Dove — Figma Setup Guide

Your first steps building the design system in Figma

Step 0: Get Set Up

1. Go to **figma.com** and sign up for a free account (or log in).
2. Install the **Google Fonts** plugin: in Figma, click the Figma menu (top-left) → **Plugins** → **Browse plugins in Community** → search "Google Fonts" → Install. You'll need this for Cormorant Garamond and DM Sans.
3. Create a new **Design File** — click **+ New** → **Design file** from your dashboard.

Step 1: Set Up Your File Structure

Once your file is open, you'll see a blank canvas. On the left side, you'll see the **Pages** panel. By default there's one page called "Page 1."

Rename and add pages:

- Double-click "Page 1" → rename it to 🎨 **Foundations**
- Click the **+** next to "Pages" to add more pages:
  - 🧩 **Components**
  - 📱 **Screens**
  - 📖 **Welcome** (optional — for documenting your system)

This keeps your file organized. Foundations holds your colors, typography, and spacing. Components holds your reusable building blocks. Screens holds your actual app designs.

Step 2: Create Your Color Variables

Go to your 🎨 **Foundations** page. This is where you'll define the Dove color palette.

Creating a Variable Collection

1. **Deselect everything** on the canvas (click on empty space or press Esc).
2. In the **right sidebar**, you'll see a small icon that looks like a diamond/rhombus — click it. This opens the **Variables** panel.
3. Click **Create collection** and name it **Dove Colors**.

Adding Color Variables

Now add each color from the component map. Click **+ New variable** → choose **Color**:

Variable Name	Hex Value	What It's For
cream	#F5F0E8	Main background
cream-light	#FAF7F2	Light backgrounds
cream-dark	#E8E0D0	Input fields, dividers
warm-sand	#D4C5A9	Borders, muted elements
gold	#C9A96E	Accent, highlights
gold-light	#E8D5A8	Golden gradient, badges
sky-light	#B8D4E8	Light spiritual blue
sky-mid	#7BAFD4	Midday prayer
sky-deep	#4A8AB5	Deeper blue
twilight	#3D5A80	Transitional blue
night-sky	#1B2838	Night prayer bg
deep-night	#0F1923	Darkest background
sunrise-orange	#E8A87C	Warm accent
sunrise-pink	#D4877C	Rose accent
amber	#C49A6C	Warm brown accent
charcoal	#2C2C2C	Primary buttons, dark text
dark-text	#1A1A1A	Headings
mid-gray	#8A8A8A	Secondary text, labels
light-gray	#C4C4C4	Placeholder text
white	#FFFFFF	Pure white

How to input each one:

- Click in the **Name** column → type the name (e.g., cream)

- Click the **color swatch** on the right → a color picker opens
- At the bottom of the color picker, find the **Hex** field → paste the hex code (e.g., `F5F0E8` without the #)
- Press Enter

Repeat for all 20 colors. It takes about 10 minutes but you only do it once.

Visual Reference

After creating all variables, create visual swatches on canvas so your team can see the palette:

1. Press **R** to draw a rectangle (about 80×80px)
2. In the right sidebar under **Fill**, click the color swatch
3. Instead of picking a color directly, click the **Libraries** tab (four-diamond icon) in the color picker
4. Select your `cream` variable — the square is now linked to the variable
5. Duplicate (Cmd/Ctrl+D) and repeat for each color
6. Add a text label below each one (press **T** to create text)

Step 3: Create Your Typography Styles

Still on the 🎨 **Foundations** page.

