



RushMe
WORKING STYLE GUIDE

This working guide serves as an in-progress draft that will morph into the official RushMe Style Guide. All iterations of typefaces, palettes, usage examples, and graphical elements will be in this guide. The team's process and design decisions should be evident via this draft, and will allow for future members to see where we've been and what we explored concerning the visual identity of the application.

Thanks!

table *OF* contents

Logo	01
Primary Colors & Top Palettes	02
Current Top Fonts	03
Previous Font Considerations	04
Iconography Iterations	06
Initial Screen Iterations	07



For web and application usage, always use the primary logo in blue. For print and other uses, use any variation at own discretion.

The smallest size of the logo for any variation in any instance is 29 x 29 pixels.

primary colors

dark blue 3 #0B2E47	black #000000
dark blue 2 #1A4175	dark grey 0 #2A2B2D
dark blue 1 #206091	dark grey 1 #4A4D53
dark blue 0 #2880B2	dark grey 2 #6A757C
primary blue #2BA9E0	light grey 0 #A7B0B8
light blue 0 #6DBEE4	light grey 1 #CDD4DE
light blue 1 #8BD2EE	white #FFFFFF

top color palettes

RED ACCENT



MONOBLUE



VIOLETS



HEADING 1

HEADING 2

HEADING 3

Heading 4

Body Text

BW HELDER

**AaBbCcDdEeFfGgHhIiJjKkLlMmNn
OoPpQqRrSsTtUuVvWwXxYyZz**

