

Inkora Design System

Moe's Taverne

G'day 🌤️,

what a surprise someone is actually reading it. 🏃🏃
I keep it short. Good Products have good Design.
A good Design is mostly define by the fundamentals.
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

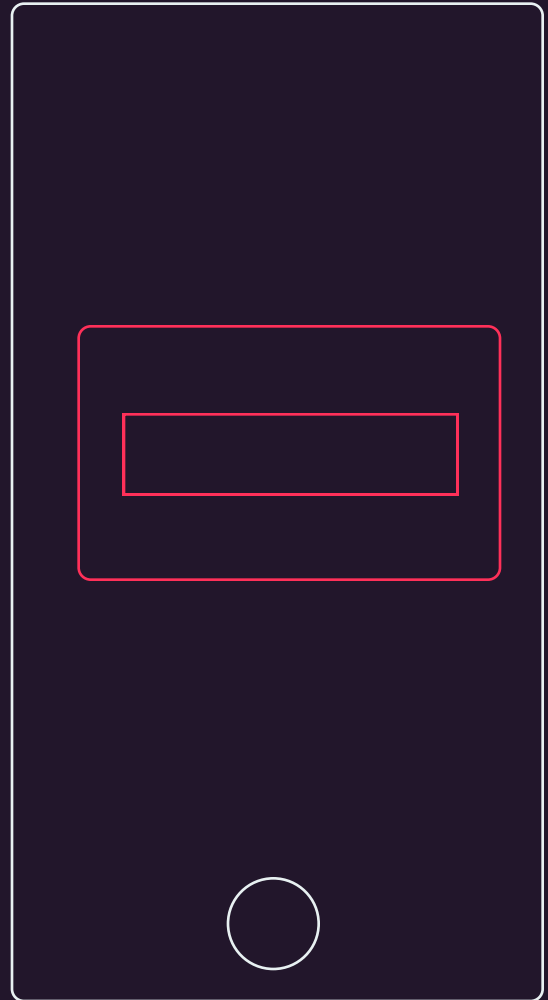
<tag>	Example	pixels	weight	Font Name
H1	Aa	40	ExtraLight	Unbounded
H2	Aa	32	ExtraLight	Unbounded
H3	Aa	24	ExtraLight	Unbounded

Body & Inline

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

User Flows

Hover & See



Step 1:

A friend takes his phone.
He opens his Camera

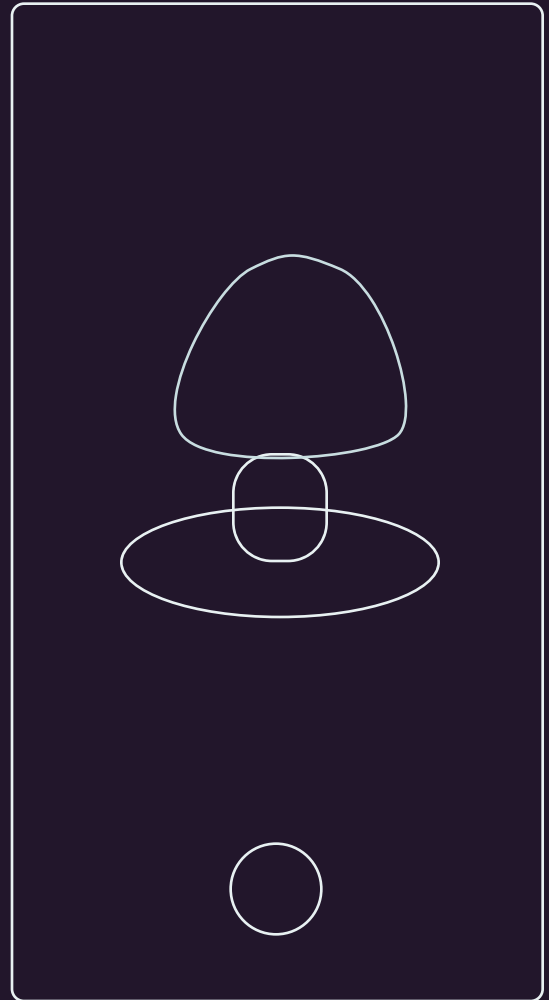
Step 2:

Camera recognize QR Code
Friend goes to Website



Step 3:

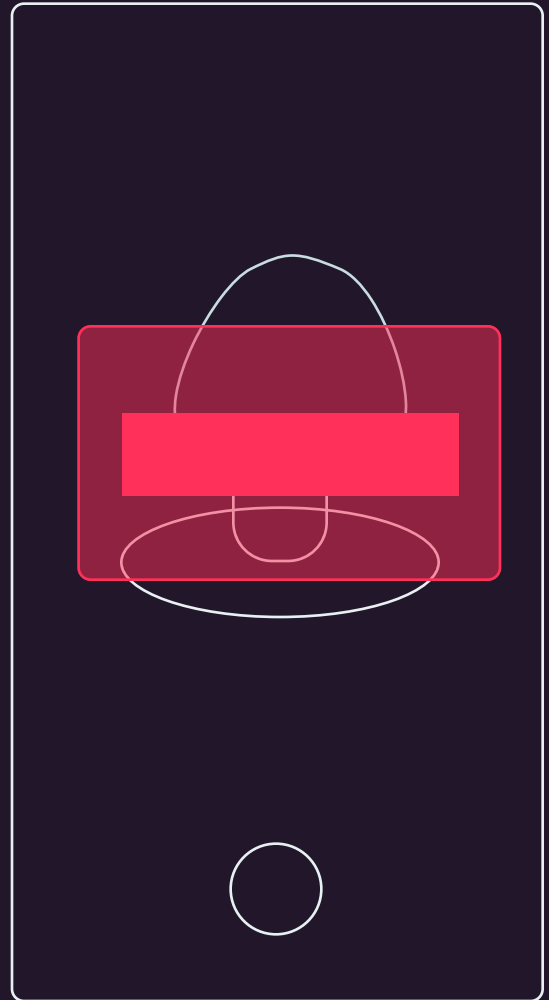
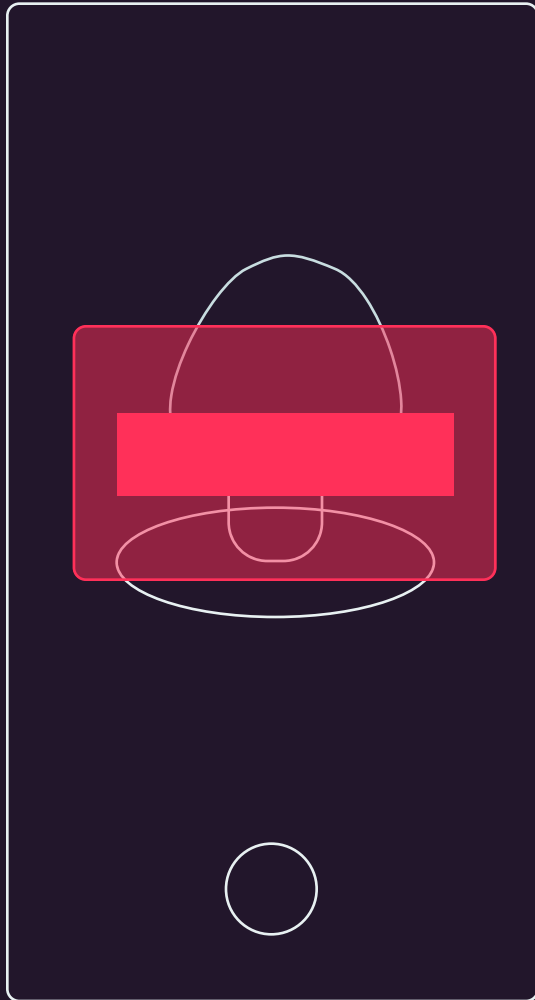
Friend allows access to Camera.



Step 4:

Friends hovers over Coaster.
He sees Mushroom.

Hover & See

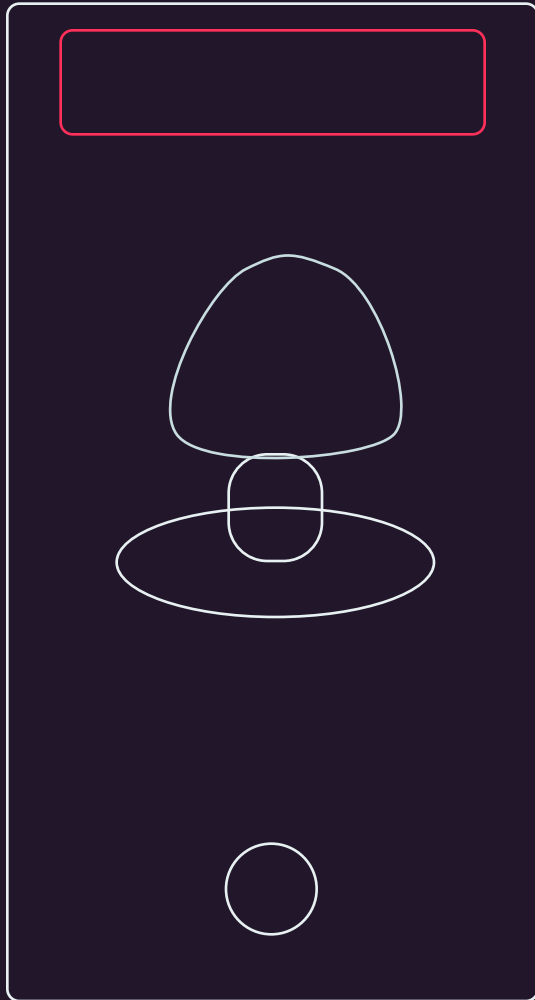


Step 1:

Asking if he wants to participate
in the scratch card loterry

Step 2:

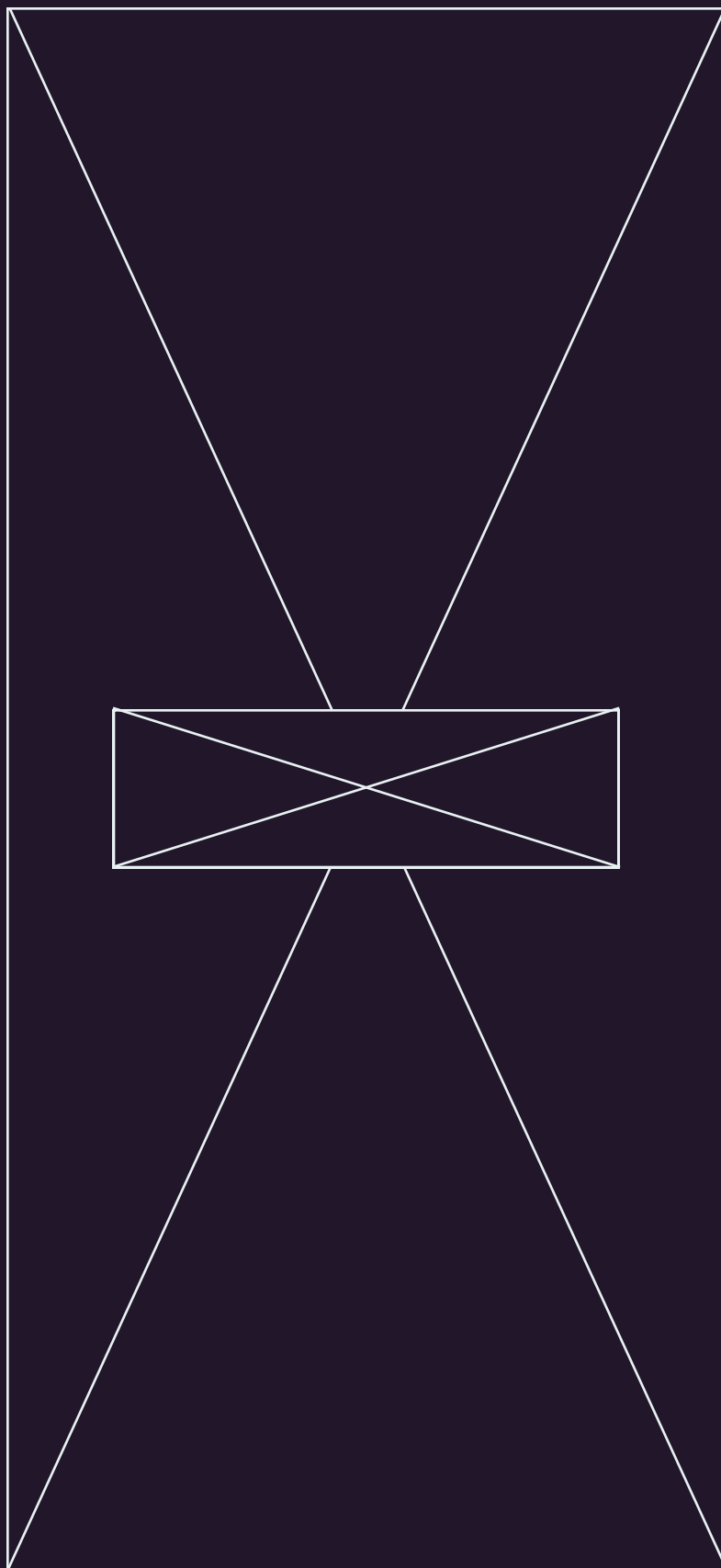
Friends signs Transaction



Step 3:

Friend see Notification with
Result

Wireframe



Components

Buttons & States

Default

A white button with rounded corners and a subtle drop shadow, containing the text "← Button →" in a dark gray font.

← Button →

Hover

A light blue button with rounded corners and a subtle drop shadow, containing the text "← Button →" in a dark gray font.

← Button →

Clicked

A light blue button with rounded corners and a subtle drop shadow, containing the text "← Button →" in a dark gray font.

← Button →

User Interface



scratch it?

The image shows a person in a blue tracksuit standing on a circular, light-colored platform. They are reaching out to scratch a large, textured, brown cylindrical object that is partially buried in the platform. The object has a rough, pebbled surface. The platform has some faint markings, including the letters 'GNA'. The background is dark and indistinct.