Typography

Typeface

Primary Typeface
Poppins
Aa-Bb-Cc-Dd-Ee-Ff-Gg-Hh-Ii-Jj-Kk-Ll-Mm-Nn-Oo-Pp-Qq-Rr-Ss-Tt-Uu-Vv-Ww-Xx-Yy-Zz
https://fonts.google.com/specimen/Poppins/kerning+ligatures

Secondary Typeface
Open Sans
Aa-Bb-Cc-Dd-Ee-Ff-Gg-Hh-Ii-Jj-Kk-Ll-Mm-Nn-Oo-Pp-Qq-Rr-Ss-Tt-Uu-Vv-Ww-Xx-Yy-Zz
https://fonts.google.com/specimen/Open+Sans

Hierarchy

Name	px/rem Size	px/rem Weight	px/rem Line Height - Mac	px/rem Line Height - Win
Heading 1	56 / 3.5	40 / 2.5	72 / 4.5	56 / 3.5
Heading 2	40 / 2.5	32 / 2	56 / 3.5	48 / 3
Heading 3	32 / 2	24 / 1.5	48 / 3	40 / 2.5
Heading 4	24 / 1.5	20 / 1.25	40 / 2.5	36 / 2.25
Heading 5	20 / 1.25	16 / 1.125	36 / 2.25	34 / 2.125
Body	16 / 1	16 / 1	32 / 2	32 / 2
Small	14 / 0.875	12 / 0.75	28 / 1.75	26 / 1.625
Extra Small	12 / 0.75	10 / 0.625	26 / 1.625	24 / 1.5

Colors

Interpretation

In WHO's UI system, we adhere to Atomic Design principles to create a cohesive, scalable, and intuitive interface. This guide explains the usage of two primary colour categories in our UI system: Brand and Neutral.

System Colours

Interpretation

- System colours are a set of predefined colours used across applications and interfaces within and beyond our organisation.
- These colours are designed for specific functions and states, such as warning (red), success (green), information (blue), and neutral (grey).

Application in Atomic Design

- Atoms: System colours are first applied at the atomic level, colouring basic elements like buttons, alerts, and icons to convey their state or function.
- Molecules: When combining atoms into molecules, system colours enhance the readability and functionality of these UI components.
- Organisms: In larger UI sections, system colours maintain consistency and state awareness across different modules.

Usage Guidelines

- Accessibility: Ensure consistent use of system colours across all projects to ensure a unified look and feel.
- Contrast: Maintain sufficient contrast between text and accessibility standards, ensuring readability and usability for all users.
- Emphasis: Use system colours to draw attention to key elements, like error messages or calls to action buttons.

States

Text

Background

Grey

Product Colours

Definition and Purpose

- Product colours are unique colour palettes tailored to individual projects or product lines within the company.
- These colours reflect the brand identity and aesthetic elements of the specific product, differentiating it from other company offerings.

Application in Atomic Design

- Atoms: Product colours are used to brand atomic elements, such as primary buttons or specific icons, aligning them with the product's identity.
- Molecules and Organisms: In more complex components, product colours maintain a cohesive visual language, distinguishing each product while still aligning with the overall company brand.

Usage Guidelines

1. Brand Alignment: Ensure product colours align with the brand guidelines of the specific project.
2. Hierarchical Use: Use product colours primarily for branding, while system colours handle functionality and states.
3. Balance: Balance the use of product colours with system colours to ensure clarity and avoid visual overload.

Applying Colours in Projects

1. Consult with a Designer: Work with system colours as your base palette for general UI elements.
2. Add Product Colours: Introduce product-specific colours for branding and thematic elements.
3. Test and Review: Continuously test the colour usage for readability, accessibility, and overall aesthetics; appeal. Iterate based on feedback and testing results.

Primary

Secondary

Neutral

Inputs

Principles

In the context of UI design, text and input fields are crucial components that facilitate user interaction and information entry. Using Atomic Design principles, we can approach these elements as foundational atoms that form the basis of more complex molecules and organisms in a user interface. Here's a comprehensive guide to designing text and input fields within this framework.