**AaBbCcDdEeFfGgHhIiJjKkLlMmNn
OoPpQqRrSsTtUuVvWwXxYyZz**

**AaBbCcDdEeFfGgHhIiJjKkLlMmNn
OoPpQqRrSsTtUuVvWwXxYyZz**

AaBbCcDdEeFfGgHhIiJjKkLlMmNn
OoPpQqRrSsTtUuVvWwXxYyZz

MONTSERRAT

AaBbCcDdEeFfGgHhIiJjKkLlMmNn
OoPpQqRrSsTtUuVvWwXxYyZz

heading 1

HEADING 2

HEADING 3

Heading 4

Body Text

BOREAL

**AaBbCcDdEeFfGgHhIiJjKkLlMmNn
OoPpQqRrSsTtUuVvWwXxYyZz**

AaBbCcDdEeFfGgHhIiJjKkLlMmNn
OoPpQqRrSsTtUuVvWwXxYyZz

**AaBbCcDdEeFfGgHhIiJjKkLlMmNn
OoPpQqRrSsTtUuVvWwXxYyZz**

PROXIMA NOVA

*AaBbCcDdEeFfGgHhIiJjKkLlMmNn
OoPpQqRrSsTtUuVvWwXxYyZz*

AaBbCcDdEeFfGgHhIiJjKkLlMmNn
OoPpQqRrSsTtUuVvWwXxYyZz

HEADING 1

Heading 2

Heading 3

HEADING 4

HEADING 5

Body Text

LIBRE FRANKLIN

**AaBbCcDdEeFfGgHhIiJjKkLlMmNn
OoPpQqRrSsTtUuVvWwXxYyZz**

AaBbCcDdEeFfGgHhIiJjKkLlMmNn
OoPpQqRrSsTtUuVvWwXxYyZz

AaBbCcDdEeFfGgHhIiJjKkLlMmNn
OoPpQqRrSsTtUuVvWwXxYyZz

*AaBbCcDdEeFfGgHhIiJjKkLlMmNn
OoPpQqRrSsTtUuVvWwXxYyZz*

MONTERRAT

AaBbCcDdEeFfGgHhIiJjKkLlMmNn
OoPpQqRrSsTtUuVvWwXxYyZz

HEADING 1

Heading 2

Heading 3

HEADING 4

HEADING 5

Body Text

BW HELDER

**AaBbCcDdEeFfGgHhIiJjKkLlMmNn
OoPpQqRrSsTtUuVvWwXxYyZz**

AaBbCcDdEeFfGgHhIiJjKkLlMmNn
OoPpQqRrSsTtUuVvWwXxYyZz

AaBbCcDdEeFfGgHhIiJjKkLlMmNn
OoPpQqRrSsTtUuVvWwXxYyZz

AaBbCcDdEeFfGgHhIiJjKkLlMmNn
OoPpQqRrSsTtUuVvWwXxYyZz

MONTERRAT

AaBbCcDdEeFfGgHhIiJjKkLlMmNn
OoPpQqRrSsTtUuVvWwXxYyZz

