

UI Wireframe Checklist

Page Layout

1. Spacing and Alignment
 - a. Pay close attention to the space around elements like copy, buttons, images, icons, etc.
 - b. Ask Yourself
 - i. Is there even spacing around elements?
 - ii. Are all elements properly aligned?
 - iii. Is there enough space between elements?
 1. Do I need more to account for finger taps?
 2. Will a finger tap accidentally activate two elements?
 - iv. Is the spacing consistent from screen to screen?
 - c. Spacing Includes
 - i. Margin
 - ii. Padding
 - iii. Line Height - Space Between Lines of Text
 - iv. Letter Spacing - Space Between Letters
 - v. White Space

ADA

1. Color Contrast
 - a. Ensure all color combinations are ADA compliant.
 - i. Use a tool like <https://webaim.org/resources/contrastchecker/>
 - b. Make sure all text is legible and easy to read.
 - i. Common Font Sizes
 1. Headers: 24px - 32px
 2. Body Copy, Form Text, Links, Button Text: 14px - 16px
 3. No Font Smaller than 12px
 - ii. Avoid Using All Caps for increased speed to comprehension.

Content

1. Verify All CTAs (Call to Action) Are Clear
 - a. For Example: Use "Sign Up", Instead of "Click Here"
 - i. Use a tool like <https://webaim.org/resources/contrastchecker/>
2. Add Imagery
 - a. Although we may not always have the exact image, Mid-Fi wireframes should have an appropriate placeholder image to give the general context.

3. Iconography

- a. When choosing icons pay close attention to the style. For instance, whether the icon is a fill or outline. Choosing the same style will help your design look more buttoned up. Avoid the following.



- b. Choose Icons with similar shape structure to increase design consistency. For instance, sharp vs rounded corners.
- c. Ensure all icons are intuitive and can be easily described if no text accompanies it.

Consistency

1. Verify that all screens are using the same UI patterns, shapes, and sizes.
 - a. Check Elements Like
 - i. Buttons
 - ii. Text Sizes
 - iii. Image Sizes
 - iv. Border Radius
 - v. Spacing
 - vi. Casing
2. Ensure the overall goal of the user can be completely understood from screen to screen.

Note: Don't forget to organize your design files by properly naming your layers and group elements that make sense.