

CHANDLER SIMON
DESIGN 371 B



chessmate

CONCEPT

**a simple
chess timer
for players
on the go.**

USER PROFILE + USE CASE

Meet **Tommy**, an **intermediate chess player** who enjoys playing friendly matches with his friends. Lately, non-timed chess matches have become boring, so Tommy uses the chessmate app to **play fast paced timed blitz matches with his friends!**

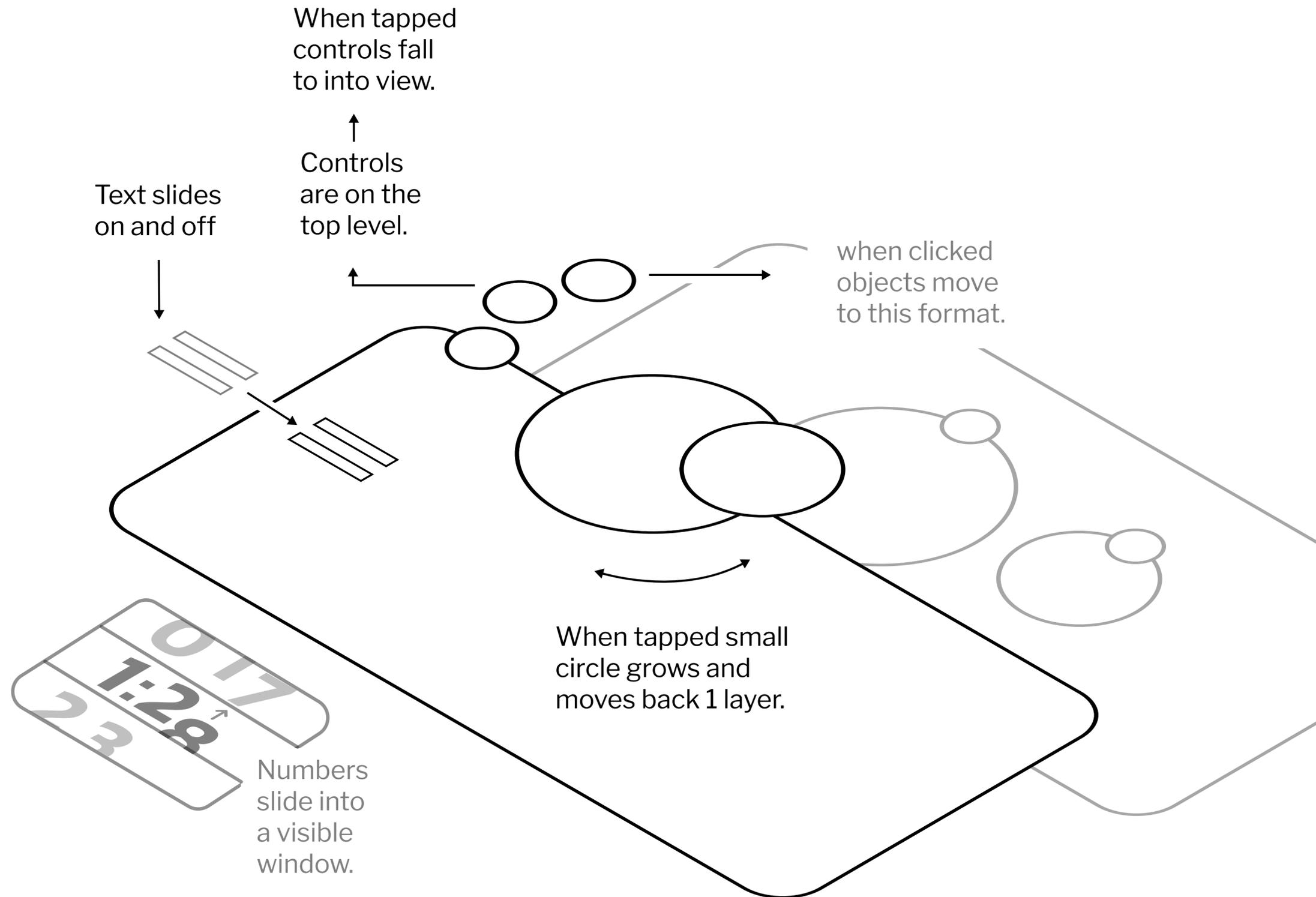
Meet **Lin**, a **novice chess player** who wants to get better under time constraints. Lin uses the chessmate app **to set some time constraints on her practice games with family/friends or when playing solo.**