Definition and Purpose of Inputs

1. Text Fields:
   - Text fields are UI elements where users can enter and edit text. They're essential for forms, search bars, and any area requiring user input.
   - Text fields consider various properties like font, colour, placeholder text, border style, and background.
2. Input Fields:
   - Like interaction input fields are about parts of user interaction, crucial for tasks like logging in, searching, or filling out forms.
   - Data Entry: They facilitate data entry and are key to many user actions within an application or website.
   - Variations: Input fields can include various formats like password fields, dropdowns, or even more complex UI elements like date pickers.

Text and Input Fields in Atomic Design

1. Atoms: As atoms, text and input fields are stored in their simplest form, focusing on basic properties like size, shape, typography, colour, and placeholder styling.
2. Molecules: When combined with other atoms (like labels, icons, or buttons in a search bar), input fields become part of larger, functional units. Consistency in their atomic properties ensures a cohesive and predictable user experience across these molecules.
3. Organisms: In complex UI structures like forms or dashboards, input fields work in conjunction with other elements. The design needs to be intuitive and seamlessly integrated.

Design Considerations

1. Consistency: Maintain a uniform style for text and input fields across the UI to enhance usability and provide a consistent experience.
2. Clarity and Accessibility: Ensure that text is clear and easily readable, with a focus on font size and colour contrast. Input fields should provide visual cues for interaction and feedback.
3. Responsiveness: Design input fields to be responsive, ensuring they adapt seamlessly to different screen sizes, maintaining their functionality and aesthetic appeal.

Practical Application Tips

1. Use Local Styling: Utilize local styling for text and input fields when adequately tested with control features providing the ease of creating and maintaining.
2. Implement Feedback: Incorporate visual feedback for interactions, such as changes in colour or shape, to indicate when a field is active or has been filled.
3. State Styles: Define styles for different states of an input field: normal, focus, hover, and disabled.
4. Labelling and Icons: Use clear labelling and intuitive icons to guide user interaction.
5. Testing and Iteration: Regularly test text and input fields for usability and accessibility, making improvements based on user feedback.

Text Fields Base

Desktop
Horizontal Padding: 16px / 1em
Vertical Padding: 12px / 0.75em
Font size: 16px

Mobile
Horizontal Padding: mm - 12px, lower - 2vw - 32px
Vertical Padding: 12px / 0.75em
Font size: 14px

Basic Text Input

Text Area

Text Input with Buttons and Icons

Rounding

Principles

Border radius is a design property that refers to the rounding of corners on UI elements. It's an important aspect of design aesthetics and usability. Applying the principles of Atomic Design, here's how border radius can be standardised and utilised effectively.

What is Border Radius?

Border radius refers to the curvature of corners on UI elements like buttons, input fields, cards, and containers. It's specified in pixels (px) or relative units like percentages.

Application in Atomic Design

- Atoms: At the atomic level, individual elements like buttons, input fields, and icons can have a defined border radius. This sets the foundational style for UI components. Molecules: When atoms are combined to form molecules (e.g., a search bar consisting of an input field and a button), the border radius should be consistent across these components to maintain a cohesive look.
- Organisms: In larger components like navigation menus, cards, or modals, the border radius applied to individual elements (atoms and molecules) should harmonise with the overall design, ensuring visual consistency.

Rounding

Buttons

Principles

In the realm of user interfaces (UI) design, buttons are fundamental elements that facilitate user actions and interactions. Applying Atomic Design principles, buttons can be broken down into atomic - the basic building blocks that can be combined and used in various contexts (molecules and organisms). Here's an in-depth look at designing buttons within this framework.

Buttons in Atomic Design

1. Atoms: As atoms, buttons are designed in their simplest form. This includes the initial state, shape (including border radius), color, typography, elevation (or flat design), and padding.
2. Molecules: When combined with other atoms (like input fields or icons in a search bar or a social media button), buttons become part of larger functional units. The consistency in their atomic properties ensures a cohesive and predictable user experience.
3. Organisms: In more complex UI structures like navigation bars or modals, buttons play a crucial role in user interaction. Their design should stand out but also harmoniously integrate with other elements.