HEADING 1

Heading 2

Heading 3

HEADING 4

HEADING 5

Body Text

LIBRE FRANKLIN

**AaBbCcDdEeFfGgHhIiJjKkLlMmNn
OoPpQqRrSsTtUuVvWwXxYyZz**

AaBbCcDdEeFfGgHhIiJjKkLlMmNn
OoPpQqRrSsTtUuVvWwXxYyZz

AaBbCcDdEeFfGgHhIiJjKkLlMmNn
OoPpQqRrSsTtUuVvWwXxYyZz

*AaBbCcDdEeFfGgHhIiJjKkLlMmNn
OoPpQqRrSsTtUuVvWwXxYyZz*

NEUE MONTREAL

AaBbCcDdEeFfGgHhIiJjKkLlMmNn
OoPpQqRrSsTtUuVvWwXxYyZz

HEADING 1

Heading 2

Heading 3

HEADING 4

HEADING 5

Body Text

NEUE MONTREAL

AaBbCcDdEeFfGgHhIiJjKkLlMmNn

OoPpQqRrSsTtUuVvWwXxYyZz

AaBbCcDdEeFfGgHhIiJjKkLlMmNn

OoPpQqRrSsTtUuVvWwXxYyZz

AaBbCcDdEeFfGgHhIiJjKkLlMmNn

OoPpQqRrSsTtUuVvWwXxYyZz

AaBbCcDdEeFfGgHhIiJjKkLlMmNn

OoPpQqRrSsTtUuVvWwXxYyZz

MONTERRAT

AaBbCcDdEeFfGgHhIiJjKkLlMmNn

OoPpQqRrSsTtUuVvWwXxYyZz

HEADING 1

Heading 2

Heading 3

HEADING 4

HEADING 5

Body Text

MONTERRAT

AaBbCcDdEeFfGgHhIiJjKkLlMmNn

OoPpQqRrSsTtUuVvWwXxYyZz

AaBbCcDdEeFfGgHhIiJjKkLlMmNn

OoPpQqRrSsTtUuVvWwXxYyZz

AaBbCcDdEeFfGgHhIiJjKkLlMmNn

OoPpQqRrSsTtUuVvWwXxYyZz

AaBbCcDdEeFfGgHhIiJjKkLlMmNn

OoPpQqRrSsTtUuVvWwXxYyZz

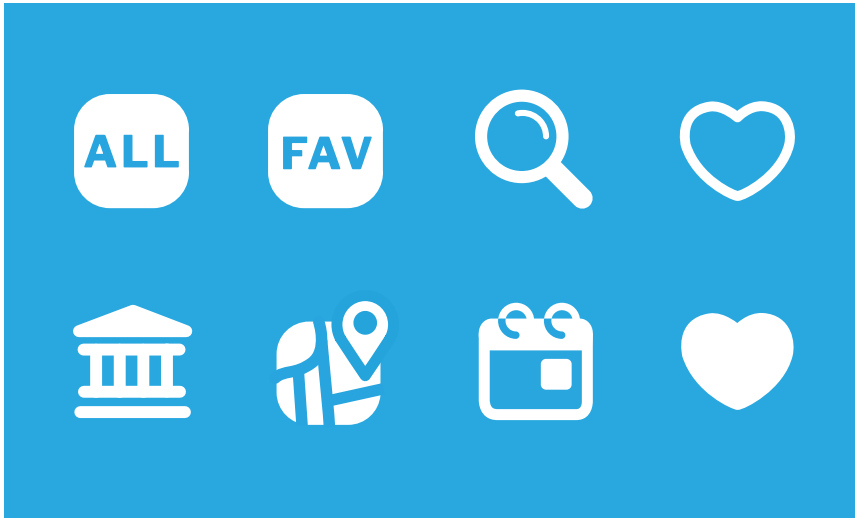
NEUE MONTREAL

AaBbCcDdEeFfGgHhIiJjKkLlMmNn

OoPpQqRrSsTtUuVvWwXxYyZz

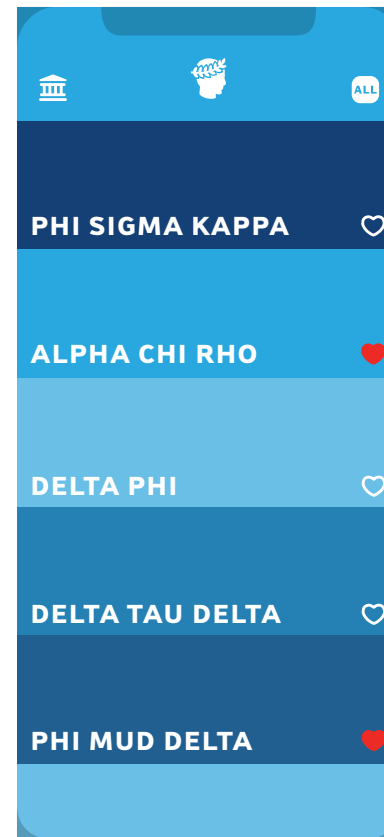
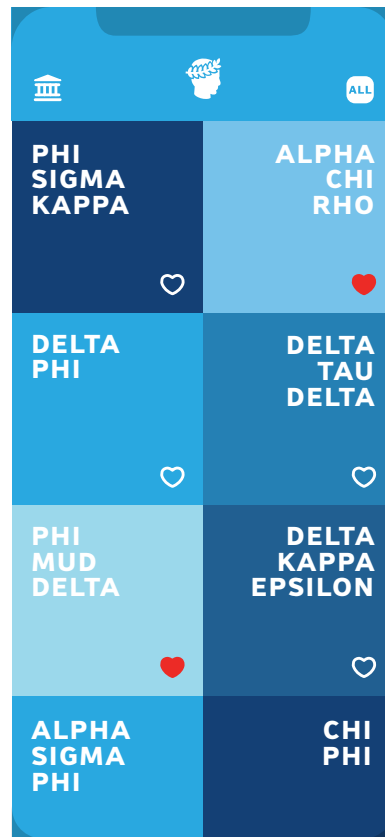
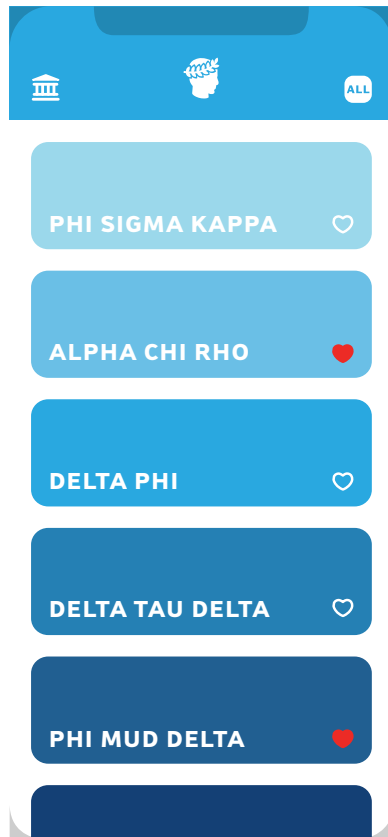
iconography iterations

