

CONTENT



Accordion

1 HOW TO USE

An accordion allows the user to show and hide content sections.

2 VARIANTS

Title



Title



Content. Lorem ipsum dolor sit amet

3 PROPERTIES



Title

Content. Lorem ipsum dolor sit amet



CONTROL

Action Sheet

1

HOW TO USE

An Action sheet consists of a list of a few options that the user can select.

An action sheet is usually placed at the bottom of the screen.

2

VARIANTS

Action



Action



Action



Action



Action

3

PROPERTIES



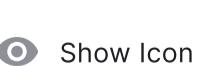
Action



Action



Action



T Title



>Show Icon



Icon

ASSETS



Avatar

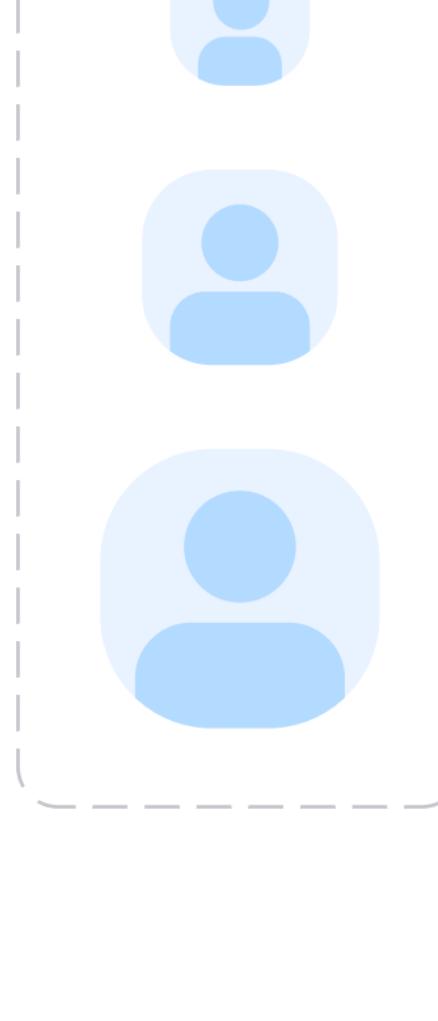
1

HOW TO USE

Use an Avatar to represent pictures of people.

2

VARIANTS



3

PROPERTIES



Size

INFORMATIVE



Badge

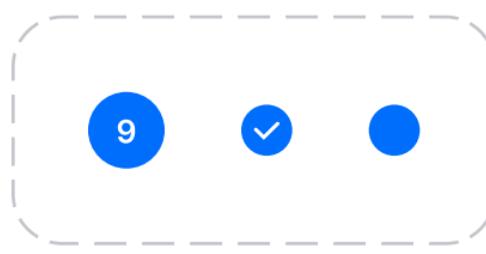
1 HOW TO USE

A Badge can indicate a status or notification through a small amount of information.

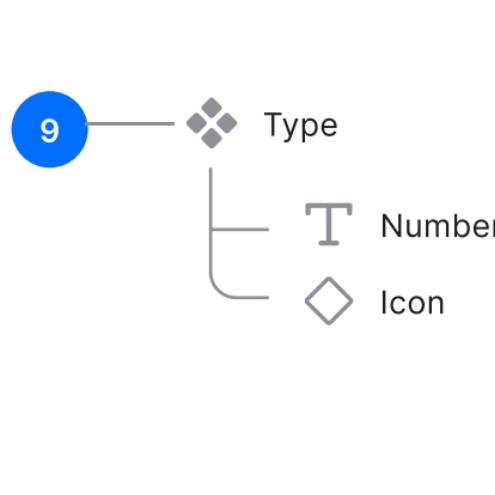
Use the Badge to draw the user's attention to some UI component.

It can carry different types of content such as a number or an icon.

2 VARIANTS



3 PROPERTIES





INFORMATIVE

Banner

1 HOW TO USE

A banner displays an important and succinct message and provides actions for users.

The banner can be used for notifications or to highlight specific content.

They may or may not contain a supporting image.

2 VARIANTS

Title

Description. Lorem ipsum dolor sit amet consectetur adipiscing elit, sed do.



Button

3 PROPERTIES

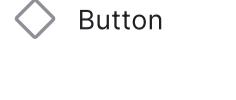
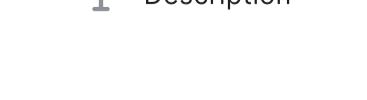


Title

Description. Lorem ipsum dolor sit amet consectetur adipiscing elit, sed do.



Button



CONTROL



Button

1 HOW TO USE

Buttons communicate actions users can perform by tapping it.

They are typically placed where the user can take any action throughout your UI – such as in Dialogs, Forms, Banners, Cards, etc.

2 VARIANTS

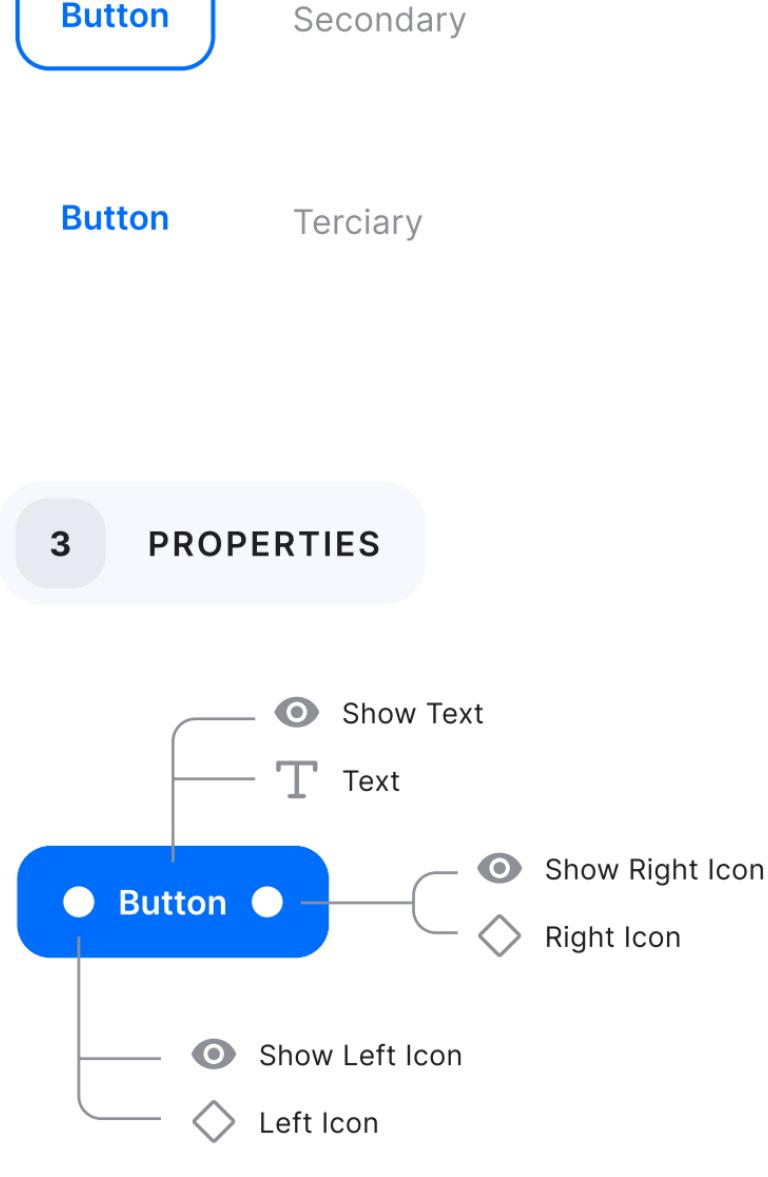
Use different types of buttons to reflect the hierarchy of actions

Primary: A large blue button with white text.

Secondary: A medium blue button with white text.

Tertiary: A small blue button with white text.

3 PROPERTIES





Calendar

1 HOW TO USE

A calendar can be used to provide information based on dates, or as a date input.

A weekly calendar is recommended when more detailed content needs to be displayed.