Install the Fonts

1. Run the **Google Fonts** plugin (Plugins → Google Fonts)
2. Search for **Cormorant Garamond** → click to add it
3. Search for **DM Sans** → click to add it

Create Text Styles

1. Press **T** to create a text layer
2. Type "Display XL" as sample text
3. In the right sidebar, set:
    - Font: **Cormorant Garamond**
    - Weight: **Medium** (500)
    - Size: **48px**
    - Line height: **120%**
    - Letter spacing: **-2%**
4. With the text selected, click the **four dots** icon next to the text style dropdown (right sidebar, near the top of the text section)
5. Click the **+** button → name it **Display / XL**

Repeat this process for each text style:

Style Name	Font	Weight	Size	Line Height
Display / XL	Cormorant Garamond	Medium	48px	120%
Display / LG	Cormorant Garamond	Medium	36px	120%
Display / MD	Cormorant Garamond	Medium	28px	120%
Display / SM	Cormorant Garamond	Medium	20px	120%
Scripture / LG	Cormorant Garamond	Regular Italic	32px	140%
Scripture / MD	Cormorant Garamond	Regular Italic	24px	140%
Body / LG	DM Sans	Regular	17px	150%
Body / MD	DM Sans	Regular	15px	150%
Body / SM	DM Sans	Regular	13px	150%
Label	DM Sans	SemiBold	11px	100%

For the **Label** style, also set:

- Letter spacing: **12%**
- Text transform: **UPPERCASE** (click the **TT** button in the text options, or go to the three-dot menu under the text section and find "Uppercase")

Pro tip: Using the slash (/) in style names (like (Display / XL)) creates a folder structure in Figma. So you'll get a "Display" folder with XL, LG, MD, SM inside it.

Step 4: Create Spacing & Radius Variables

Go back to your Variables panel (the diamond icon in the right sidebar when nothing is selected).

Create a new collection called Spacing

Add these as **Number** variables:

Name	Value
space-xs	4
space-sm	8
space-md	16
space-lg	24
space-xl	32
space-xxl	48

Create another collection called Radius

Name	Value
radius-sm	8
radius-md	12
radius-lg	16
radius-xl	24
radius-full	9999

You can apply these number variables to padding, margins, gaps, and corner radius values on any frame or shape. When you click into a padding or radius field and press =, it opens the variable picker.

Step 5: Build Your First Component (Button Primary)

Switch to the 🧩 **Components** page. Now you'll turn the design tokens into reusable components.

Building the Primary Button

1. Press **F** to create a **Frame** (not a rectangle — frames support auto-layout)
2. Set its width to **320px**, height to **56px**
3. Add **auto-layout**: select the frame → in the right sidebar, click the **+** next to "Auto layout" (or press Shift+A)
4. Set auto-layout:
    - Direction: **Horizontal**

- Alignment: **Center / Center**
- Padding: **18px** top/bottom, **32px** left/right
- (You can apply your spacing variables here by clicking the field and pressing `=`)

5. Set the **Fill** to your `charcoal` variable (`#2C2C2C`)
6. Set **Corner radius** to `9999` (or apply your `radius-full` variable — this makes it pill-shaped)
7. Add text inside: press **T**, type "Continue"
8. Set the text to your **Body / MD** style, change the weight to **SemiBold**, color to `white`
9. In auto-layout settings, set the frame to **Fill container** for width (this makes it full-width when placed in a parent frame)

Turn it into a Component

1. Select the frame
2. Press **Cmd/Ctrl + Alt + K** (or right-click → **Create component**)
3. The frame turns purple in the layers panel — it's now a **main component**
4. Rename it to **Button / Primary** in the layers panel

Add Variants (Optional but Recommended)

1. With the component selected, click **+** next to "Variants" in the right sidebar
2. This creates a variant set — now you have two versions
3. Name the property "State" and create values: **Default**, **Pressed**
4. On the Pressed variant, change the fill opacity to 80%

Now whenever you need a button anywhere in your designs, go to the **Assets** panel (left sidebar) and drag out an instance of **Button / Primary**.

