## Section 1: Visual Styles

### Colors:

Within the app, backgrounds and elements of all activities and objects will be restricted to two colors. The primary color is labeled in the code as “bluegreen” (#1B915C). This is interchangeable with the color labeled “darkbg”. The accent color is labeled in the code as “mint” (#45DC99). This is interchangeable with the color labeled “lightbg”.

If a third, more sparse, accent color is needed in an activity, the color used can be found in the colors.xml labeled as “midgrey” (#9D9D9D).

The primary color will be used for action bars, buttons, and objects. The accent color is used for backgrounds of all activities and static text boxes. Intractable text boxes will use white as their background to consistently differentiate them from non-interactable (static) text. Fonts that are backed by either the primary or accent colors will be in white, while fonts that are backed by white will be in black.

### Fonts:

Within the app, all fonts are to be left at the default provided by the Light.DarkActionBar theme.

Within documentation, Supreme Overlord Cherry demands that we use 12pt Times New Roman font, with exemptions in size for headers and subtitles.

### Icons:

Within the app there is a preset of icons that are to be used across all activities.



----- Menu



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------ Settings

### Buttons:

All interactable buttons within the app should be displayed as brief explanatory text enclosed in a rectangular box with rounded edges.