2 VARIANTS

Sep 2022

MO	TU	WE	TH	FR	SA	SU
				1	2	3
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30		

3 PROPERTIES

Date

Week Day



CONTENT

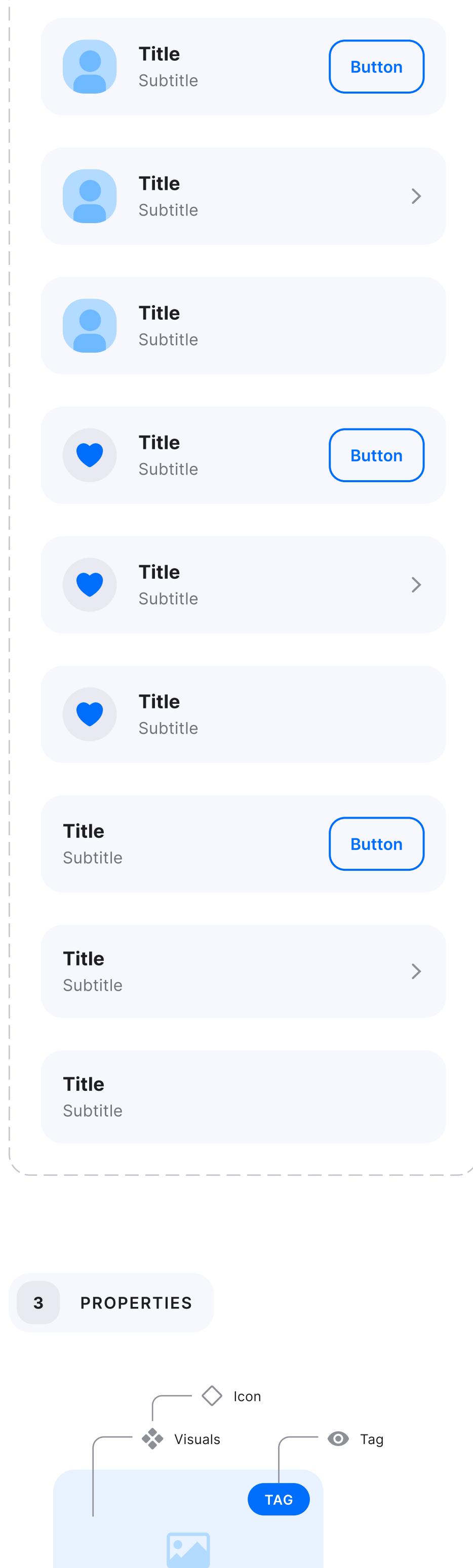
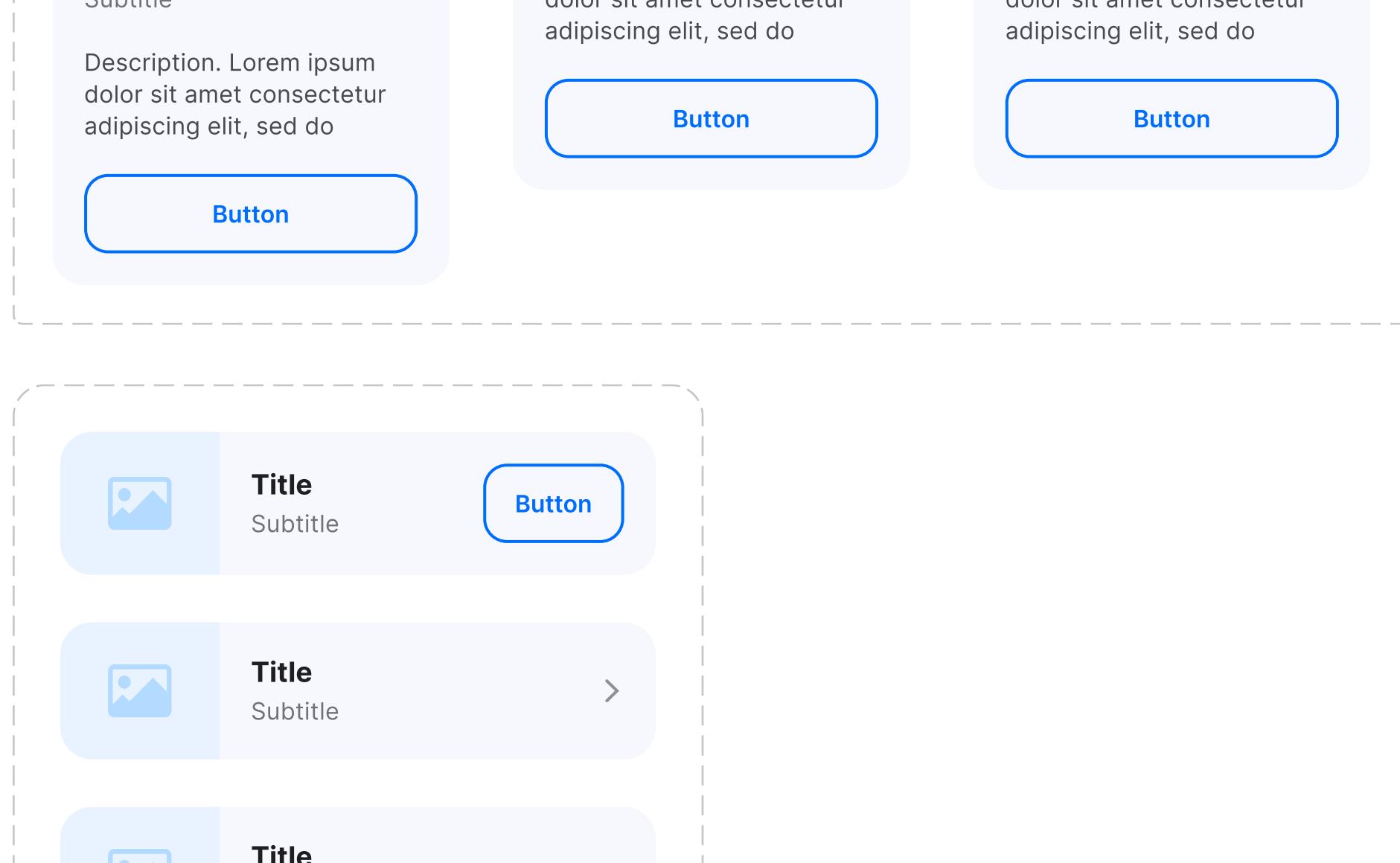
Card

1 HOW TO USE

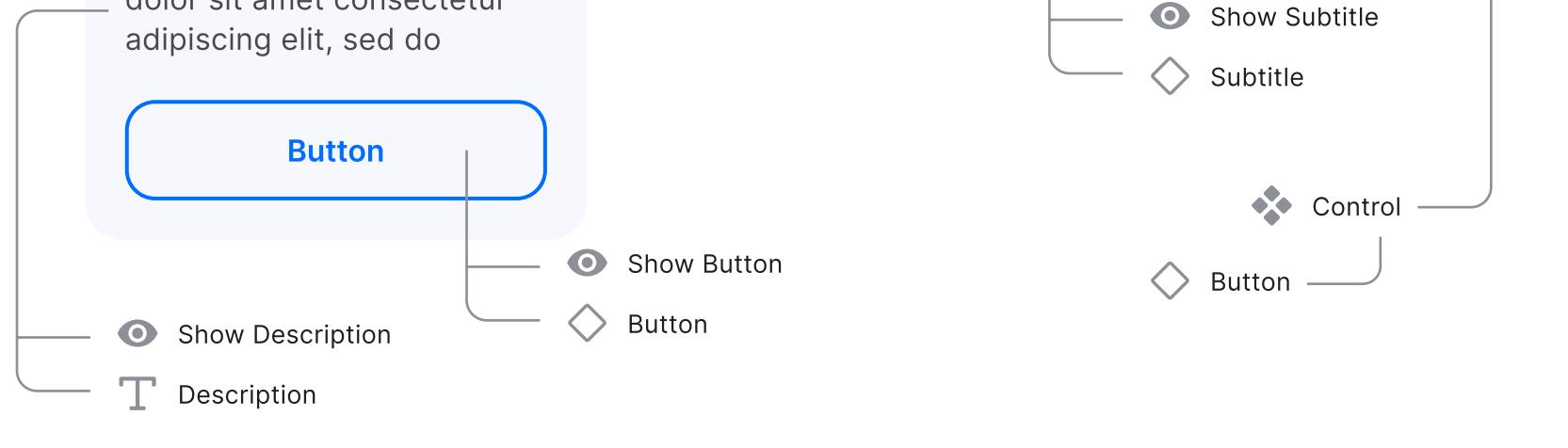
Cards are containers that group information about a subject.

Cards can contain images, text, tags, call to actions, titles, descriptions, icons, etc.

2 VARIANTS



3 PROPERTIES





INPUT

Checkbox

1

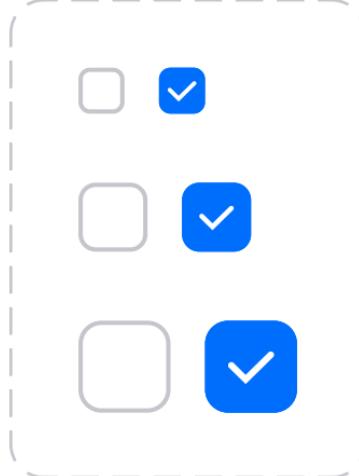
HOW TO USE

A checkbox allows the user to select a value from a small set of options.

It should be used when multiple options can be selected.

