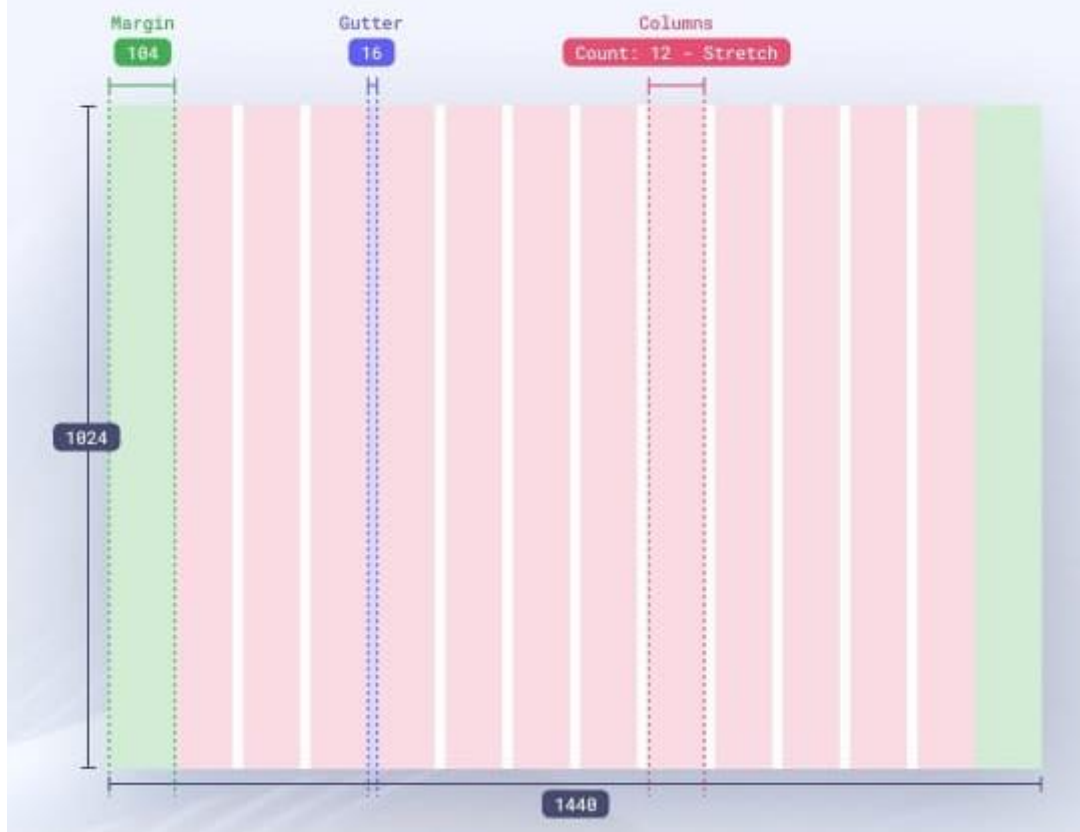


Grid mobile setup



Grid desktop setup



Ultimate UX/UI Cheat Sheet

iOS & Android Specs



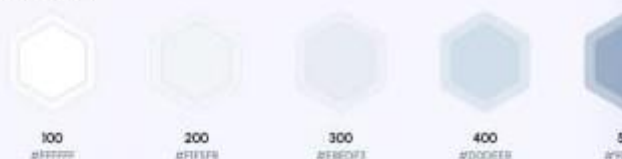
Color Styles

A necessary part of the UI style guide represents color styles for keeping consistency across the UI. Use tools like colorkit.io/shades-tints for scaling the color.

Primary



Neutrals



Neutral

- Neutral_900_#0C0E19
- Neutral_800_#1C2035
- Neutral_700_#303651
- Neutral_600_#4A516D
- Neutral_500_#697089
- Neutral_400_#989EB3
- Neutral_300_#C7CBD8

Typography

Just like colors, you have to define typography scales. Here you can get inspired by [iOS](#) or [Android guidelines](#).

