

Sapphire Yours UI Specification

v1.1 | December 2018

Typography

- Font: Montserrat
- Font weights: light (Headings), regular (most descriptions) and medium (buttons)
- Font sizes: 32 for the headings and 14 for everything else
- Line heights: 48px for the headings and 24px for all 14pt sized text
- Font colors: white, white 50% opacity and the 8 colors

Colors

- Easy: #66CCFF (102,204,255)
- Moderate: #268BFF (38,139,255)
- Normal: #33CC14 (51,204,20)
- Tricky: #4AFF26 (74,255,38)
- Tough: #FFF833 (255,248,51)
- Difficult: #FF8000 (255,128,0)
- Hard: #FF2414 (255,36,20)
- M.A.D.: #CC0F08 (204,15,8)

Icons

Few exceptions aside, all rendered at 24*24px.

Margins

All paddings and margins used in the UI are powers of 2.

You'll be able to replicate them fairly easily looking at the screenshots, as any wrong power of 2 used will result in significantly different looks. Aside from a few exceptions, I haven't used any margins larger than 32px.

UI Buttons

The dark buttons have a 4px corner radius, and a **vertical linear gradient**. **Top color: #2E2E2E (46,46,46), bottom color #292929 (41,41,41)**. The icons and text inside the buttons are either white or one of the colors above.

When selected, the button glows in the same color as the icon and/or text it contains. The glow has a shadow (same color as the fill, no offset, 100% opacity, 4px blur). The contained icon/text turns to a dark **#292929 (41,41,41)**.

- The square, icon-only version (as found in the pause menu) is 48*48px. The 24px icon is centered. When selected, centered descriptive text appears 4px underneath. 8px horizontal spacing in between such buttons.
- The text-only version is 40px high and full column width minus margin (see 'UI Backgrounds' below). Text is left-aligned, 16px from the left side (montserrat 14 medium). 2px vertical spacing in between such buttons.
- The icon + text version (used for levels) is also 40px high and has the same margins on the sides as the text-only version. The icon is positioned 12px (!) from the left side, and has another 12px margin to the text.
- Inactive text (demo unlocks in ...) and toggle modes (on/off) are in montserrat regular 14, white 50% opacity.

UI Backgrounds

The translucent background of UI sidepanels and cards is **#141414 (20,20,20)**, 90% opacity and **12px** gaussian background blur. If realtime background blur isn't possible, use **#0F0F0F (15,15,15)** on 100% opacity.

- The width of these dark backgrounds is always 320px.
- In case they are sidepanels (as seen in the main menu and level editor): stick to the left side of the screen and occupy the full height. The content column within has 16px margin on either side.
- In case they are cards (in-game status card, steps card, level selection preview, level editor contextual settings cards etc.): stick to the bottom right or bottom left of the screen (16px H/V margin from the respective corner). Their height is variable based on contents. Unlike the sidepanels, the cards have a 4px corner radius. The content column within has 32px margin on either side.