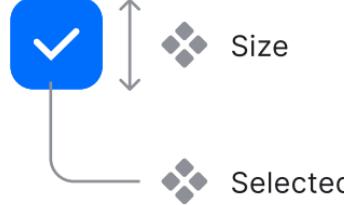
2

VARIANTS



3

PROPERTIES





CONTROL

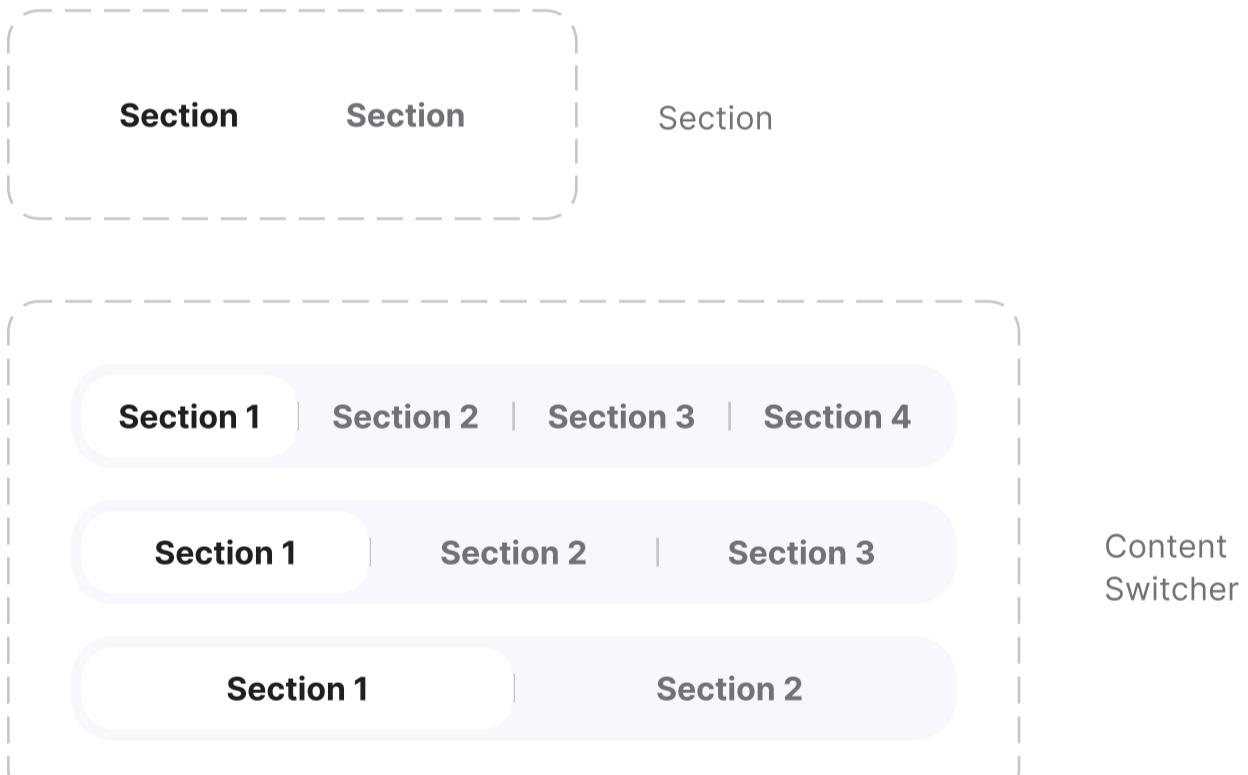
Content Switcher

1 HOW TO USE

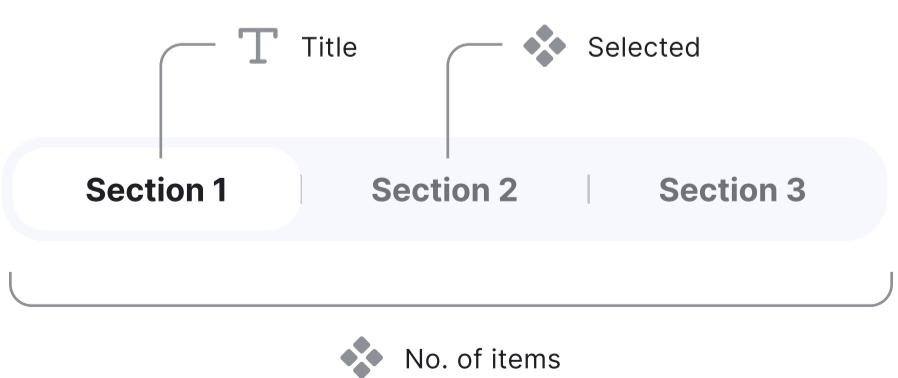
Content switchers allow users to switch between two or more sections.

The content switcher must be placed above the content that will be affected by it.

2 VARIANTS



3 PROPERTIES

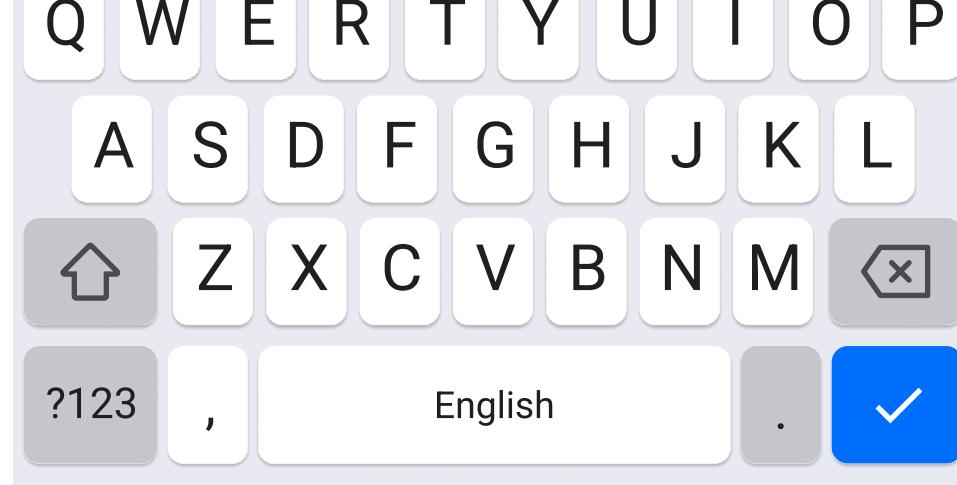
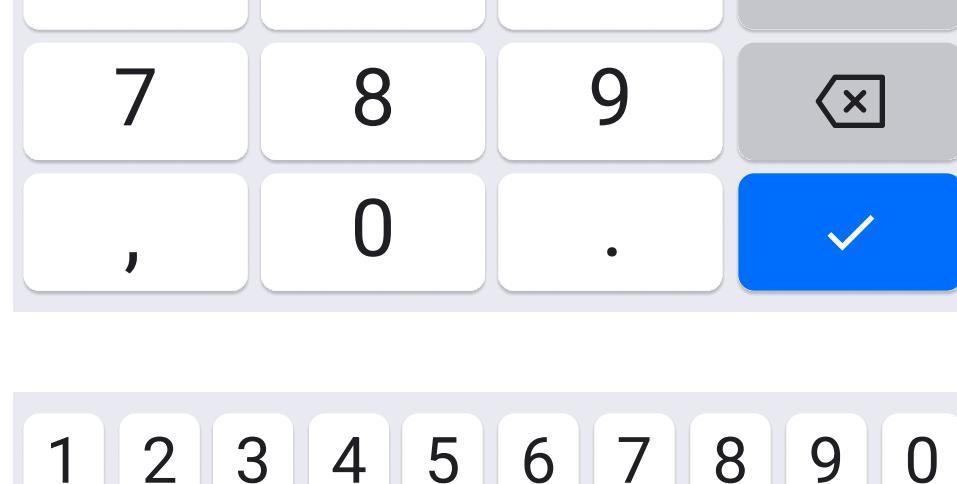
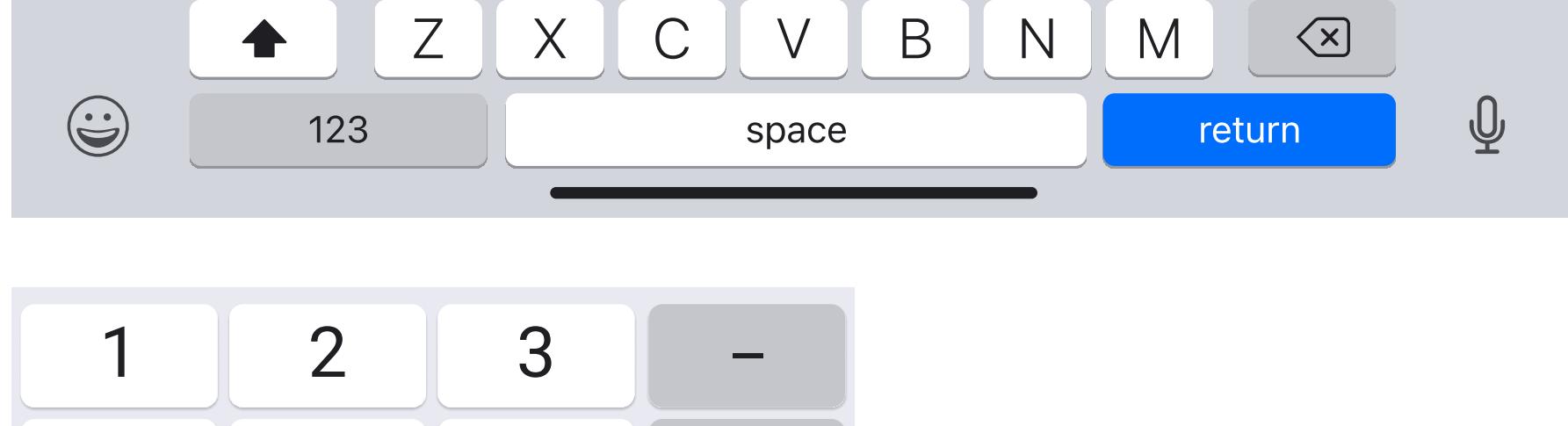
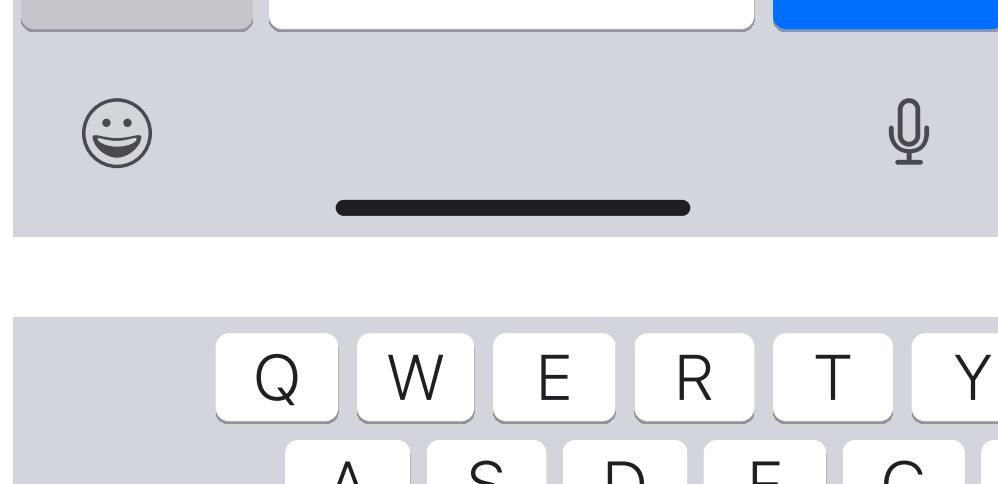
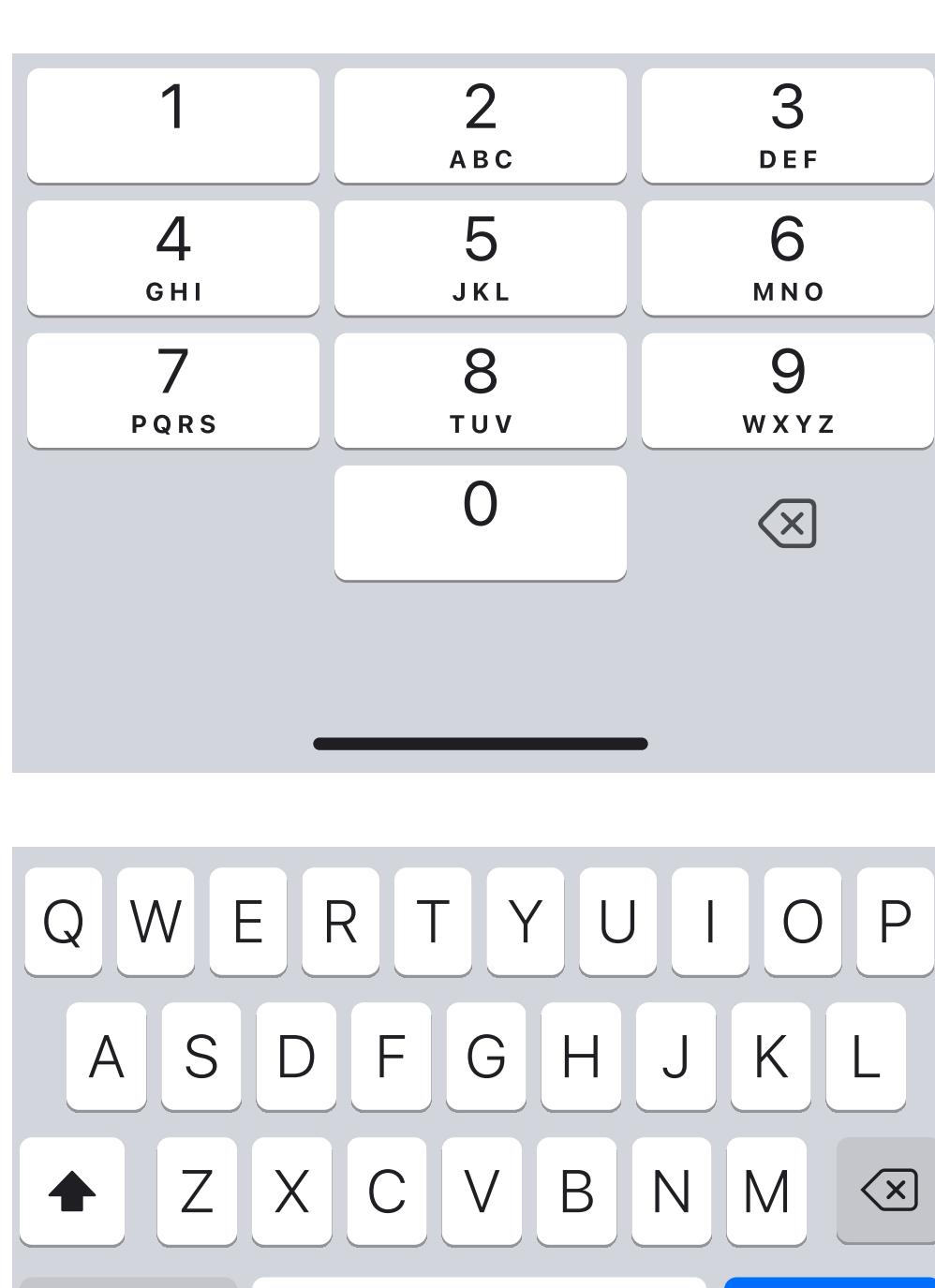