Large (Default)			
Style	Weight	Size (points)	Lead
Large Title	Regular	34	41
Title 1	Regular	28	34
Title 2	Regular	22	28
Title 3	Regular	20	25
Headline	Semibold	17	22
Body	Regular	17	22
Callout	Regular	16	21
Subhead	Regular	15	20
Footnote	Regular	13	18
Caption 1	Regular	12	16
Caption 2	Regular	11	13

Display Bold

Ag 34_Display_Bold_L - 34/160

Ag 26_Display_Bold_M - 26/160

Ag 22_Display_Bold_S - 22/160

Display Medium

Ag 34_Display_Medium_L - 34/160

Ag 28_Display_Medium_M - 28/160

Ag 22_Display_Medium_S - 22/160

Body Bold

Ag 18_Headline1_Bold - 18/160

Ag 16_Headline2_Bold - 16/160

Ag 14_Body_Bold - 14/160

Ag 12_Caption_Bold - 12/160

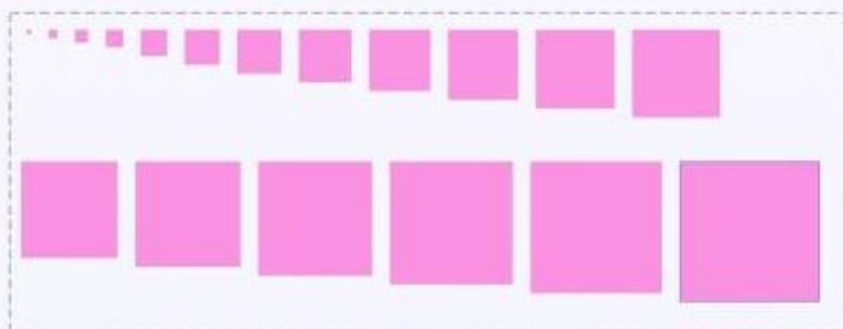
Ag 13_Link_Bold - 13/160

Point size based on image resolution of 144ppi for @2x and 288ppi for @3x designs

Spacing Values

To keep the spacing system aligned with all team members, I usually show the [values of spacing used across the system](#).

4 8 12 16 24 32 40 ...



Iconography

Icons have **big visual and also explanatory purposes** within every UI design. I create them as a component variants for easy application in Figma.

iconsax.io



Icons Linear



Icons Bulk



Icons Two Tone



Icons Bold



Icons Outline



Icons Broken

Grids & Breakpoints

Settings proper breakpoints and grids for base artboards is a necessary part of the UI style guide to **show the behavior on all devices and communicate spacing method**.



Large desktop screens

1440 px <



Small desktop devices (base)

< 1440 px



Tablet devices

< 1024 px



Mobile devices (landscape)

< 768 px



Mobile devices (portrait)

< 480 px



1

Consider Context

Firstly you should analyse product context and ask the following questions:

- 1 Is there already existing company visual brand identity?
- 2 What is the industry related to the designed product?
- 3 How competitors deal with visual branding and colors?
- 4 What is the target audience of the designed product?

2

Set Primary Color

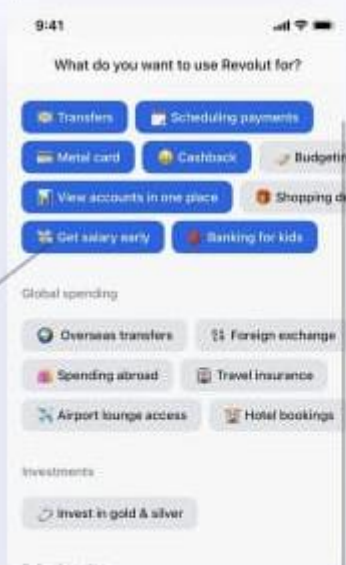
The primary UI color should indicate the company brand identity. Primary color is usually used for **most important elements within a UI** for example call to action buttons.



#2C64E3



Example: Revolut



3

Scale the Color Tints

Then you should define the various shades and tints for the primary color. For this process, you can use colorkit.io/shades-tints. I usually scale 9 tints in total.



4

Secondary Color

Secondary color works as an **alternative to primary**. For example magenta for Revolut. Also you can consider including gradients of primary and secondary color.



5

Shades of Grey (Blue)

The shades are essential for communicating the **visual hierarchy of the texts, background, and other elements** within UI design. Check the tool called [alphredo.app](#)!

