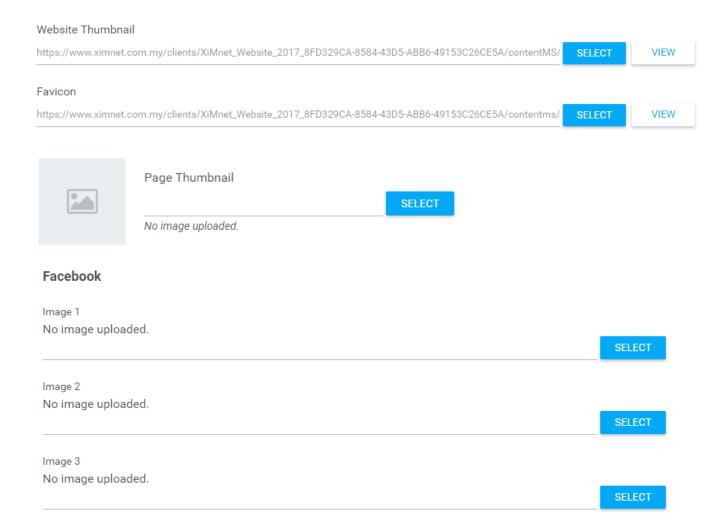
Text Button

When to use it:

Text buttons are often embedded in contained components like cards, popups / dialogs.

Where it is placed:

Align text buttons to the bottom right for left-to-right scripts.



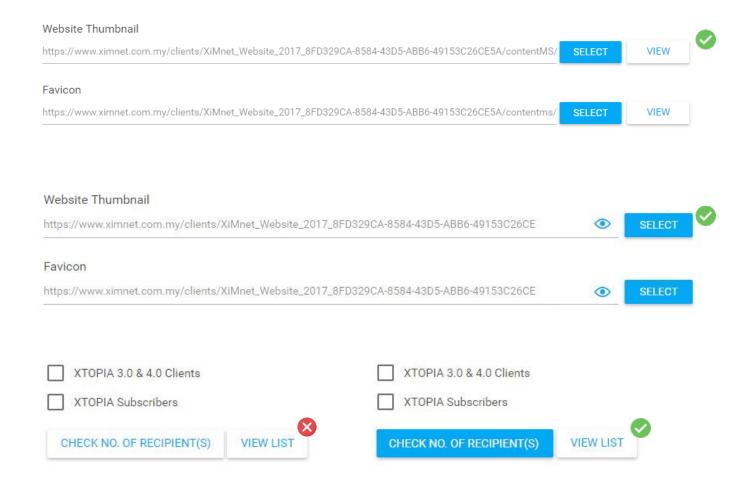
Contained Button

When to use it:

Contained buttons are high-emphasis, distinguished by their use of elevation and fill. They contain actions that are primary on your page / pop-up / dialog.

Where it is placed:

This is usually placed beside the element you wish to take action with.