Device Components

1 HOW TO USE

Device Components are native iOS and Android elements that will appear on the screen

2 VARIANTS



3 PROPERTIES

No properties.



INFORMATIVE

Dialog

1 HOW TO USE

A dialog interrupts the journey with information, details or urgent actions.

A dialog has one or more actions and must inform the user of their result.

2 VARIANTS

Title

Description. Lorem ipsum dolor sit amet consectetur adipiscing elit, sed do.

2-button

Button 1

Button 2

Title

Description. Lorem ipsum dolor sit amet consectetur adipiscing elit, sed do.

3-button

Button 1

Button 2

Button 3

3 PROPERTIES



Title

Description. Lorem ipsum dolor sit amet consectetur adipiscing elit, sed do.

Show Description

Description

Button 1

Button 2

Button 1

Button 2



CONTENT

Divider

1

HOW TO USE

A divider can visually separate elements in the UI.

2

VARIANTS

3

PROPERTIES

No properties

INPUT



Dropdown

1 HOW TO USE

A Dropdown Menu allows the user to select a value from a small set of options.

It should be used when only one option can be selected.

Usually it's used combined with a text field or some similar component.

2 VARIANTS

Title

Placeholder



Title

Text



Title

Text



Title

Text



Option

Option

Option

Option

Option

3 PROPERTIES

Text

Selected

CONTROL



Filter

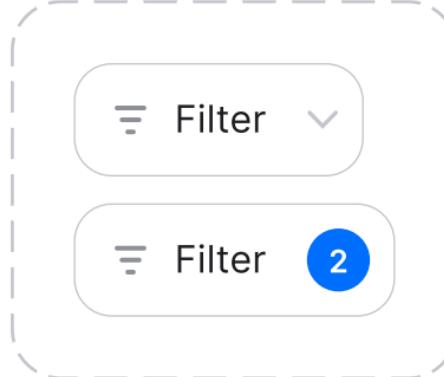
1

HOW TO USE

Filters provide a set of controls to reduce the amount of items displayed, according to attributes set by the user.

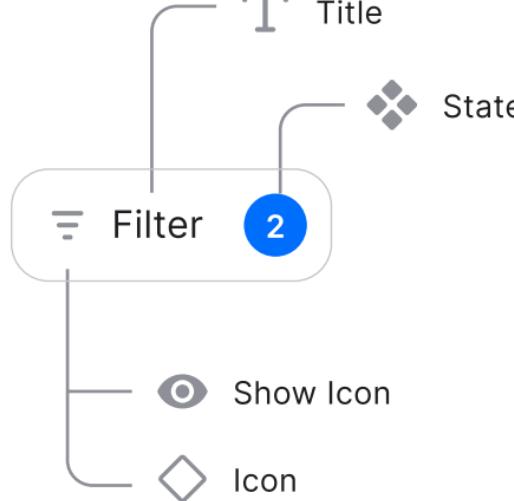
2

VARIANTS



3

PROPERTIES





ASSETS

Icons





ASSETS

Image

1

HOW TO USE

Use this as a placeholder for images.

2

VARIANTS



3

PROPERTIES

No properties.

CONTENT

List Item

1 HOW TO USE

Used to list related items.

It can have visuals or controls to support the content and provide actions to users.

2 VARIANTS



Title

Description. Lorem ipsum dolor sit amet consectetur adipiscing elit, sed do



Title

Description. Lorem ipsum dolor sit amet consectetur adipiscing elit, sed do



Title

Description. Lorem ipsum dolor sit amet consectetur adipiscing elit, sed do



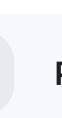
Title

Description. Lorem ipsum dolor sit amet consectetur adipiscing elit, sed do



Title

Description. Lorem ipsum dolor sit amet consectetur adipiscing elit, sed do



Title

Description. Lorem ipsum dolor sit amet consectetur adipiscing elit, sed do

3 PROPERTIES



Title

Description. Lorem ipsum dolor sit amet consectetur adipiscing elit, sed do



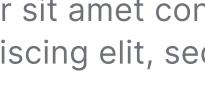
Left Icon



Controls



Right Icon



Show Title



Title



Show Description



Description



List Title

1 HOW TO USE

The list title serves to make clear what kind of content the list is about.

