

# AUG Design Guidelines

## Introduction

Any resources and content made by staff of Aussie Games must follow this design language.

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## Section 1. Font

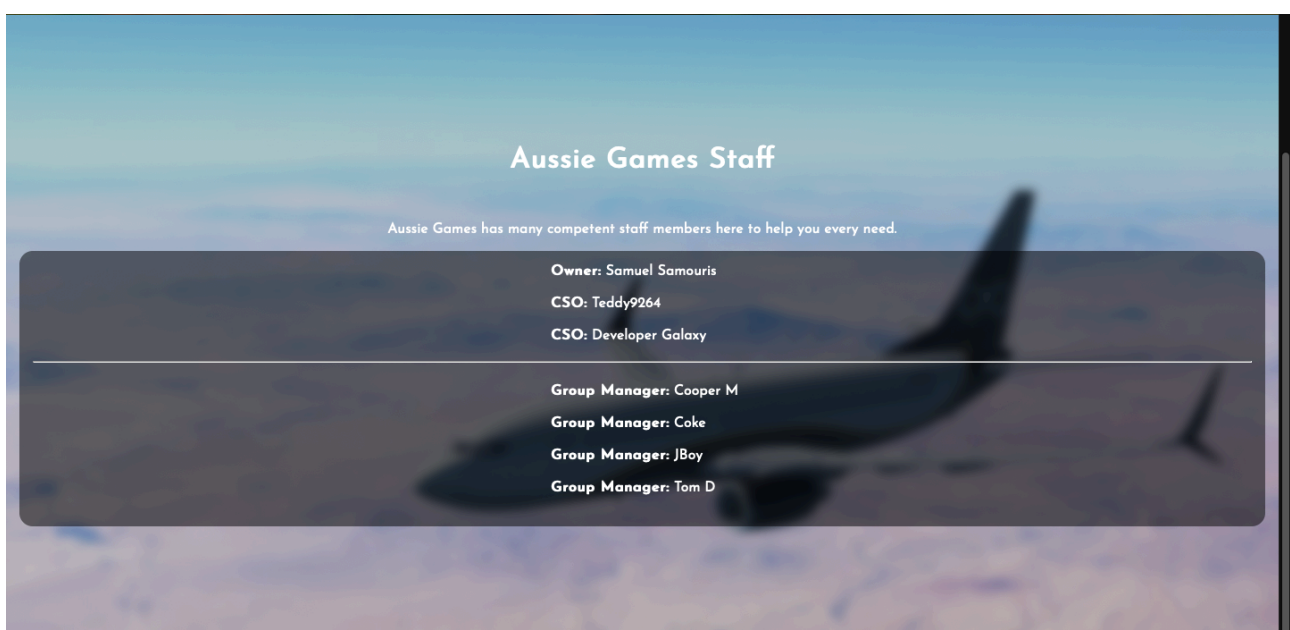
All resources which involve text made by AUG must be made in Josefin Sans, or if icons are required Apple San Francisco Pro Rounded fonts.

Links to the Josefin Sans font are here:

<https://fonts.google.com/specimen/Josefin+Sans>

Link to the Apple San Francisco Pro Rounded Font is here:

<https://developer.apple.com/fonts/>



Example of Josefin Sans being User

## Section 2. Headings

All Aussie Games headings are to be in the following sizes.

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H1: Size 1: *2em*

---

H2: Size 2: *1.5em*

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H3: Size 3: *1.17em*

---

H4: Size 4: *1em*

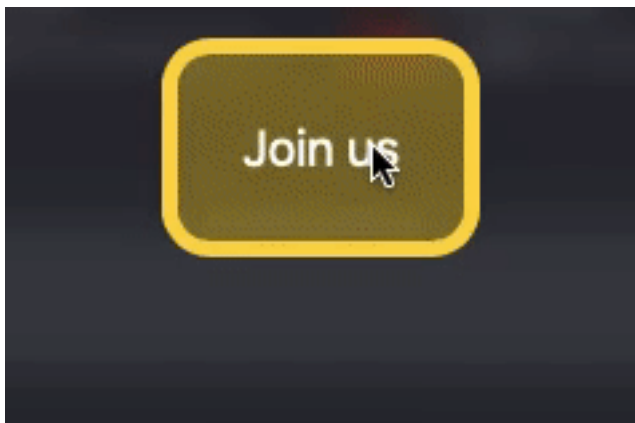
All these headings should be in the stated Fonts.

## Section 3. Paragraphs

All paragraphs written must be in size **20px** Unless otherwise necessary.

## Section 4. Buttons

All buttons must follow the below design:



Join Us Button

**With the code to match if on a webpage.**

---

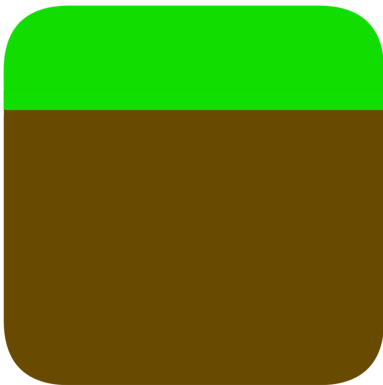
CSS

```
.joinButton{
```

```
background-color: rgba(0,0,0,0.5);
border: 5px solid gold;
color: white;
padding: 20px;
text-align: center;
border-radius: 15px;
transition: 0.5s;
text-decoration: none;
display: inline-block;
font-size: 16px;
margin: 4px 2px;
display: block;
width: auto;
margin-right: auto;
margin-left: auto;
}
.joinButton:hover{
    background-color: rgba(255,215,0,0.5);
    zoom: 1.25;
}
```

## Section 5. Icons

All icons made for AUG must be made with a non-skeuomorphic design in mind and be flat. Icons like the Aussie Games Minecraft icon are examples.



**THEY ARE REQUIRED TO BE FLAT AND SIMPLE TO ATTRACT ATTENTION.**

## Section 6. Themes

Aussie Games has distinct colour scheme in both light mode conditions and dark mode conditions.

### Dark Mode

Main Colour: Black, rgb(0, 0, 0)

Accent: Gold, hex #ffd700

Secondary Colour: rgb(100,100,100)

Transparency (if needed): 0.5

### Light Mode

Main Colour: White, rgb(255, 255, 255)

Accent: Gold, hex #ffd700

Secondary Colour: rgb(100,100,100)

Transparency (if needed): 0.5

## Section 7. Clarity

If an image has text on top, it must be blurred with a Gaussian Blur, above 4% as required, this is to prevent text being difficult to see, it may also be necessary to apply a linear-gradient over the image of `rgba(0,0,0,0.2)`, `rgba(0,0,0,0.2)`. Examples can be seen on the AUG Website.

## Section 8. Accessibility

All items must be made for people with a disability, colour blindness or loss of hearing in mind. If this cannot be done passively, resources must be made with an active Accessibility version. For example an image may not go well with colour blind people in mind if attempting to do it passively as such there must be an active accessibility in mind.