#0C0E18		hsl(231, 77%, 8%, 0.96)
#1C2035		hsl(231, 52%, 7%, 0.9)
#303551		hsl(230, 67%, 9%, 0.82)
#4A515D		hsl(228, 100%, 10%, 0.71)
#697089		hsl(227, 90%, 11%, 0.59)
#989EB3		hsl(227, 80%, 15%, 0.41)
#C7C8D8		hsl(225, 100%, 15%, 0.22)
#E6E8F0		hsl(226, 81%, 22%, 0.1)
#F4F8F9		hsl(218, 50%, 33%, 0.05)

6

Status Colors

Giving **feedback about the current status** within the system is one of the key principles for designing usable interfaces. I personally always define the following type of colors.



Error



Warning



Information



Success

No.1

Web Breakpoints



Large desktop screens

1440 pt <



Small desktop devices (desktop base)

< 1440 pt



Tablet devices

< 1024 pt



Mobile devices (landscape)

< 768 pt



Mobile devices (portrait)

< 480 pt



Mobile devices (mobile base)

360 / 375 pt



No.2

Website Headers

1. Classical



Modulus

Solutions ▾

About us

Pricing

Resources

Log in

Sign up

2. Minimalist

Solutions

About us

Pricing



Sign in

Try for free

3. Comprehensive



Product ▾

Solutions ▾

Company

Customers

App



Contact Sales

Book a demo

4. E-commerce



Modulus



USD ▾



Products

Solutions

Categories

App

Resources

Affiliates

About

5. Floating



Courses

Platform

Lectors

Community

Sign in

Start Learning

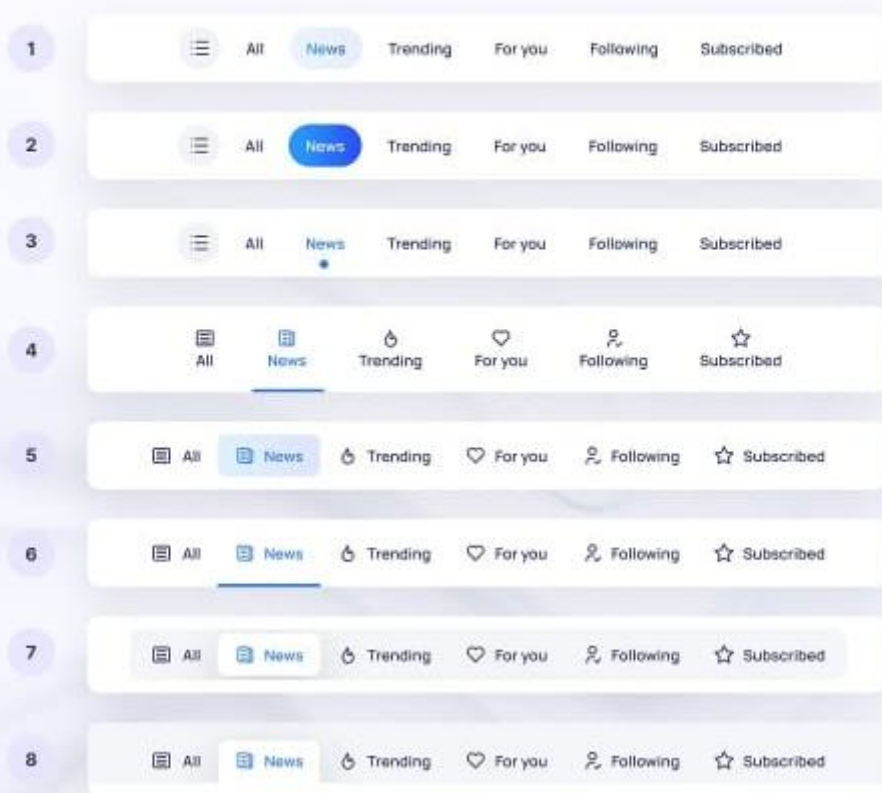
No.3

Toggle / Switcher



No.4

Tabs Component



No.5

Corner Radius

1. Choose corner radius based on the product brand positioning.

- ☐ a. Sharp corners: Conservative & Organized
- ☐ b. Light rounding: The Safe Choice
- ☐ c. Medium Rounding: Innovative & Playful
- ☐ d. Fully rounded: Eye-Catchy (can be problematic for text fields etc.)