It should be placed above the list items.

2 VARIANTS

Title

Title

Edit

Title



3 PROPERTIES

Title

Edit



❖ Right Control

◇ Right Icon

T Right Text

PROGRESS



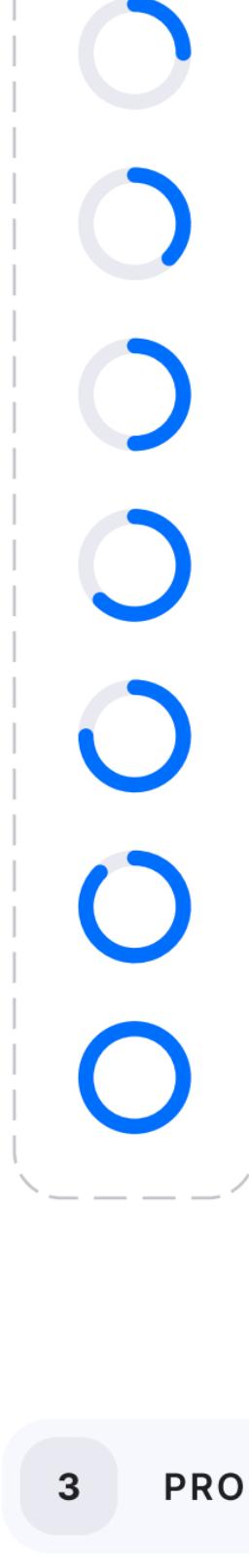
Loader

1 HOW TO USE

A loader is a non-interactive component that tells the user to wait for a certain activity to be completed.

The loader component of this kit can be used to indicate progress (similar to a progress bar) or to represent loading spinners (no progress indication).

2 VARIANTS



3 PROPERTIES





Location Pin

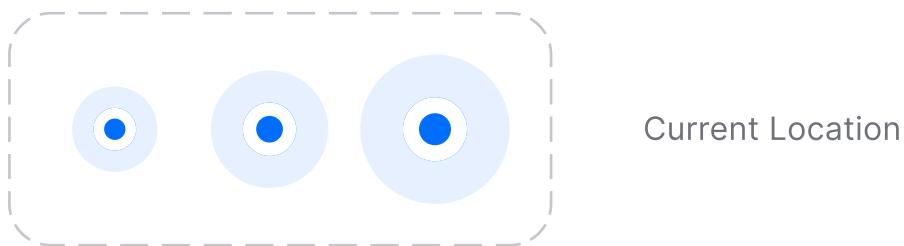
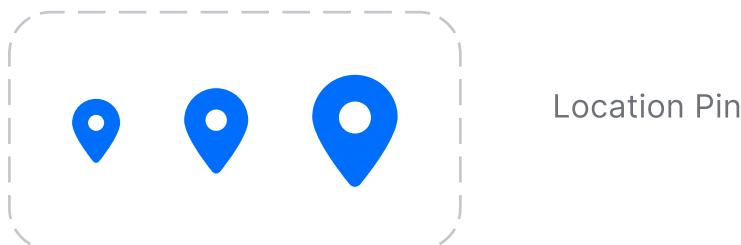
1

HOW TO USE

A Location Pin is used to indicate the exact position of an element on a map.

2

VARIANTS



3

PROPERTIES



❖ Size



❖ Size

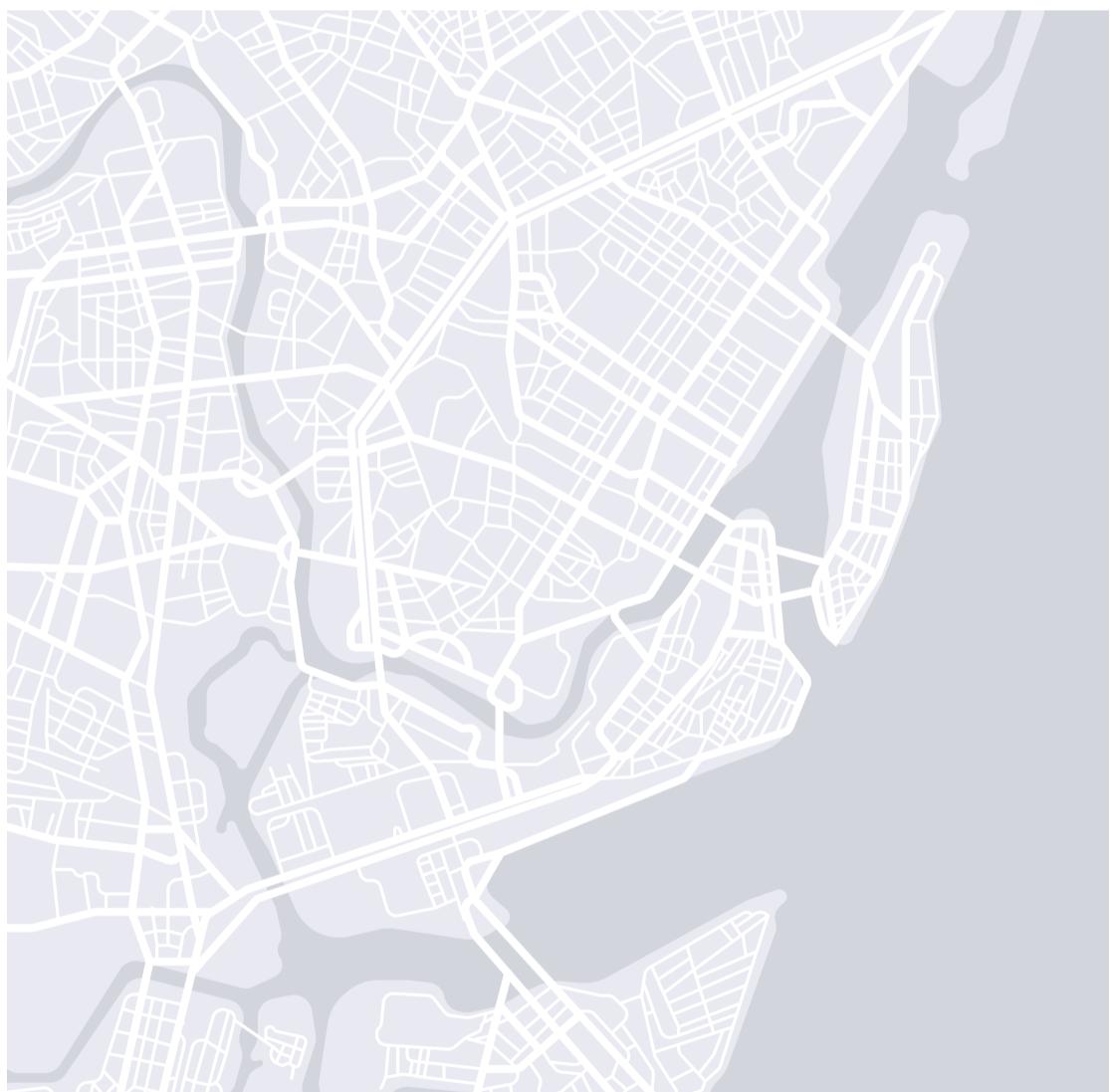


Map

1 HOW TO USE

A Map is used to represent the real world, mostly used to indicate the location of particular items.

2 VARIANTS



3 PROPERTIES

No properties

CHAT



Message Bubble

1 HOW TO USE

A message bubble is a container that holds text, mostly used in instant messaging features to display chat logs.

2 VARIANTS

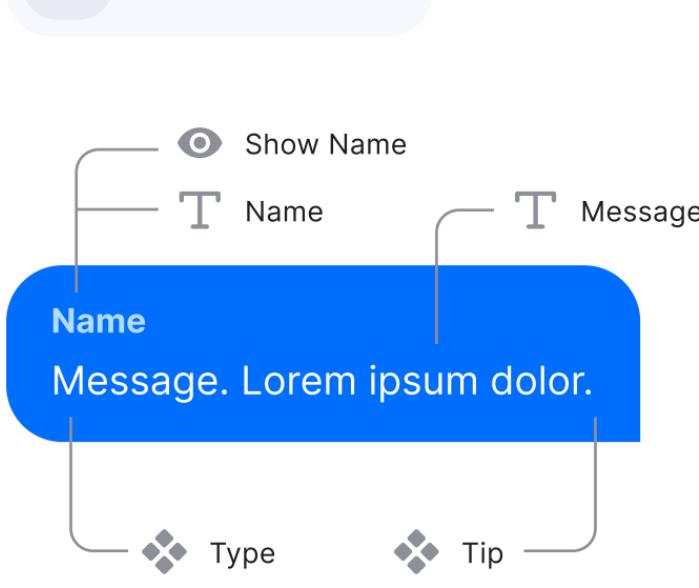
Message. Lorem ipsum dolor.

Message. Lorem ipsum dolor.

Message. Lorem ipsum dolor.

Message. Lorem ipsum dolor.

3 PROPERTIES





Message Input

1

HOW TO USE

A Message Input is a text and/or media input that will be sent to another person, mostly used in instant messaging features to share information through a chat.

2

VARIANTS



Type a message...



Message|



Message



3

PROPERTIES



Show More



Placeholder

Type a message...