FIRST ITERATION



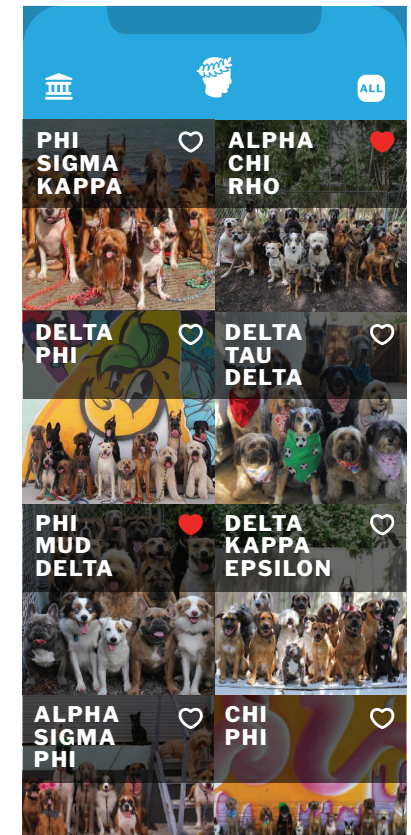
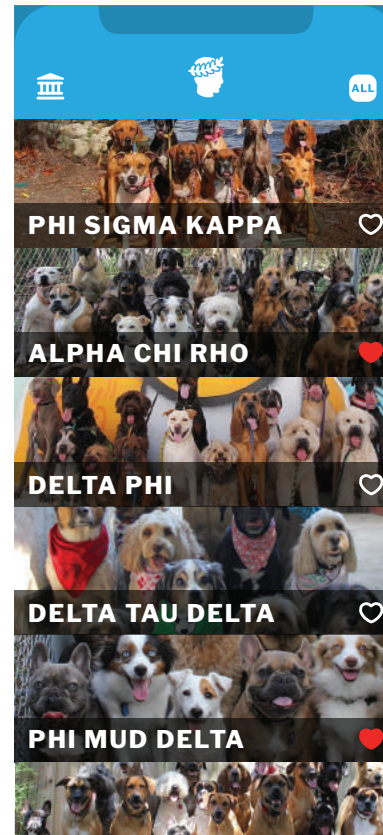
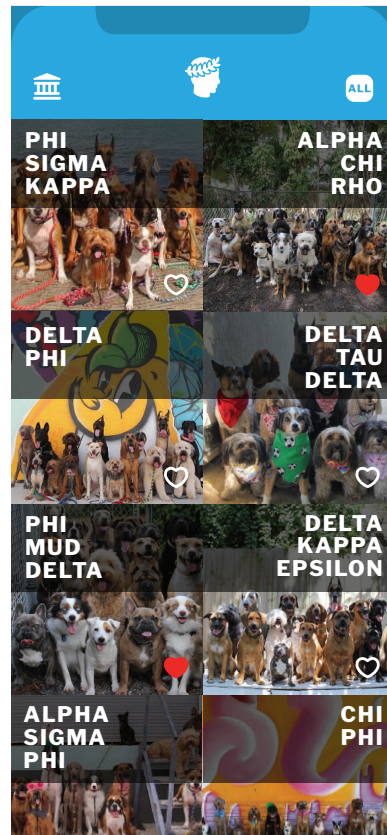
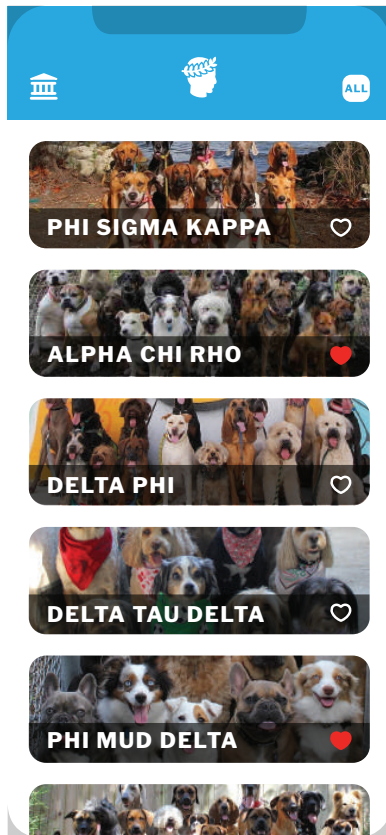
initial screen iterations

