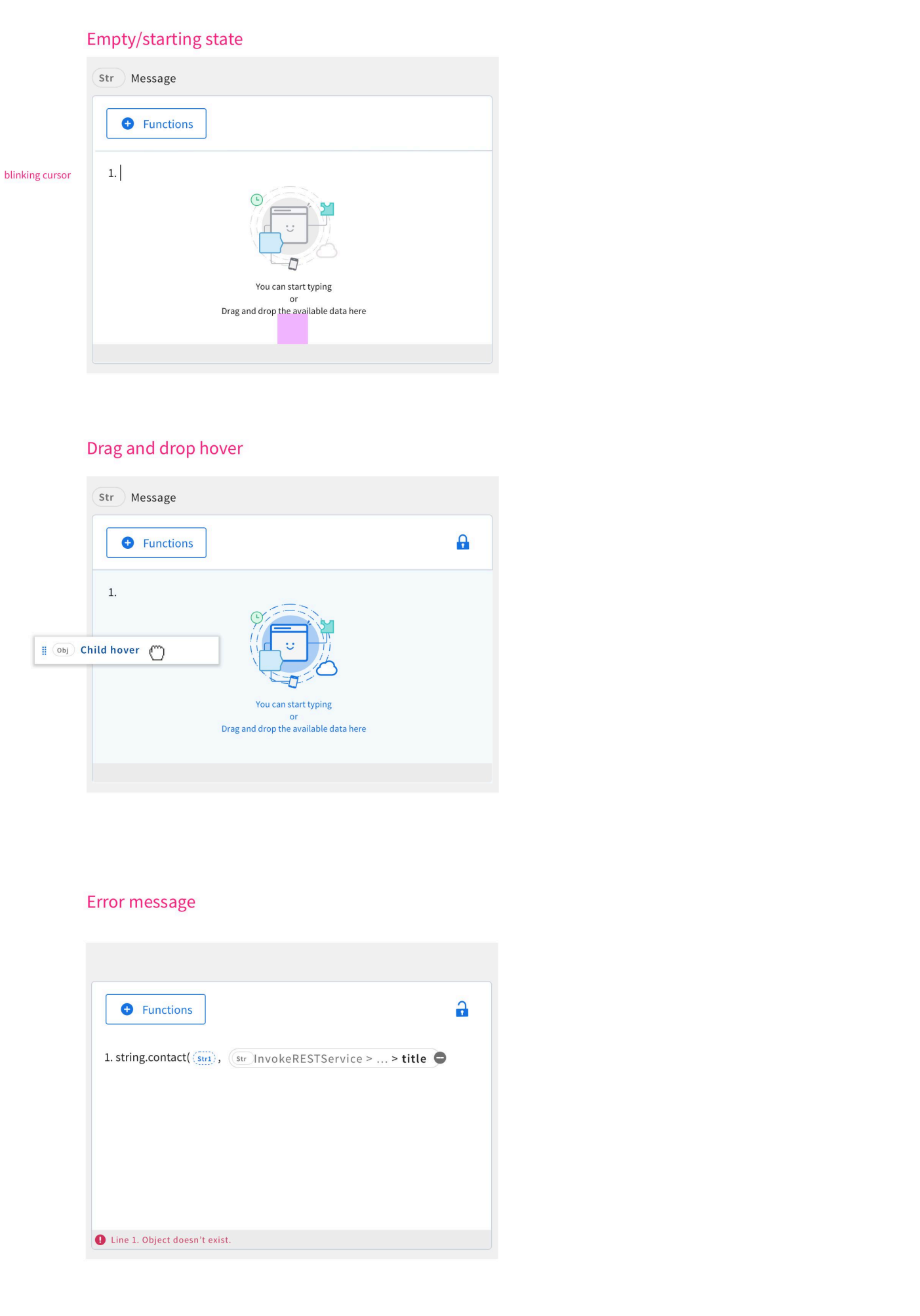


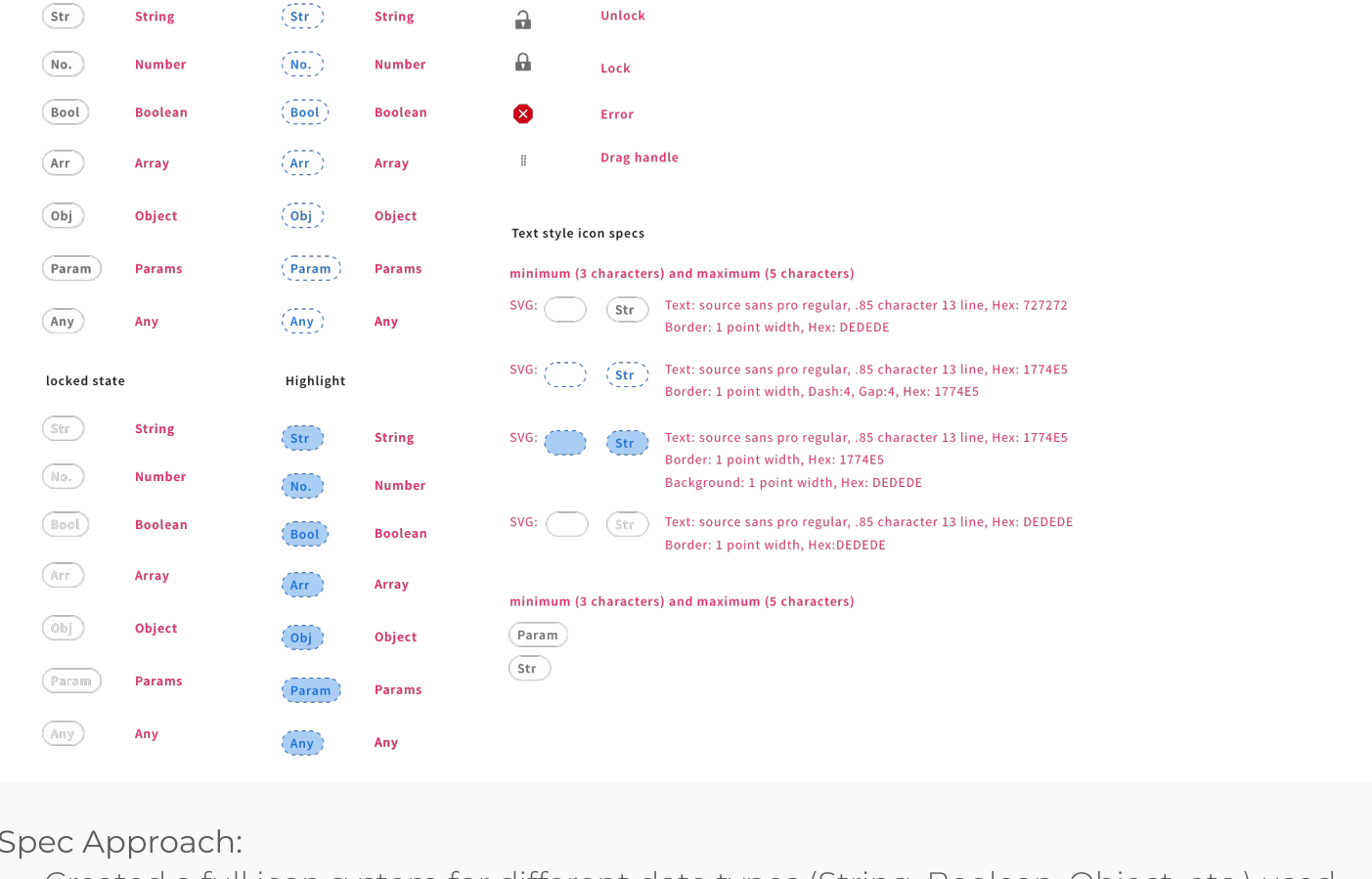
Textbox States



Spec Approach:

- Created clear, consistent states for text boxes — including empty, hover, and error
- Focused on making feedback feel intuitive and easy to understand at a glance
- Kept the visual treatment minimal so it stays clean, but still noticeable
- Made sure the styles could be reused across tools like the logic builder and other input-heavy areas