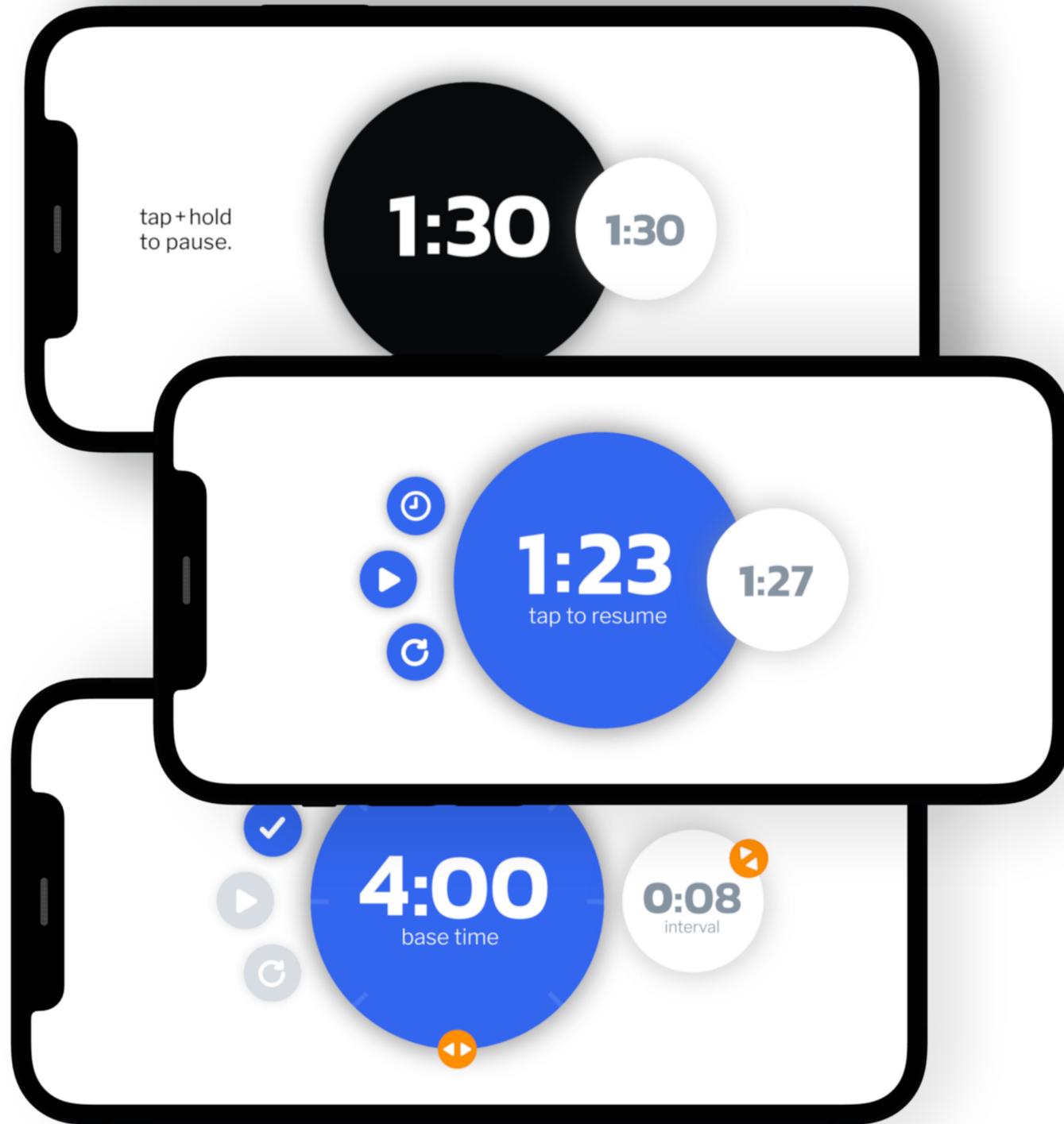
CHESSMATE

mental model.

Chessmate uses a single screen format to present all the information.

The main mental model employed is that we are viewing this app from a certain height and each item moves to a different height based on input. For example, the controls are above our view but fall into view once we tap and hold on the screen.





