Requirements for development of interface of application “Books4Kid”

Necessary to create an interface for bookshelf application.

The application offers users make purchasing and downloading of interactive children's books and applications.

1. Icon of Application (1024 x 1024)
2. Boot image for retina
3. Logo for retina (logo will be provided)
4. Creation of interface design for retina

4.1 Creating The interface Store

- Background

- Making a unit of product (application);

- Location of required elements for unit of product (the icon, price, name, etc.);

- Location on the screen units of product;

- Show hidden units of product on demand ("Show more");

4.2. Creating Screen description a unit of product.

- Background;

- Location of the descriptive of a unit of product.

4.3 Creating Screen Purchased units of product

- Background;

- Units of product

- Location of required elements for unit of product (icon, name, user rating, etc.);

- Location on the screen units of product;

4.4 Creating content viewer (interactive books)

- navigation and settings

4.5 Creating design of popup window (information windows)

4.6 The design and location of the button "Restore purchases"

4.7 The design and location of the other buttons and icons used in the application (filters, settings, sorting, language localization, language of content, etc.)

1. Structure of Navigation on the application

* Creation of navigation app (which buttons to open any window)
* Creation of visualization of transition effects (use any animation in the transition from screen to screen)

1. Activity and progress indicators

* Creating an indicator of the application functionality (you can use native) - for cases when the application performs some internal operations or exchange with the server
* Creation of a progress indicator (you can use native) - for cases where the application downloads the content from the server

Notes:

1. All buttons should have two states "pressed" and "unpressed"
2. The design must take into account the support for horizontal and vertical orientation