Marvel UI/UX Design Cheatsheet

A comprehensive guide to using Marvel for UI/UX design, prototyping, and collaboration. This cheat sheet covers essential features, keyboard shortcuts, and best practices to streamline your design workflow and create interactive prototypes.

Workspace Basics

Navigation

Dashboard	Home screen with project overview, recent activity, and quick access to projects.
Projects	List of all your Marvel projects. Create, edit, and manage projects here.
People	Manage your team members and collaborators.
Account Settings	Configure your profile, billing information, and security settings.
Integrations	Connect Marvel with other tools like Sketch, Jira, and Slack.

Project Setup

Creating a New Project	Click the 'New Project' button and choose a project type (e.g., iOS, Android, Web).
Project Settings	Configure project name, device type, orientation, and resolution.
Adding Screens	Upload existing screen designs or create new screens directly within Marvel.
Organizing Screens	Drag and drop screens to arrange them in the desired flow.

Basic Gestures

Tap	Simulates a screen tap interaction.
Swipe	Simulates a swipe gesture across the screen.
Double Tap	Triggers an action upon a double tap.
Long Press	Activates an action when the screen is held down.

Prototyping Features

Hotspots

Creating Hotspots	Draw rectangular hotspots on your screen to define interactive areas.
Linking Hotspots	Connect hotspots to other screens to create navigation flows.
Transition Effects	Choose from various transition effects (e.g., slide, fade, push) to animate screen transitions.
Gesture-Based Transitions	Set up transitions based on gestures like tap, swipe, and long press.
External URLs	Link hotspots to external websites or specific URLs.

Transitions & Animations

Types of Transitions	Marvel offers transitions like `Slide Left`, `Slide Right`, `Fade`, `Push`, and `Pop`.
Customizing Transitions	Adjust the duration and easing of transitions for smoother animations.
Smart Transitions	Automatically animate elements between screens based on their position and properties.
Adding Microinteractions	Use short, subtle animations to provide feedback and enhance the user experience.

Interactive Components

Fixed Headers/Footers	Keep headers and footers fixed on the screen while scrolling through content.
Overlays	Create pop-up windows or modal dialogs that appear on top of the current screen.
Scrollable Content	Make specific areas of the screen scrollable, allowing users to view more content.
Input Fields	Add interactive text input fields to simulate form interactions.
Video and Audio	Embed video and audio files into your prototype.

Collaboration & Feedback

Sharing & Permissions

Sharing Prototypes	Share your prototype with team members, clients, or stakeholders via a shareable link.
Setting Permissions	Control who can view, comment on, or edit your prototype.
Password Protection	Add a password to restrict access to your prototype.
Public vs. Private Sharing	Choose whether to make your prototype publicly accessible or keep it private.

Feedback & Comments

Adding Comments	Leave comments directly on the prototype screens to provide specific feedback.
Replying to Comments	Respond to comments and engage in discussions with collaborators.
Resolving Comments	Mark comments as resolved once the feedback has been addressed.
Email Notifications	Receive email notifications when new comments are added or changes are made to the prototype.

User Testing

Creating User Tests	Set up user tests to gather feedback from real users.
Defining Tasks	Define specific tasks for users to complete during the test.
Analyzing Results	Analyze user testing data to identify areas for improvement.
Heatmaps and Clickmaps	Visualize user interactions with heatmaps and clickmaps.

Advanced Features

Marvel API

Accessing the API	Use the Marvel API to automate tasks and integrate with other tools.
API Endpoints	Explore the available API endpoints for managing projects, screens, and users.
Authentication	Authenticate your API requests using an API key.
Use Cases	Automate prototype updates, integrate with project management tools, and more.

Plugins and Integrations

Sketch Plugin	Sync designs from Sketch to Marvel with the Sketch plugin.
Adobe XD Integration	Import designs from Adobe XD into Marvel.
Jira Integration	Link Marvel prototypes to Jira issues.
Slack Integration	Receive notifications in Slack when comments are added or changes are made to your Marvel prototypes.
Microsoft Teams Integration	Integrate Marvel with Microsoft Teams for collaboration.

Offline Prototyping

Marvel iOS and Android Apps	Use the Marvel iOS and Android apps to view and test your prototypes offline.
Downloading Prototypes	Download your prototypes for offline viewing.
Testing Offline	Test the prototype on device, without an internet connection.