Colors

Olive colors are meant to calm and relax the user. The goal of Olive is to be a space where the user is not reminded of their stresses.

Base Colors

Base colors are the most commonly used colors on the platform. They work together to create a cohesive, calm experience.

Background Bkg-default #F8F4F5	Surface Surface-default #FFFFFF	Primary Sprimary-default #4D7258	Warning Swarning-default #FFD246	Critical Scritical-default #F167E6	Error Serror-default #2929292

Surface

Surface colors lay on top of the background. They are used to seperate information and establish hierarchy.

SurfaceDefault Sur1face-default #FFFFFF	SurfacePressed Sur1face-pressed #E2E5D3	SurfaceCritical Sur1face-critical #F2E7E8

Primary

Primary colors are mainly used for direct user interactions such as buttons, text fields, and chevrons.

Primary Sprimary-default #4D7258	PrimaryPressed Sprimary-pressed #3D5A40

Text

TextDefault Btext-default #2E5329	TextSubdued Btext-subdued #808888	TextDisabled Btext-disabled #969696	TextCritical Btext-critical #CC3434	Text OnCritical BtextOn-critical #2E5329

Icons

IconActive Bicon-active #2E5329	IconInactive Bicon-inactive #808888	IconSubdued Bicon-subdued #CFCFCF	IconSuccess Bicon-success #9F8C87	IconCritical Bicon-critical #C33858

Shadows

Shadows are used to divide up the screen and establish importance.

ShadowCard Sshadow-card #000000025 X: 0, Y: 5 Blur: 6, Spread: 0	ShadowTopBanner Sshadow-topbanner #000000025 X: 0, Y: 0 Blur: 8, Spread: 0	ShadowNav Sshadow-nav #000000025 X: 0, Y: 0 Blur: 1, Spread: 0	ShadowFAB Sshadow-fab #000000035 X: 0, Y: 4 Blur: 14, Spread: 0

Typography

Olive uses a clean, easy-to-read typeface that is available on all devices. Use Headings, and Body text appropriately so that the user is able to skim content without feeling overwhelmed.

TYPESTYLE	TYPEFACE	WEIGHT	SIZE	LINE	CHARACTER	TOKEN
DisplayLarge	Inter	**Semi Bold**	36px	140%	-0.5px	$text-display-large
DisplayMedium	Inter	**Bold**	32px	130%	-0.5px	$text-display-medium
Heading 1	Inter	**Semi Bold**	24px	130%	-0.5px	$text-header-H1
Heading 2	Inter	**Semi Bold**	20px	140%	-0.5px	$text-header-H2
Heading 3	Inter	**Medium**	16px	140%	-0.5px	$text-header-H3
SUBHEADING	Inter	**Semi Bold**	14px	140%	0.5px	$text-header-subheading
Body 1	Inter	Regular	24px	140%	-0.5px	$text-body-B1
Body 2	Inter	Regular	18px	140%	-0.5px	$text-body-B2
Body 3	Inter	Regular	16px	140%	-0.5px	$text-body-B3
Body 3 Medium	Inter	**Medium**	16px	140%	-0.5px	$text-body-B3-med
Body 4	Inter	Regular	14px	160%	-0.5px	$text-body-B4
Nav/active Selected	Inter	**Semi Bold**	12px	170%	-0.5px	$text-nav-selected
Nav/active Unselected	Inter	Regular	12px	170%	-0.5px	$text-nav-unselected

Iconography

Icons are clear and easily understandable. Use success, critical, or subdued colors to indicate status of the icon.

Common UI Components

Olive's UI components provide clear and direct interactions with the user.

Buttons

Buttons are one of the core interactions that users have with Olive, alongside Cards.

Olive uses 3 different button sizes and types. each with their own use and purpose.

Button labels should be direct of their purpose.
Ex. "Next", "Review", "Back", "Confirm".

Outline buttons indicate that an something must be completed before the user can tap on it. Once the user completes that action, the outlined button switches to a filled button.
Ex. The user must fill in a text field, or select an option.

FAB (Floating Action Button)

FABs indicate a important primary action on the page.

FABs are used when there is a single primary action on the page. There are three different sizes and can be used interchangably based on the device size and aesthetic.

Cards

Cards are the second-core interaction that users have with Olive.

Cards present information to the user, and allow the user to click into them for more information. Cards are always accompanied with an icon.

Navigation Bar

User's main tool to switch pages.

Olive's navigation bar is always placed at the bottom of the device screen. It indicates the current page that the user is on by utilizing bolded font, and iconography.

Text Fields

How users enter information.

There are three types of Text Fields: Empty state, Selected, and Filled. When the text field is empty, it's label informs the user what information is expected in the text field. Once the user taps on the text field to enter information, it switches to the selected state to indicate to the user which text field they are typing into. Finally, once the information has been entered, the Text Field enters the Filled state.

Grid/Layout

Depending on the device the user is using, the grids respond accordingly.

Mobile Grid

Mobile devices use a 4 column spread, with a 16px margin.

Columns: 4
Type: Stretch
Width: Auto
Margin: 16
Gutter: 12

Desktop Grid

Desktop grids work slightly differently. They do NOT include the navigation bar on the left hand side. The 32px margin begins after the navigation bar.

Columns: 12
Type: Stretch
Width: Auto
Margin: 32
Gutter: 12

Animation Guidelines

- Animation should only be used to enhance the experience of the user.
- Never force the user to "wait" for an animation to finish.
  - Animations should be short, quick, and unintrusive.
  - Animations should not be used to "teach" the user.

Copy/Language Guidelines

- Use friendly, supportive language.
  - "Good Morning, User"
  - "Welcome to Olive"
- Tone of voice should be kind, and caring.

Imagery/Illustration