KEY VIEWS

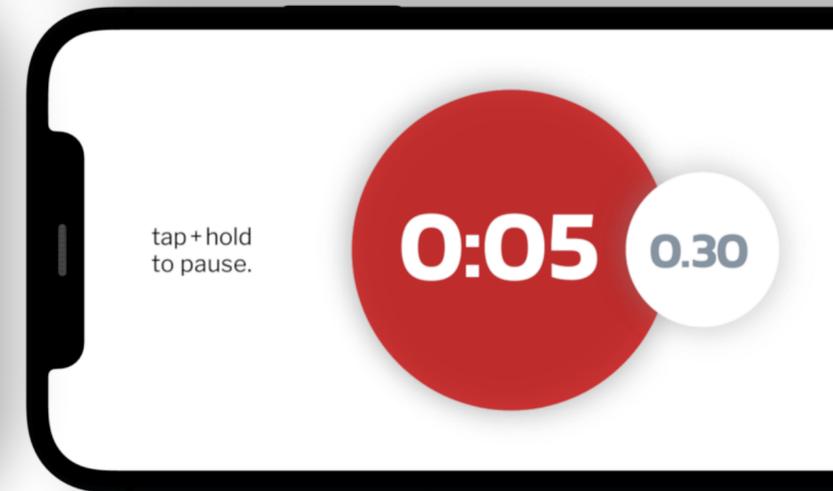
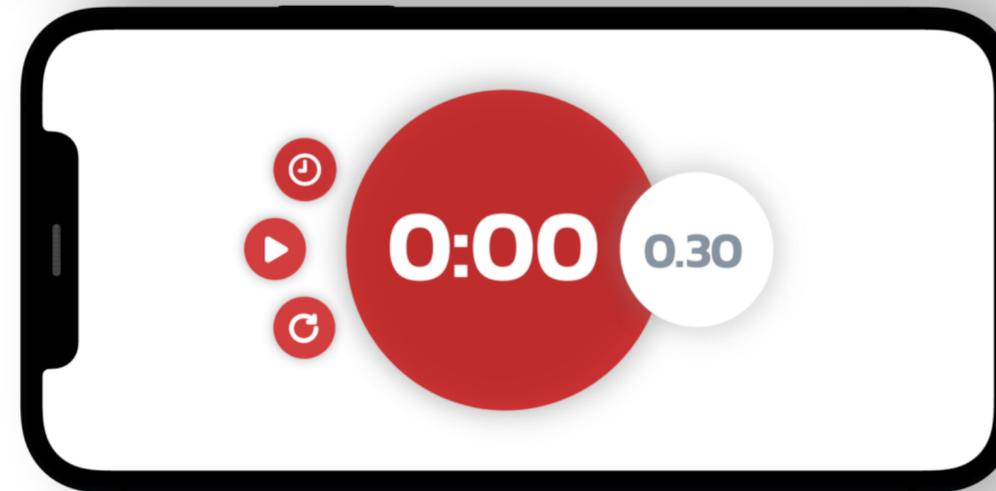
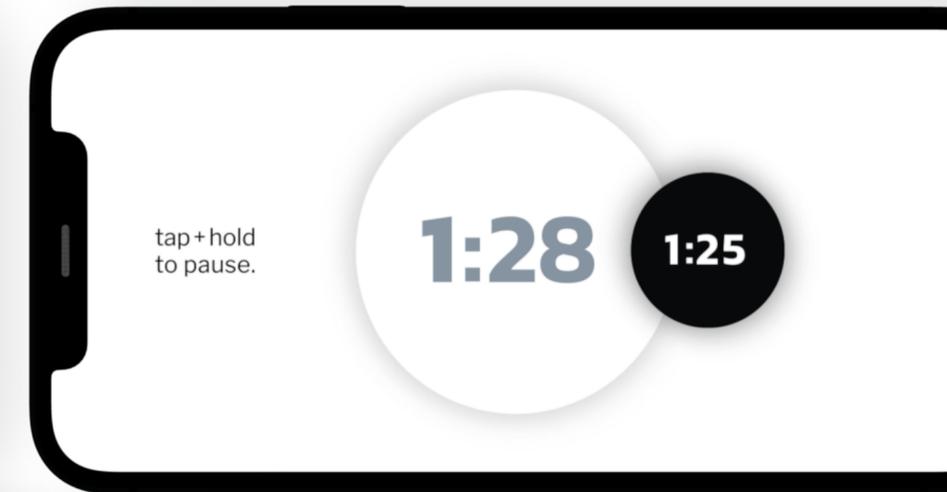
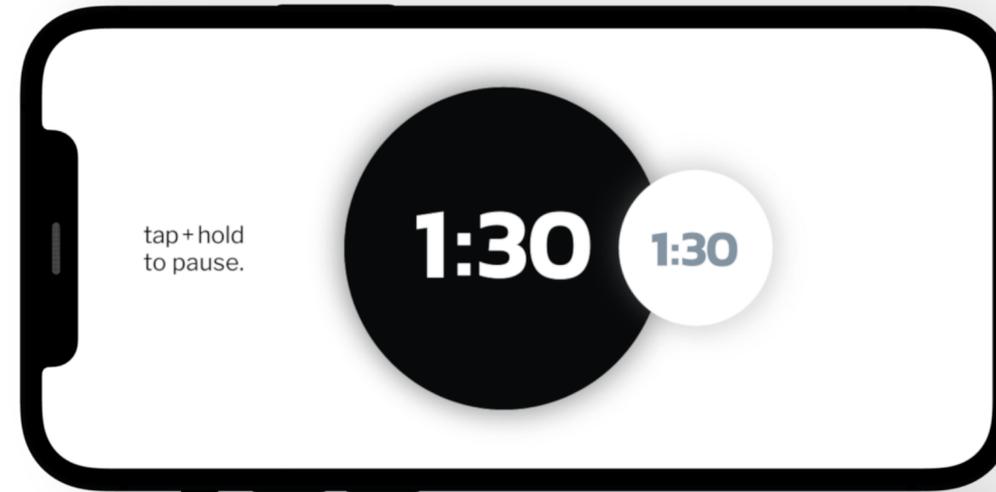
- 01 **timer.**
- 02 **paused.**
- 03 **new time.**

TASK ONE

timing a match.

Tap anywhere to start the
opponents timer.

At five seconds remaining
the players timer flashes
red as a warning.



TASK TWO

pausing + resetting

Tap and hold anywhere to pause and pull up additional controls.