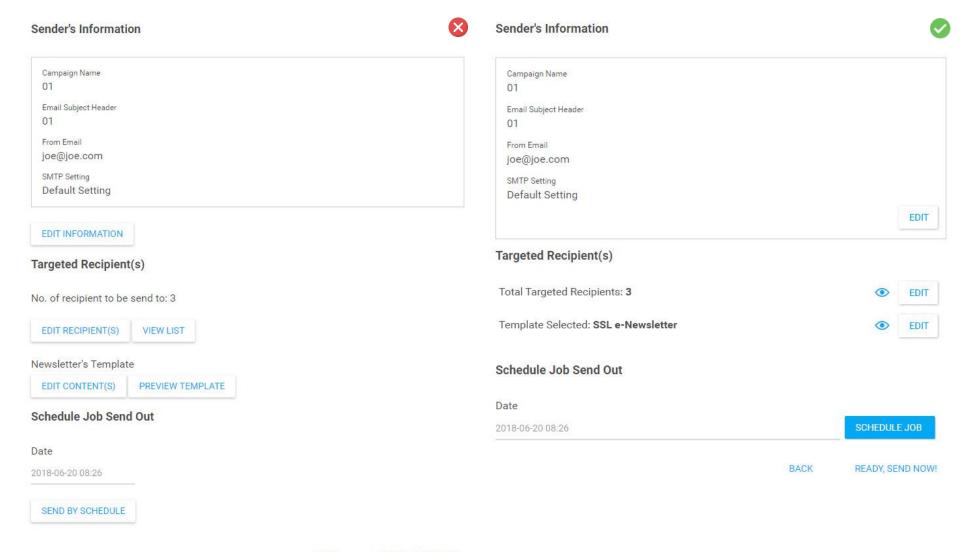
Contained Button

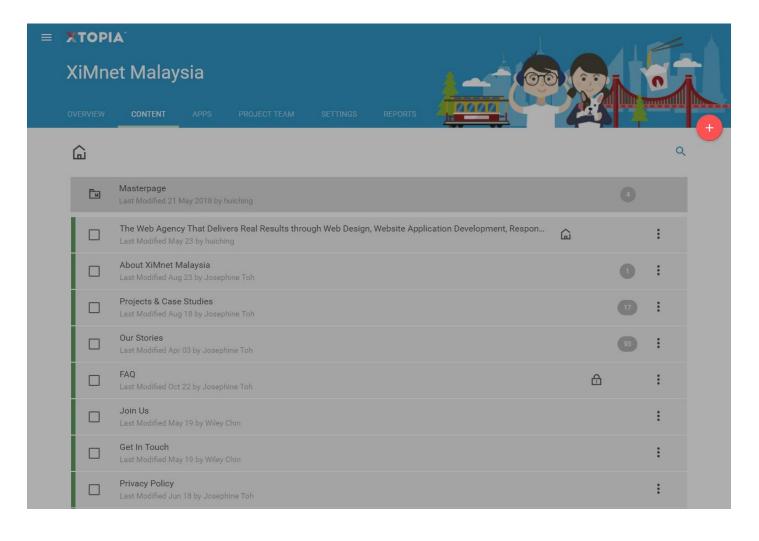
How to use it:

When two buttons are needed for the same element, it is recommended to make them look different.

Only one of the buttons should be highemphasis.

Refer to the samples here.





Floating Button

When to use it:

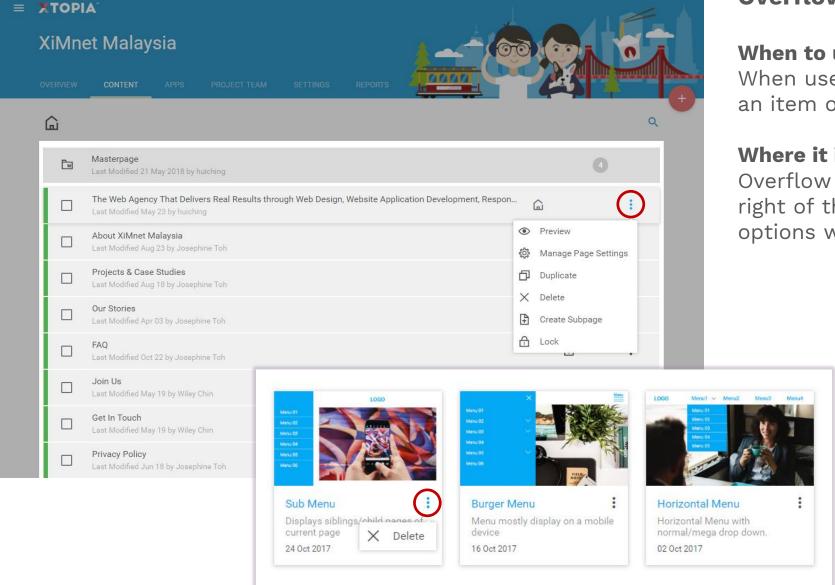
When the page requires user to add new item into the section / list.

This button usually follows by a pop-up screen to add the item.

Where it is placed:

You are advised to only have one floating button on a page and it is always positioned at the top right of the page.

BUTTON - EXAMPLES



Overflow Button

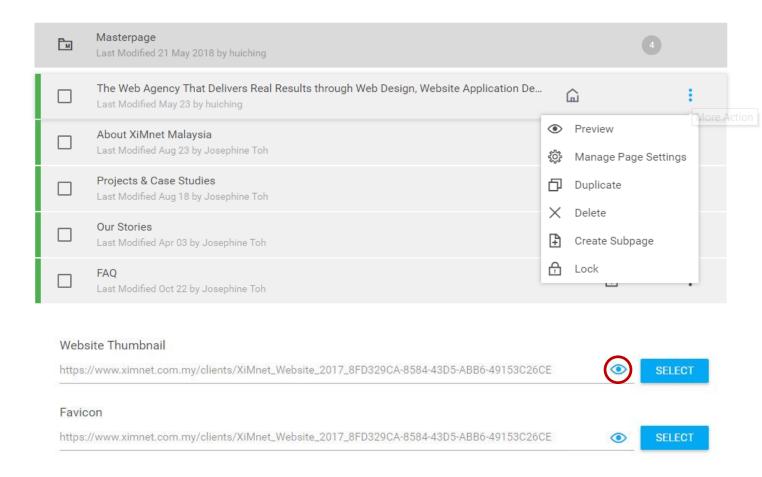
When to use it:

When user can take multiple actions to an item on the page.

