Inkora Design System

Moe's Taverne

G'day 🌤,

what a suprise someone is actually reading it. **\frac{1}{2} \text{Nort. Good Products have good Design.}

A good Design is mostly define by the fundementals.

This is true of every area of expertise.

The Basics are Colors and Typography. Thats why all the Designs starting with the same aim: Figuring out, What should be communitacted, Who is the Audience and Which feeling should get crossed. These are the esstential to decide clearly on color and font. If I let glimbse some honesty thruh, "god damned, make a god damn decision, everything is a bet, just make one". Nonetheless a bit of thought doesn't hurt noone **

In our little Inkora Project, we decided to go the simple route. Simple Black and White with some accents to it to make the look fresh and exciting. The accents colors are vibrant to elevate the primaries.

The Typography we go with Unbounded for the main look and let Futura support it. The Inkora Project is Polkadot Based Project and Unbounded is free and fresh. Basically we just lean on the brand. Easy catch.

That was my little tralala. The main thing of a good etabilshed Figma is: If something doesnt go well, a classical Figma Prototype Presentation is quickly made and a good safety net. Thanks for reading.

Cheers 👄

COLORS

Hex Code Narme

#22162B Dark Purple

#E8F1F2 Alice Blue

#FF3059 Folly

#FFA400 Orange

#009FFD Celestial Blue

Typography

Headings

<tag></tag>	Example	pixels	weight	Font Name
H1	Aa	40	ExtraLight	Unbounded
H2	Aa	32	ExtraLight	Unbounded
Н3	Aa	24	ExtraLight	Unbounded

Body & Inline

<tag></tag>	Example	pixels	weight	Font Name	Line Height	Letter Spacing
р	Aa	16	Light	Futura	120%	103%
strong	Aa	16	Bold	Futura	120%	103%
strong	Aa	16	Italic	Futura	120%	103%