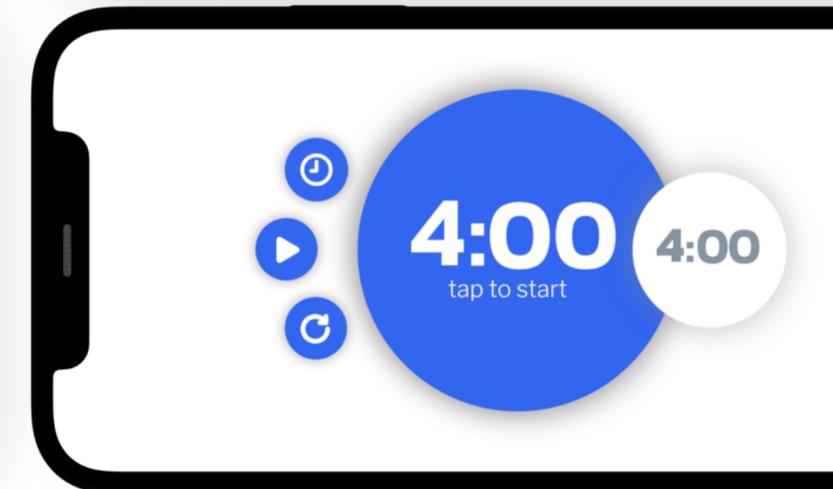
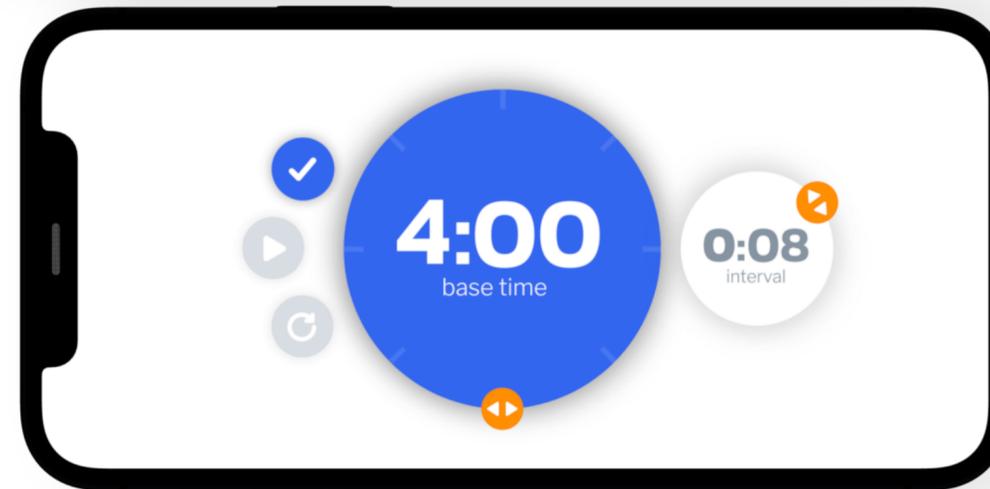
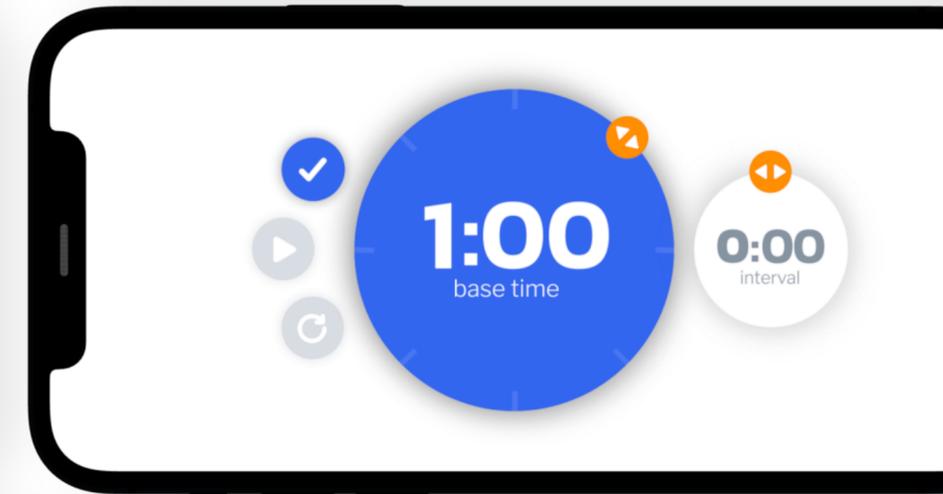
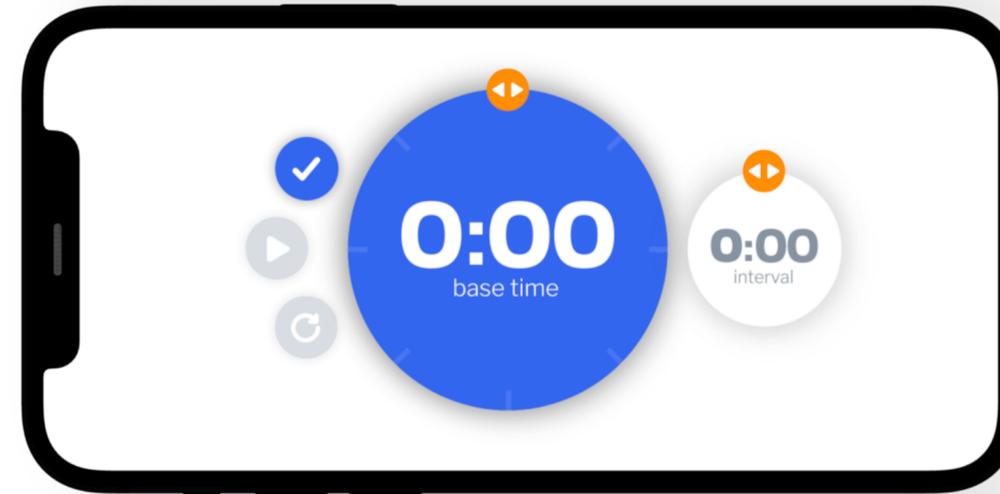
Click the restart icon to reset the clock to the set time controls.