EMPTY STATES



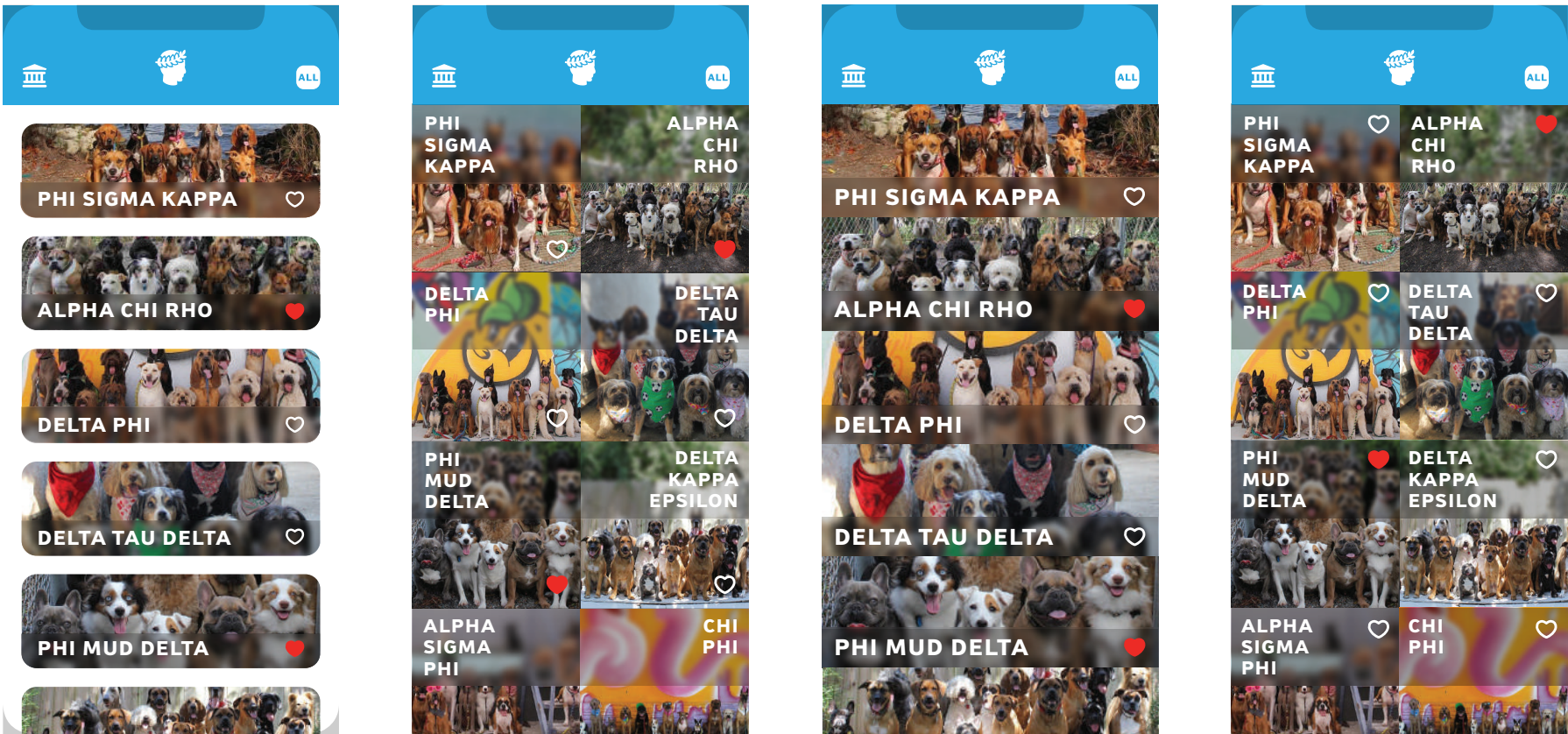
initial screen iterations

FILLED STATES VARIATION 1



initial screen iterations

FILLED STATES VARIATION 2



initial screen iterations

MENU EXAMPLES