Message



State





Nav Bar

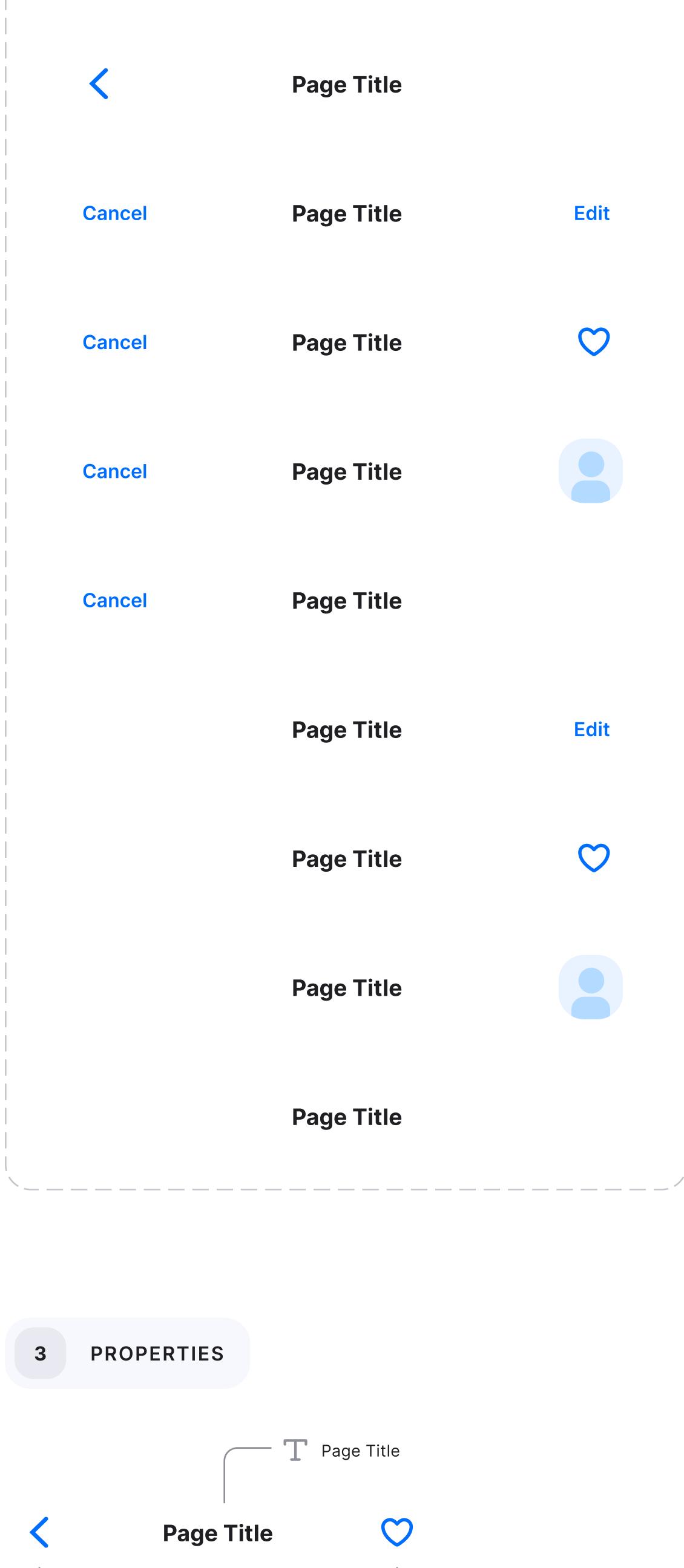
1 HOW TO USE

The nav bar appears at the top of the screen, allowing navigation through pages.

The nav bar should provide a title of the current screen, clarifying the user's location in the app – unless it's redundant.

The nav bar can also have controls that affect the screen content.

2 VARIANTS



3 PROPERTIES

Page Title

Left Control

Left Icon

Left Text

Right Control

Right Icon

Right Text

 INPUT

Number Input

1 HOW TO USE

The Number Input is used to enter numerical values and includes controls for increasing or decreasing the value.

2 VARIANTS

- 123 +

Title - 123 +

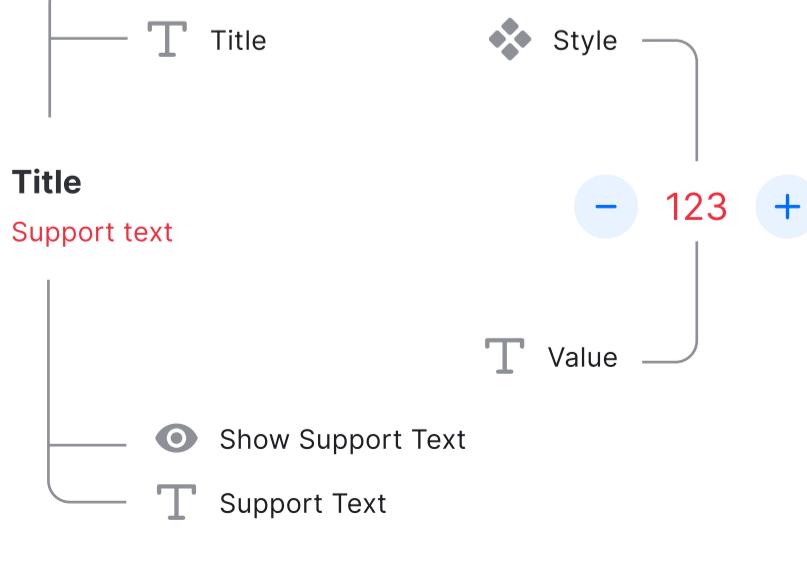
Title - 123 +

Title - 123 +

Title - 123 +
Support text

Title - 123 +

3 PROPERTIES



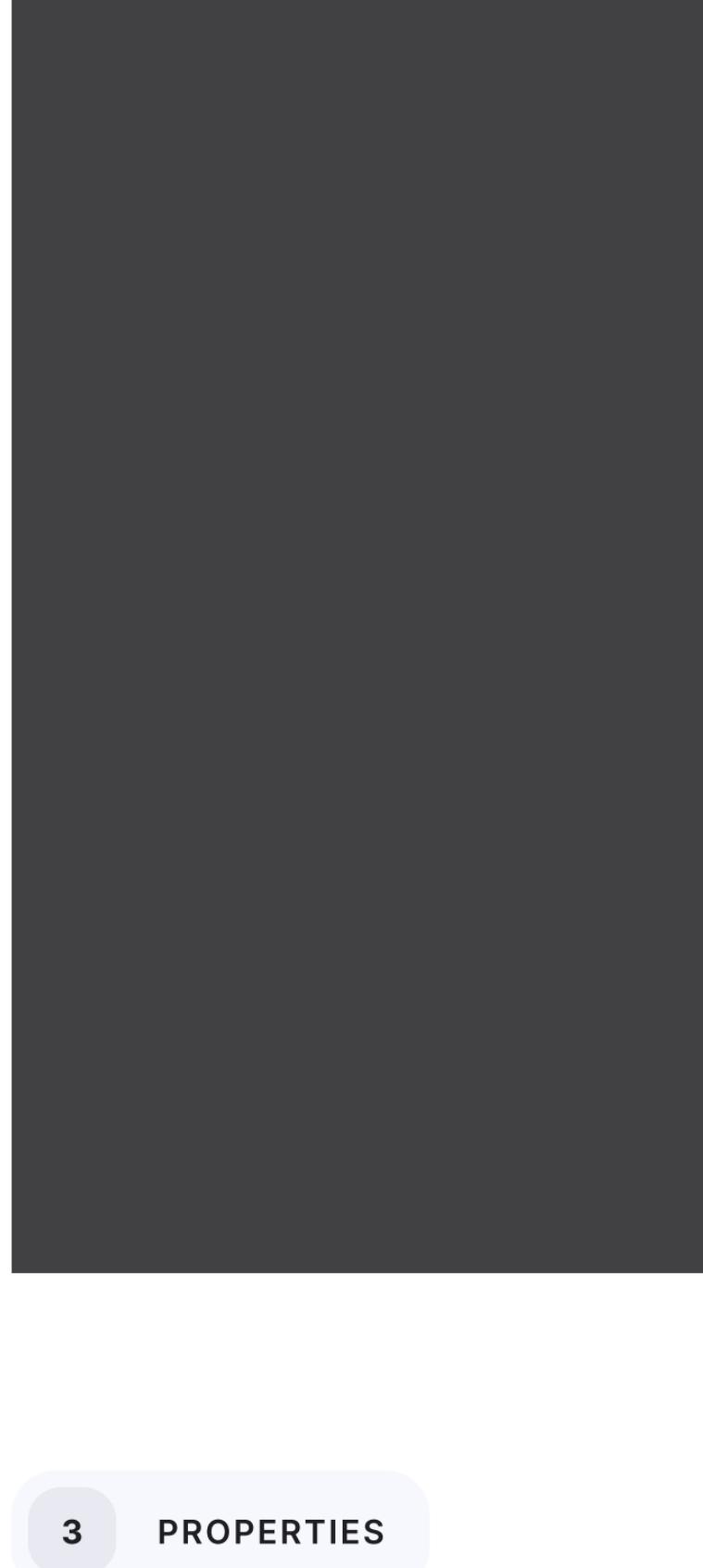
 DEVICE

Overlay

1 HOW TO USE

The Overlay layer serves as a support when overlaying elements on the screen.