Design Considerations

1. Consistency: Maintain a consistent style for buttons across the UI to enhance usability and brand recognition. This includes consistent use of colors, sizes, and typography.
2. Hierarchy and Emphasis: Different styles (e.g., primary, secondary, tertiary buttons) indicate their level of importance and guide the user's decision-making process.
3. Accessibility: Ensure buttons are easily clickable, with a size that's touch-friendly and with sufficient contrast for visibility. Also, consider keyboard navigation and screen reader compatibility.
4. Feedback: Provide immediate visual feedback (like a change in color or elevation) when a button is interacted with (hovered over, clicked, or focused).

Practical Application Tips

1. Style Variants: Create different button styles for different actions - primary for main actions, secondary for less important actions, and so on.
2. Responsive Design: Ensure buttons are easily clickable and well-sized on all devices, from desktops to smartphones.
3. Use Local Styling: Utilize local styling for buttons when adequately tested with control features providing the ease of creating and maintaining.
4. Testing and Iteration: Continuously test buttons for usability and accessibility, making improvements based on feedback.

Base

Desktop
Horizontal Padding: mm - 24px, lower - 2vw - 32px
Vertical Padding: 12px / 0.75em
Font size: 16px
Horizontal Gap: 8px / 0.5 em

Mobile
Horizontal Padding: mm - 24px, lower - 2vw - 32px
Vertical Padding: 12px / 0.75em
Font size: 14px
Horizontal Gap: 8px / 0.5 em

Basic

Selection & Dropdown

Principles

Dropdowns and selection controls are integral components in UI design, providing users with a means to make choices from a range of options. In the context of Atomic Design, these elements can typically be categorised as molecules, composed of simpler atoms like labels, icons, and input fields. Here's an in-depth exploration of designing dropdowns and selection controls within this framework.

Definition and Roles in UI Design

1. Dropdowns:
   - Dropdowns are UI elements that allow users to select one or more options from a list that appears when the control is activated. They help in saving screen space and organising content.
   - Design considerations include the size, icons, typography, consistency, and the behavior of the dropdown list.
2. Selection Controls Importance:
   - Selection controls, including dropdowns and selection controls enable users to navigate through options efficiently, without overwhelming them with too much information at once.
   - User Decision Making: These elements facilitate decision-making by presenting all available options in a structured and accessible manner.
   - Form and Function: They are commonly used in forms, filters, and anywhere a user choice is required, balancing functional needs with space constraints.

Dropdowns and Selection Controls in Atomic Design

1. Atoms: The basic elements like text labels, icons, and cursors form the atoms. These are styled individually, focusing on readability, icon clarity, and interactive feedback.
2. Molecules: Combining these atoms forms a dropdown molecule. This includes the closed state of the dropdown (often a button or field), the open state with the list of options, and selected item display.
3. Organisms: Within larger UI sections like forms, navigation bars, or modals, dropdowns and selection controls function as part of a cohesive unit. These design must align with the overall organism, ensuring a consistent and intuitive user experience.

Principles of Spacing

1. Consistency: Consistent spacing creates a more harmonious and balanced design. Using a consistent set of spacing values (like a spacing scale) helps maintain uniformity.
2. Hierarchy: Spacing can be used to establish visual hierarchy. Larger spaces around more important elements can draw the user's attention to them.
3. Responsiveness: Adjust spacing dynamically depending on screen size to maintain readability. Adequate line spacing, paragraph spacing, and padding around text make content more scannable and easier to digest.
4. Accessibility and Aesthetics: Proper use of white space can reduce cognitive load and improve overall aesthetics. The elements that are spaced apart to stand out, improving clarity.
5. Responsiveness: In responsive design, spacing must adapt to different screen sizes. Larger spaces might be reduced or smaller screens to maintain available space.

Practical Application

1. Grid Systems: Utilize grid systems to ensure consistent spacing. Grids provide a guideline for how elements should align and relate to each other spatially.
2. Use Local Styling: Apply local styling for spacing when adequately tested with control features providing the ease of creating and maintaining.
3. Visual Balance: Use spacing to balance elements visually. Symmetrical spacing gives a more stable, formal look, while asymmetrical spacing can create dynamic, engaging layouts.
4. Testing and Iteration: Spacing should be tested across different devices and screen sizes. Iterate based on user feedback and usability testing.

Elevation

Elevation