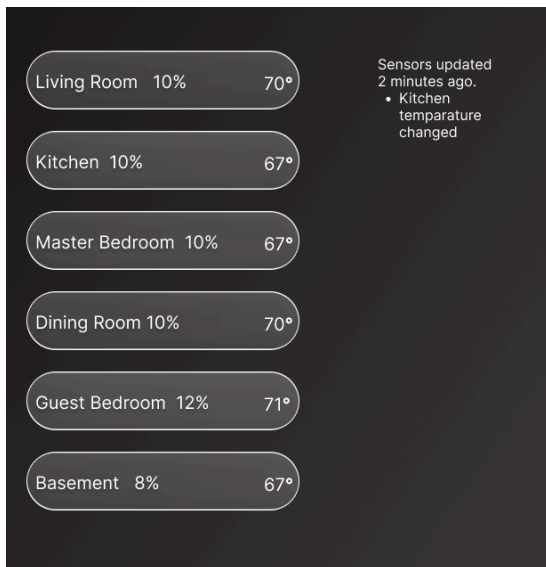


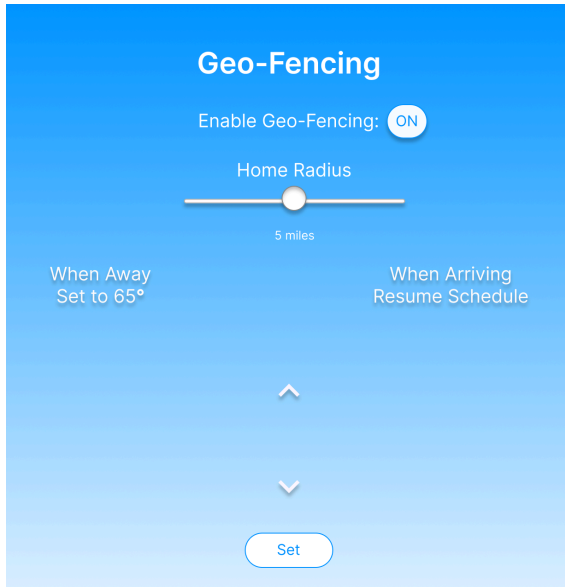
In these 3 frames, I have the temperature in the center and the setting as well.

- Top right is the outdoor temp and forecast, including humidity,
- Top left is indoor humidity
- To the right we have the arrows for increasing/decreasing temperature or moving around the settings, like a normal thermostat
- If you look at the bottom, I have the buttons for the separate interactions
- I have the fan in the center and you can just tap it to turn it off/on or hold+ tap fan for auto
- I have the fan dimmed if it's off as well
- You can adjust the HVAC status through these screens
- Adjust current temps
- Menu, Sensors, and Schedule lead to separate screens, Hold has the same effect as other thermostats with Hold.
- This is all touchscreen as well, no physical buttons

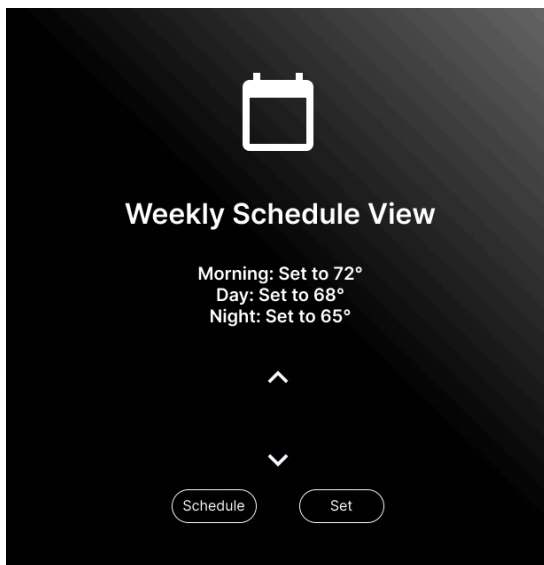


This screen is the Sensors screen. Its a pretty simple screen compares to the rest.

- We can see the individual rooms
- Humidity
- Temperature
- Notifications if and when they were updated.
- Each individual sensor is seen with their temp and humidity
- touchscreen



- This is the Geo-fencing screen, which has an on/off toggle
- A slider for setting the radius from your home to activate when arriving/away.
 - Can drag with fingers
- It has the away setting on the left
- Arriving on the right
- Arrows for increasing/decreasing temperature and a button to set the options
 - touchscreen



- This has the data for each part of the day
- The arrows allow us to change the time of day and set the time.
- Arrows can also be used for temperature changes, but this can also mainly be done from the first 3 screens
 - Touchscreen

Process

For using this tool I created 6 frames using Figma. I grouped buttons with text as one component so it was easier to copy them later on for different screens. For the arrows and icons, I used Material Design Icons plugin. Some of the buttons also have the liquid glass effect that Apple came out with, this was in the Figma 'Effects' section. Once my frames were created I proceeded to make them look more appealing by adding gradients. I had groups for the buttons, the slider, the arrows once they were aligned, then I sort of applied the same techniques for styling I've used when writing HTML/CSS.

I have used the tool before, but never to this extent. I really only used it for very basic designs. I learned more about the keyboard shortcuts you can use, I got sort of creative with the slider, and really the way I wanted the screens and text to look. Some affordances are that its cloud-based so multiple people can collaborate at the same time and you can access from anywhere. It has an insane amount of plugins, which made it easier for me to get icons into my screens. The component system is really good and allows me to group things, layer things, and move them simultaneously once they're grouped. It's really easy to prototype and duplicate things as well. Limitations I encountered were interactions, and there is a bit of lag when trying to load plugins. Aside from that, I feel as though the software is really good especially if you have a design in mind and want to translate it to code later on.