2 VARIANTS



3 PROPERTIES

No properties.

PROGRESS



Pagination Dots

1

HOW TO USE

Pagination Dots are used to indicate progress through pages.

Avoid using Pagination Dots with a very large number of pages.

2

VARIANTS



3

PROPERTIES





Progress Bar

1

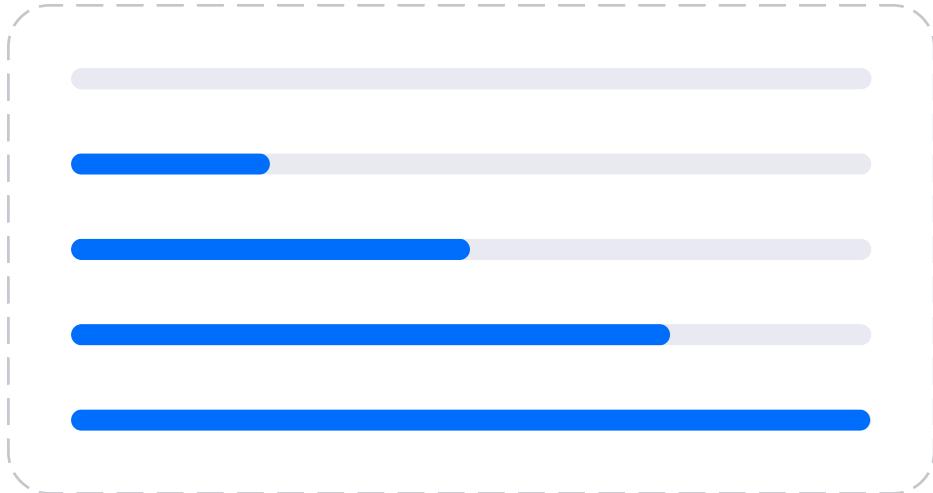
HOW TO USE

A progress bar is a visual representation of how the user is progressing on a certain journey.

A progress bar is not interactive, but needs to be kept up to date

2

VARIANTS



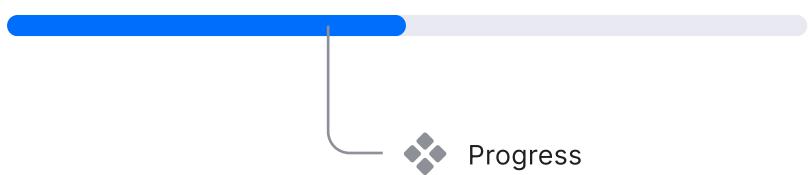
Progress Bar



Stepped

3

PROPERTIES



Progress



INPUT

Radio Button

1

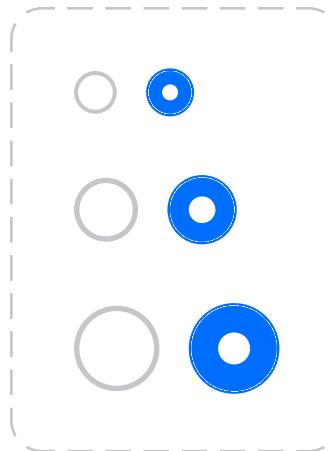
HOW TO USE

A radio button allows the user to select a value from a small set of options.

It should be used when only one option can be selected.

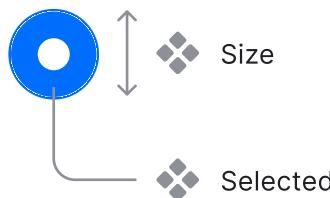
2

VARIANTS



3

PROPERTIES



INPUT

Search Bar

1

HOW TO USE

Search allows users to quickly find content.

2

VARIANTS



Search



Text



Text

3

PROPERTIES



Search



Placeholder



Text



Text



Shopping Cart Item

1

HOW TO USE

The Shopping Cart Item is used to list the most important information of items that have been added to a purchase order.

It provides control of the quantity of each item.

2

VARIANTS



Product name

Details



1



€ 0.00

3

PROPERTIES



Product name

Details



1



€ 0.00



Style



Details



Product Name



Price



INPUT

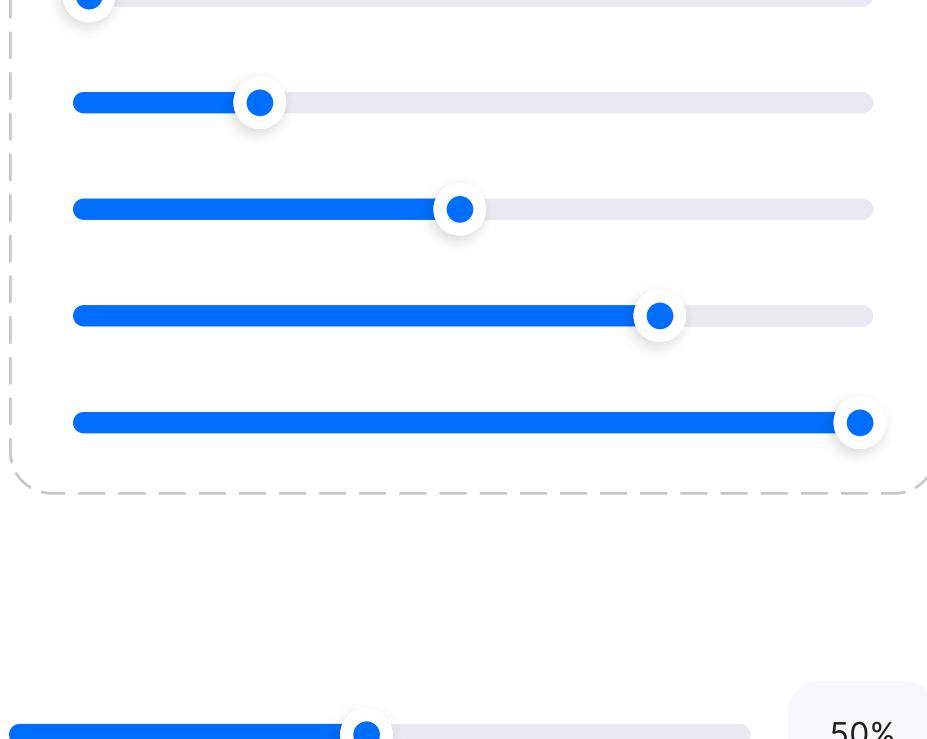
Slider

1 HOW TO USE

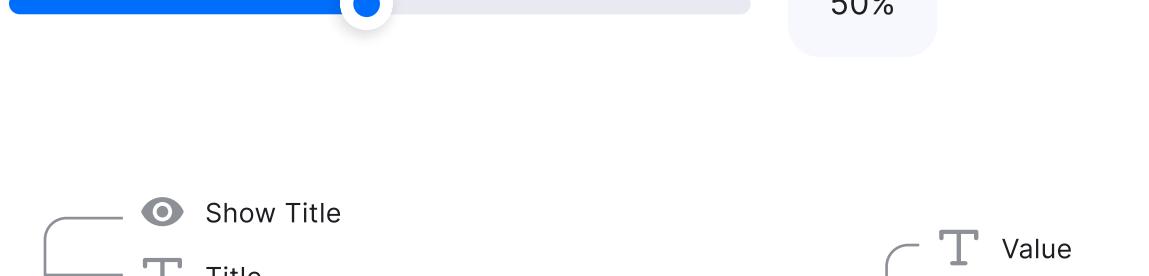
Sliders allow users to enter values from a range.

Avoid sliders when the range is too large.

2 VARIANTS



3 PROPERTIES



INPUT



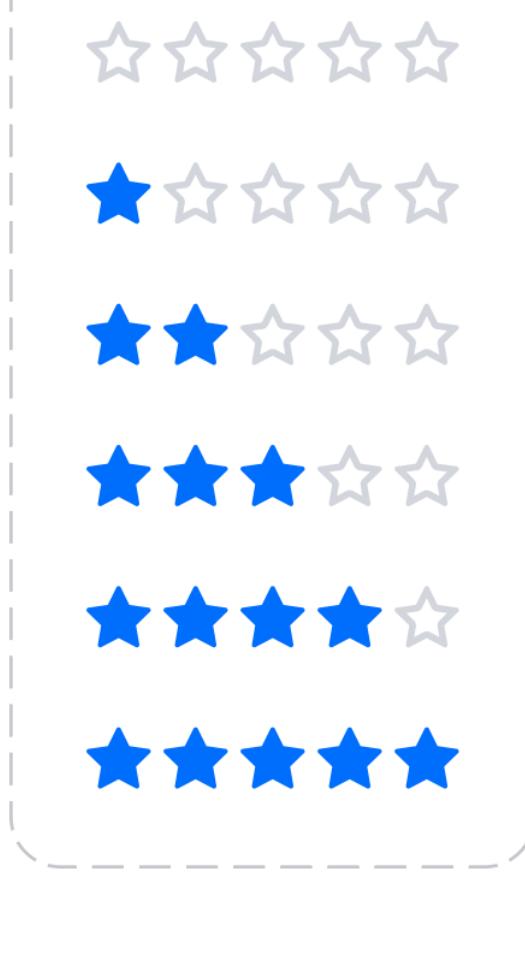
Star Rating

1 HOW TO USE

Star Rating is a component which allows users to give a rating of 0 to 5 on a certain topic.