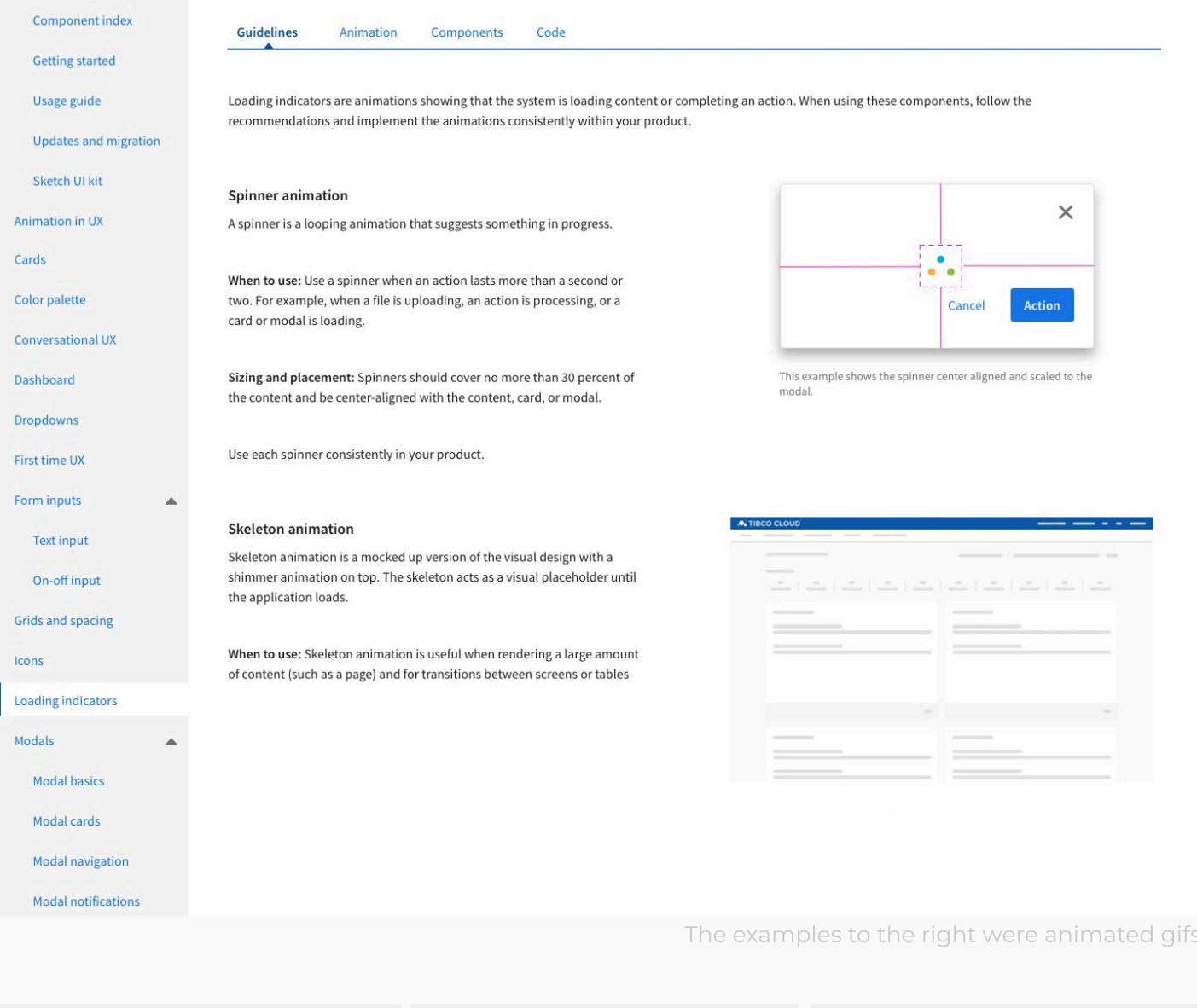
Flogo Mapper Datatype Icons



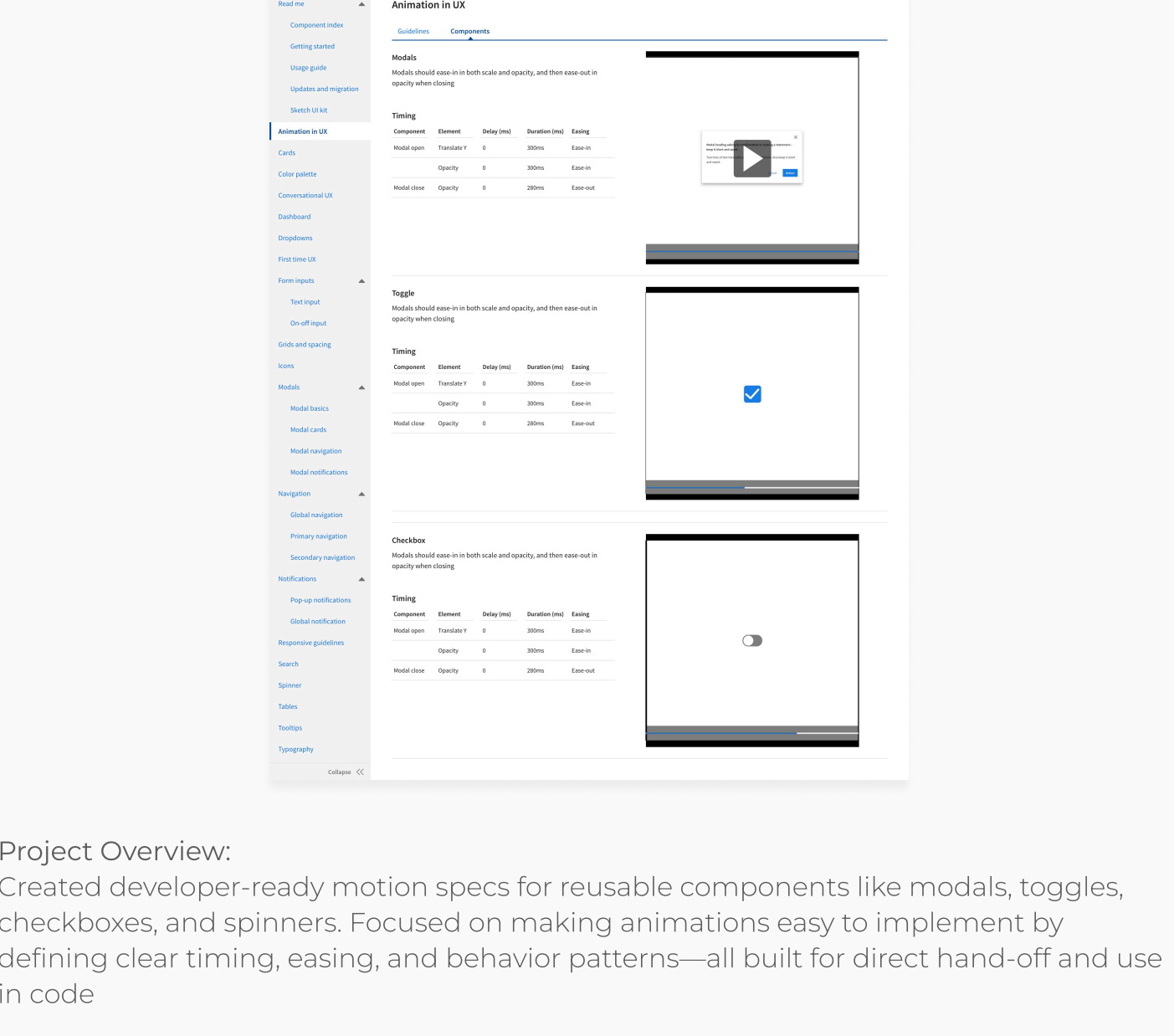
Spec Approach:

- Created a full icon system for different data types (String, Boolean, Object, etc.) used across UI components
- Defined consistent spacing, padding, and label formatting to support fast scanning and alignment
- Designed multiple states (default, drag-and-drop, locked, highlight) for each type to support different UI interactions
- Built out character count rules for icon labels (min 3 / max 5 characters) to ensure text always fit visually
- Included all design specs — typeface, border width, hex values — directly in the system for easy dev handoff
- Delivered exportable SVGs with consistent sizing and style for engineering use

Motion System - Components & Loading States



The examples to the right were animated gifs



Project Overview:

Created developer-ready motion specs for reusable components like modals, toggles, checkboxes, and spinners. Focused on making animations easy to implement by defining clear timing, easing, and behavior patterns—all built for direct hand-off and use in code

Spec Approach:

- Used 60fps to align with web performance standards
- Documented easing, delay, and duration for all animation states
- Created reusable patterns for open/close transitions across components
- Added visual timelines to help developers understand animation offsets
- Converted animation frames to milliseconds for dev readability
- Delivered MP4 references and detailed timing tables per component
- Ensured motion felt intuitive and matched brand interaction principles
- Worked closely with developers to confirm spec usefulness for implementation