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UI Guidelines

There's no "right way" to design a user interface, but there are plenty of ways to make your app less fun and easy to use. With this in mind, the following sections can help avoid making some of the most common UI mistakes, setting you on the path to making an app that is a joy to use no matter what platform it's running on.

Design

Concept: A gr

Design Funda

UI Guidelines

Intro to R
Design

Intro to Responsive Design

One app, multiple screens. How do you make a UI that looks and works as great on a smartphone as it does on the desktop? Learn how to design and build UIs that change to fit your user's screen.

Responsive Navigation Patterns

One app, multiple screens. How do you make a UI that looks and works as great on a smartphone as it does on the desktop? Learn how to design and build UIs that change to fit your user's screen.

UI Guidelines for Firefox OS

Want to make your app look and feel like it's a Firefox OS native? These guidelines will show you how.

Design

Concept: A great app
Design Fundamentals
UI Guidelines

Build

Quick Start
Firefox OS Simulator
Reference Apps

Publish

Deploying your app
Hosted Apps
Packaged Apps

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