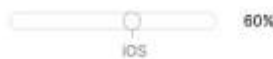
2. Adjust the spacing of inner components. Use the following formula to calculate the perfect corner radius for your inner element.

$$\text{Inner radius} = \text{Outer radius} - \text{Outer thickness} / 2$$

$$12 = 24 - 24 / 2$$

3. Use **corner smoothing** in Figma. I usually go with 60%, like iOS guidelines.

Corner smoothing



No.6

Types of Inputs

Text

Full name

Link

Website

Calendar

Start date

Currency

Amount

Phone number

Phone number

Password

Password

Multi-select

Users

Search

Credit card

Card Number

Text area

Label

Ultimate UI Cheat Sheet

Tab Bar Navigation

1 Classic



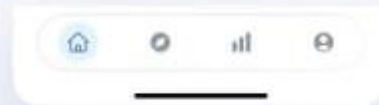
2 w/ circle CTA button



3 w/ diamond CTA button



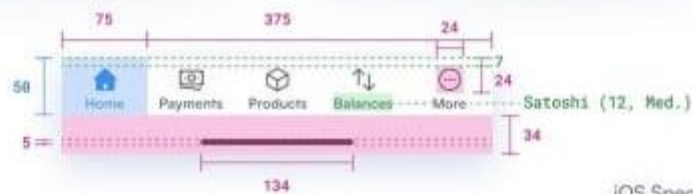
4 Floating



5 Active text



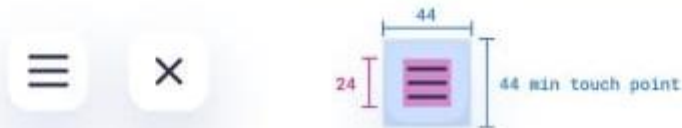
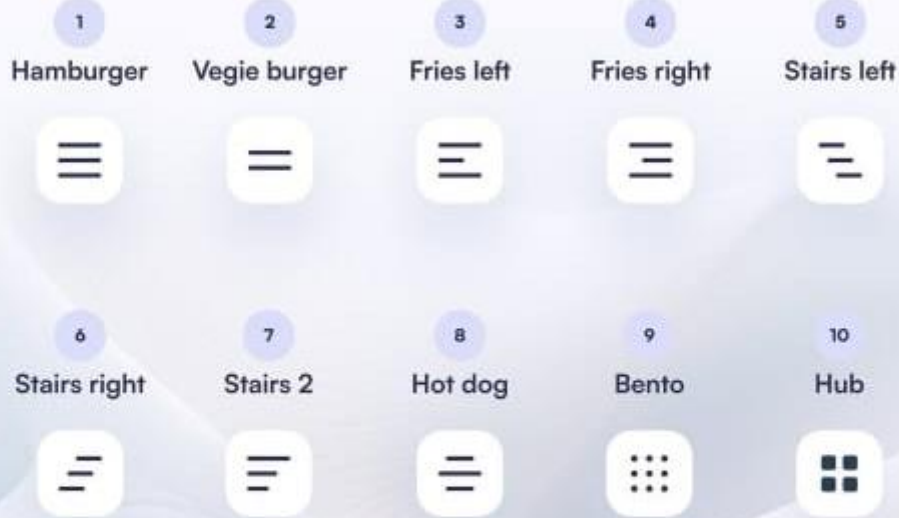
6 Bubble



iOS Specs

Ultimate Component Cheat Sheet

Mobile Menu



Ultimate UI Design Cheatsheet

Icon Types

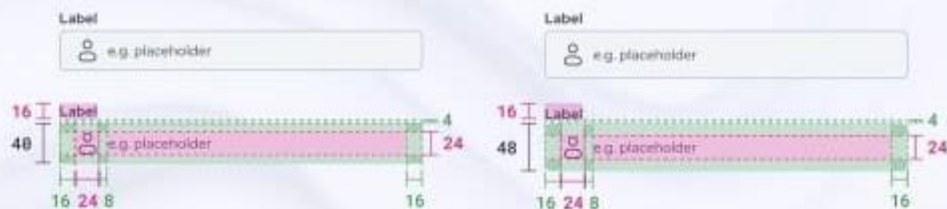


Ultimate UI Design Cheatsheet

Text Inputs



Medium Text fields (40/48 height)



Left Sidebar

Spacing