Where it is placed:

Overflow button is often placed on the right of the item. When hover, a list of options will show accordingly.

BUTTON - EXAMPLES



Icon Button

When to use it:

Icon buttons are commonly used to represent actions you can take within an overflow button. When used in overflow, icons must come with a description.

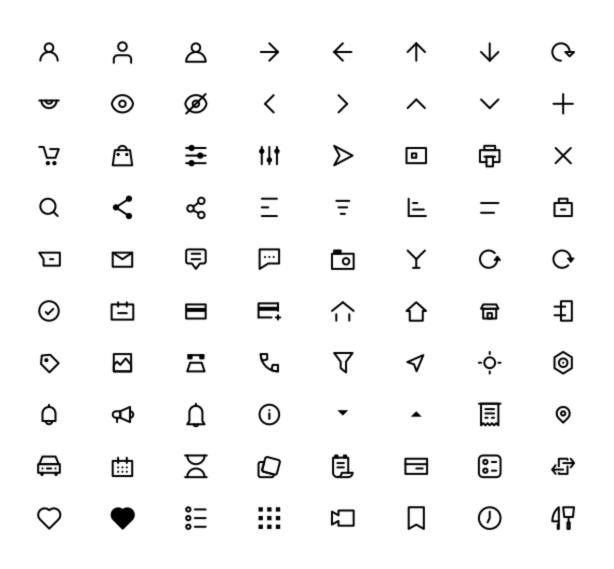
Icon buttons can also be used when you need more than one action for an element. Use them to represent the low-emphasis action.

Where it is placed:

This is usually placed beside a highemphasis button or within an overflow button. PART 1: Platform and Application UI Guideline

Iconography

SYSTEM ICONS



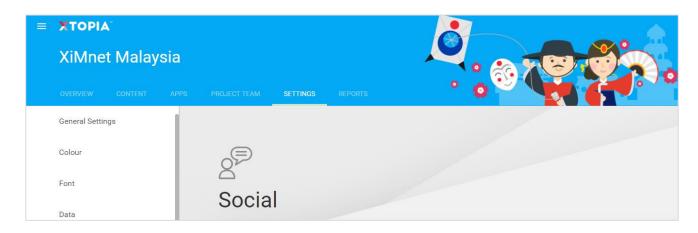
System icons symbolize common actions, files, devices, and directories.

System icons are designed to be simple, modern, friendly, and sometimes quirky. Each icon is reduced to its minimal form, expressing essential characteristics.

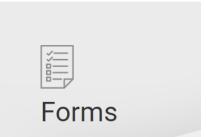
Icon style used in XTOPIA is primarily Unfilled / Lined.

You may view the entire collection from:
http://develop.alchemedia-
01.ximnet.my/xtopia_atomic_d01/xtopia_p01/xtopia_f
ont/demo.html

SYSTEM ICONS



General Settings

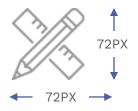






Icons are also used on all sub-headers within XTOPIA Platform.

They are used to represent the function of the page. These icons are saved in the following format:



File format: subheader_[functionname].png

File location: .../xtopia_p01/img

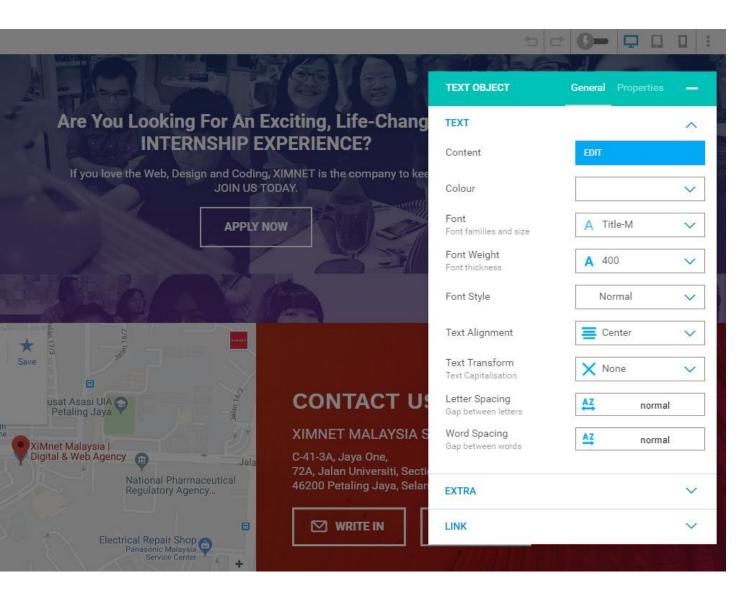
PART 2

XTOPIA Editor UI Guideline

- 1. Editor Settings Panel
- 2. Thumbnail Dimensions

PART 2: XTOPIA Editor UI Guideline

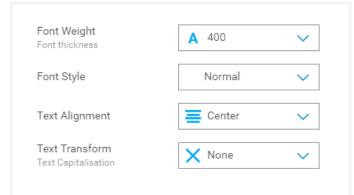
Editor Settings Panel



Settings panel is used to feature all settings which users can change and update as they build their project

To keep the user experience consistent throughout the entire process, you are recommended to keep the settings style within these several types:

- 1. Dropdown
- 2. Type-in
- 3. Toggle (On / Off)
- 4. Radio Button
- 5. Button with Field
- 6. Button for Pop-up
- 7. Re-arrangeable List



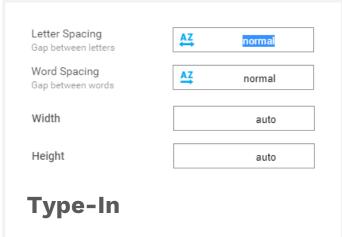
Dropdown

When to use it:

User is required to pick from a list of options available in the editor.

Recommended:

You are recommended to represent the options available in the dropdown with icons to make it easier for user to understand.

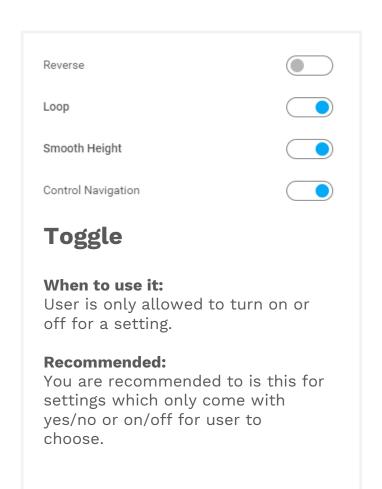


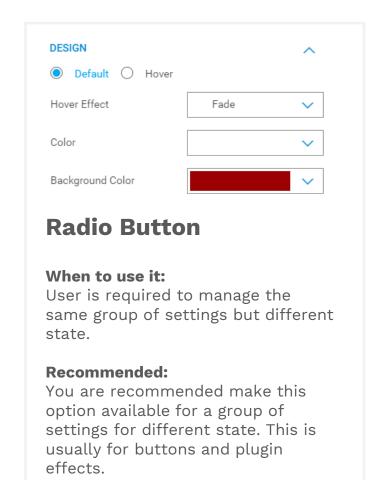
When to use it:

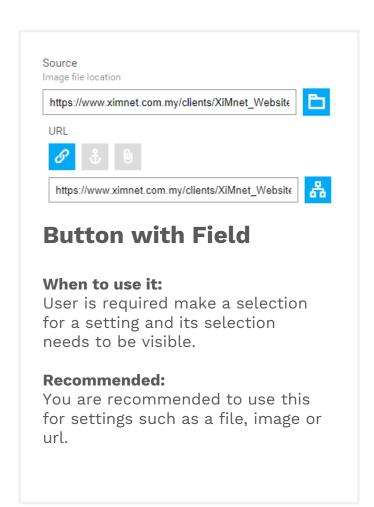
User is required type in numeric value in the setting OR when the setting has too many possibilities.

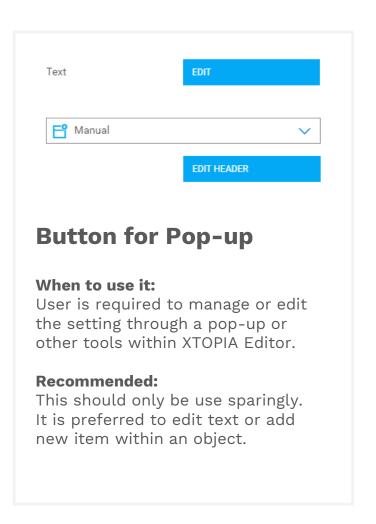
Recommended:

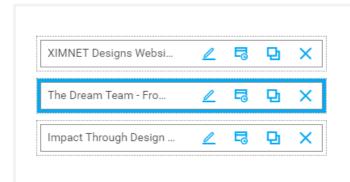
You are recommended to use this for settings which requires numeric value or customized settings.