TASK THREE

new time controls.

Click the clock icon and drag the orange circle to reset base and interval times. Time snaps to common game scenarios, pull inward for a custom game time.



APP ICON



App: Uses clock and iconic king chess piece to represent a chess timer.

TYPOGRAPHY

H1

Font: Kanit
Weight: Semi-Bold
Use: Active timer

H2

Font: Kanit
Weight: Semi-Bold
Use: Non-active timer

H3

Font: Libre Franklin
Weight: Regular
Use: Instructions

H4

Font: Libre Franklin
Weight: Regular
Use: Captions

ICONOGRAPHY



Style: Icons are easily identifiable.
Blue: Actionable buttons
Grey: Not currently actionable

MOTION

1:28 ↑

Time countdown: The time moves up from below when counting to show the passing of time.



Timer switch: When the timer begins for the opponent, yours shrinks into the non-active state.

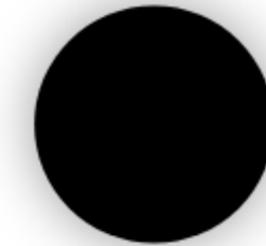


Controls: The blue controls fade in through with a fan out animation to show edit time and restart option. The orange control represents draggable content.

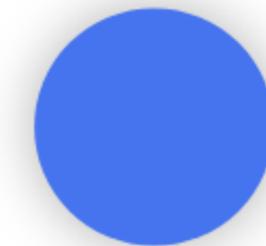
COLORS + SHADOWS



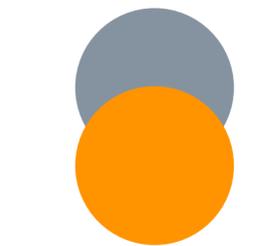
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Shadow: 0 / 0 / 20
Color: #9F9F9F / 0.2



Background: #ffffff
Shadow: 0 / 0 / 30
Color: #000000 / 0.4



Background: #4674EF
Shadow: 0 / 0 / 30
Color: #000000 / 0.3



Background: #8894A0
Background: #FF9300
Shadow: none