Step 6: Build the Remaining Components

Repeat the same process for each component. Here's the order I'd recommend, from simplest to most complex:

Button Secondary (Golden)

- Same structure as Primary, but fill is a **linear gradient**: `#E8D5A8` → `#C9A96E` at 135°
- Text color: `charcoal`

Button Ghost

- No fill (transparent)
- Text only, color: `mid-gray`

- No border

Input Field

- Frame with auto-layout, padding 18px/20px
- Fill: cream-dark
- Corner radius: radius-lg (16)
- Text inside set to Body/MD, color light-gray (as placeholder)
- Create variants: **Empty**, **Filled**, **Focused** (focused has a 2px charcoal border)

Radio Card

- Frame with auto-layout, horizontal, space-between
- Fill: white, border: 2px cream-dark, corner radius: radius-lg
- Left: text label (Body/MD)
- Right: circle (22px, 2px stroke light-gray)
- Variants: **Unselected**, **Selected** (selected has charcoal border + filled circle)

Badge Chip

- Small frame with auto-layout, horizontal
- Padding: 10px/20px
- Border: 1.5px cream-dark, corner radius: radius-full
- Text: Body/SM
- Variants: **Unselected** (white bg), **Selected** (charcoal bg, white text, prefix with ✓)

Icon Card

- 80×80px frame, corner radius: radius-lg
- Center-aligned icon (use emoji or icon library)
- Variants: **Unselected** (cream-light bg), **Selected** (golden gradient bg + checkmark badge)

Streak Badge

- The circular counter with day indicators
- Build as a nested component (counter circle + row of day dots)

Prayer Player Bar

- Horizontal layout with menu icon, section label, play button, stop button
- Designed for dark backgrounds (white/semi-transparent elements)

Step 7: Compose Your First Screen

Switch to the 📱 **Screens** page.

1. Press **F** to create a frame
2. In the right sidebar under "Frame", choose **iPhone 16** (or type 393×852 for a standard mobile size)
3. Set the frame fill to `cream-light`
4. Name it **"Onboarding — Name Input"**

Now build the screen by dragging in your components:

1. Add a "Skip" text in the top right (use Button Ghost)
2. Add a Display/LG text: "What do you want to be called?"
3. Drag in an **Input Field** component from the Assets panel
4. Drag in a **Button Primary** at the bottom
5. Use auto-layout on the main frame to space everything nicely

That's it — you've just built your first screen from your component library. Every screen from here on is just dragging and arranging the same components.

Step 8: Prototype the Flow

1. Switch to the **Prototype** tab in the right sidebar (the play button icon)
2. Select your "Continue" button on the Name Input screen
3. Drag the blue circle that appears to the next screen frame (Faith Practice)
4. Set the interaction:
    - Trigger: **On click**
    - Action: **Navigate to** (the next frame)
    - Animation: **Smart animate**, 300ms ease out
5. Repeat to connect all onboarding screens

To preview: click the ▶ **Play** button in the top-right corner of Figma.

Quick Reference: Keyboard Shortcuts You'll Use Constantly

Action	Mac	Windows
Create frame	F	F
Create text	T	T
Create rectangle	R	R
Add auto-layout	Shift+A	Shift+A
Create component	Cmd+Alt+K	Ctrl+Alt+K
Duplicate	Cmd+D	Ctrl+D
Group	Cmd+G	Ctrl+G
Zoom to fit	Shift+1	Shift+1
Zoom to selection	Shift+2	Shift+2
Rename layer	Cmd+R	Ctrl+R

What's Next

Once your Figma file has all components and screens built, the workflow to Expo is:

1. Use **Figma's Dev Mode** (toggle in top-right) to inspect exact values
2. Translate each component to React Native using the token values
3. The component map JSX file I created earlier gives you a head start — the styles map almost 1:1

Good resources to continue learning:

- **Figma's own beginner course** (free): help.figma.com → search "Design for beginners 2025"
- **Figma's design system course** (free): help.figma.com → search "Introduction to design systems"
- **Variables deep dive**: help.figma.com → search "Overview of variables collections and modes"