Re-arrangeable List

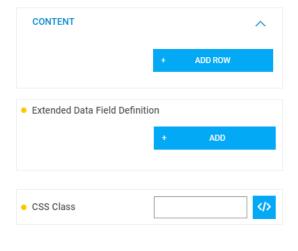
When to use it:

User is able to add, manage and rearrange items within an object. Each item is allowed to have multiple action icons nested in it.

Recommended:

You are recommended to use this for Rich Media Objects.

DON'T EXAMPLES:



Do not leave an option without its description if possible.

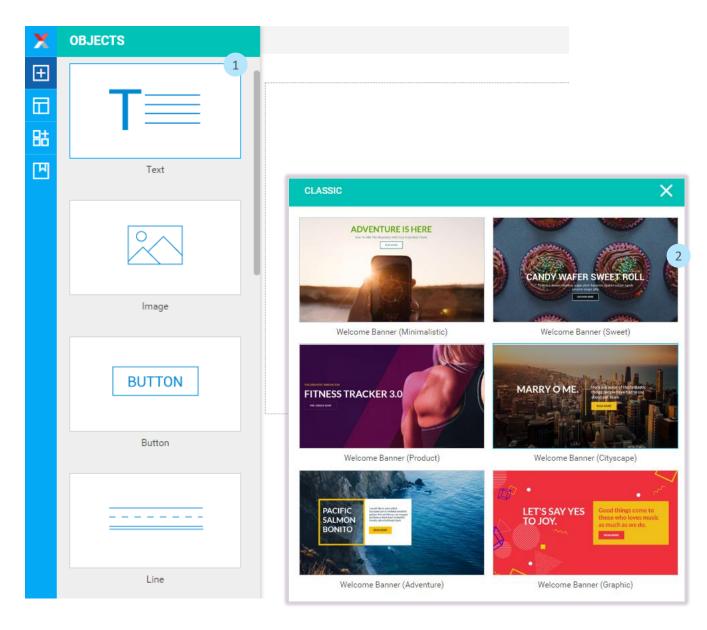
Keep description length within one line is possible.

It is recommended to give the text field its full length for consistency.

PART 2: XTOPIA Editor UI Guideline

Thumbnail Dimensions

THUMBNAIL DIMENSIONS

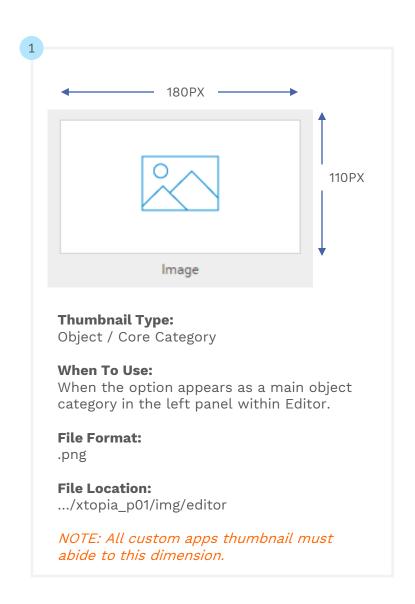


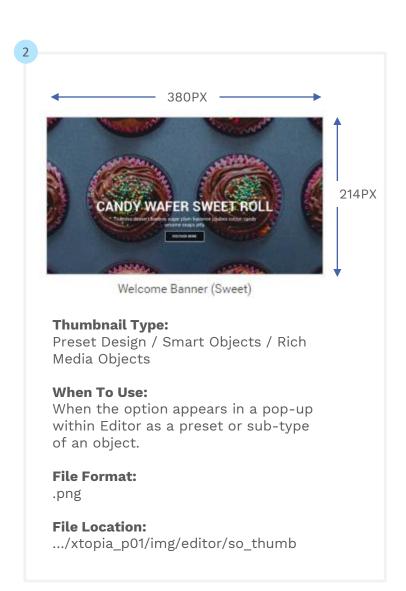
There are two types of thumbnails in XTOPIA Editor to represent the different types of objects available for users.

There are two types of thumbnails dimensions used in the Editor environment for different purpose. They are:-

- 1. Object / Core Category
- 2. Preset Design / Smart Objects / Rich Media Objects

THUMBNAIL DIMENSIONS





THANK YOU.

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