It is often used to measure the preference level of the user regarding some content.

2 VARIANTS



3 PROPERTIES



PROGRESS



Stepper

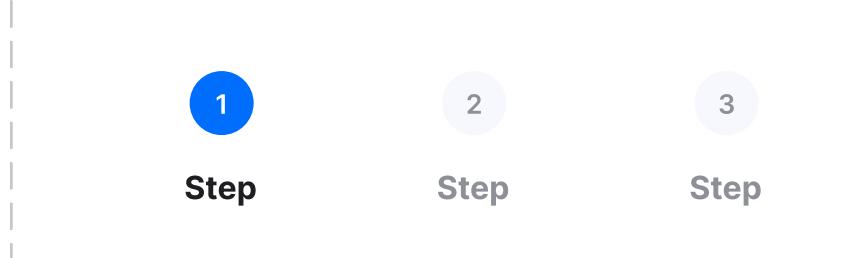
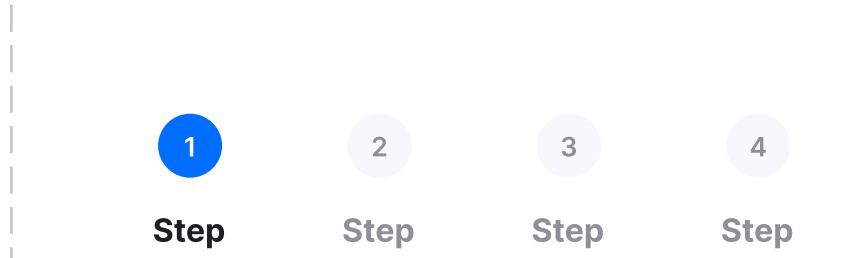
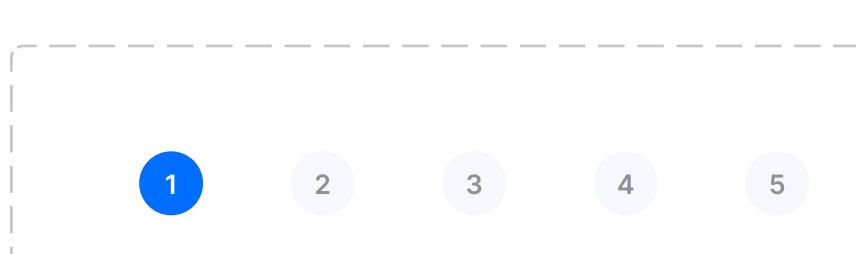
1 HOW TO USE

Steppers display progress through a sequence of steps.

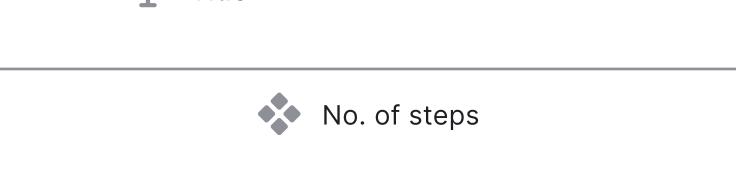
Allows a long process to be divided into steps so that the user can carry it out more easily.

They may be used for navigation or just as step tracker.

2 VARIANTS



3 PROPERTIES



No. of steps



NAVIGATION

Tab Bar

1

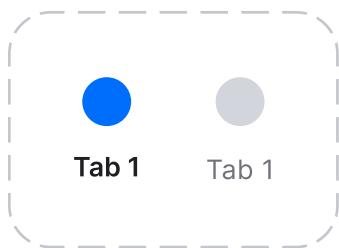
HOW TO USE

Tab Bars help users easily navigate between the core functions of your app.

Tab bar items must have the same level of navigation hierarchy.

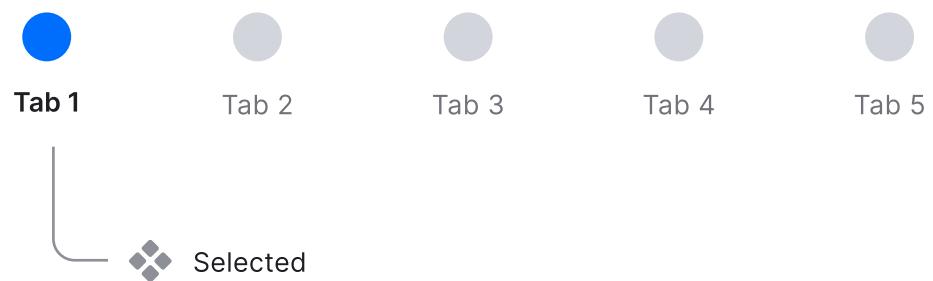
2

VARIANTS



3

PROPERTIES





Tabs

1

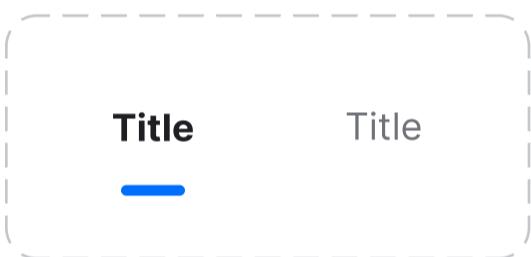
HOW TO USE

Tabs are used to organise related content by categories.

They allow the user to navigate between groups of content within the same context.

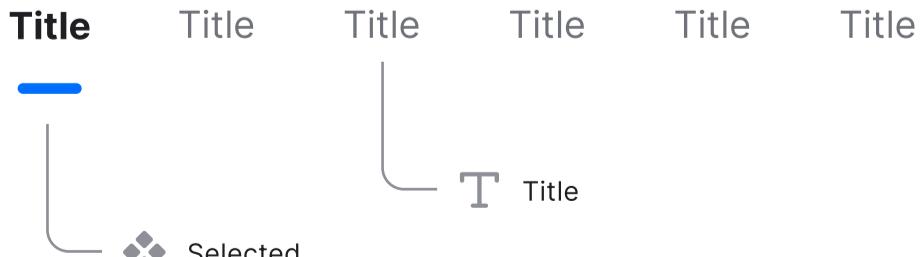
2

VARIANTS



3

PROPERTIES



CONTENT



Tag

1

HOW TO USE

Use tags to label or categorise items using keywords.

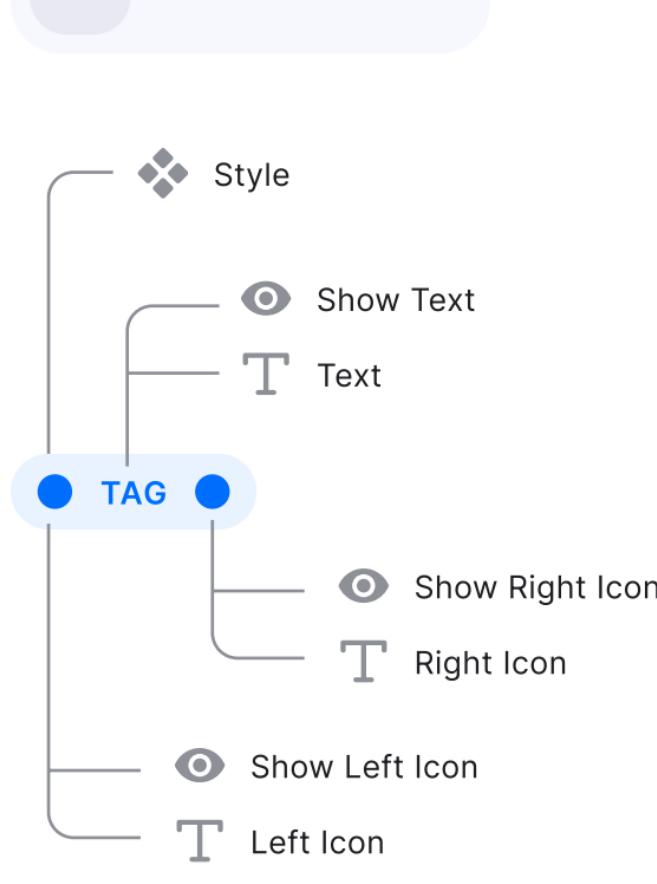
2

VARIANTS



3

PROPERTIES



INPUT



Text Area

1 HOW TO USE

Text Area is a component that allows the user to enter long text.

For short inputs, it is recommended to use the Text Field.

2 VARIANTS

Title

Placeholder

Title

Text

Title

Text

Title

Text

Title

Show Title

Title

Show Placeholder

Placeholder

Placeholder

Support text

Show Support Text

Support Text

Content

Text

Title



State

INPUT



Text Field

1 HOW TO USE

Text Field is a component that allows the user to enter text.

For long inputs, it is recommended to use the Text Area.

2 VARIANTS

Title

Placeholder

Title

Text

Title

Text

Title

Placeholder



Support text

Show Support Text

Support Text

Show Icon



Title

Content

€ Text

Show Unit

Unit



State

INFORMATIVE

Toast

1 HOW TO USE

Use a toast to provide brief feedback or notification on an operation.

It should appear for a short period of time.

2 VARIANTS

Title



Description. Lorem ipsum dolor sit amet.



Title



Description. Lorem ipsum dolor sit amet.



Title



Description. Lorem ipsum dolor sit amet.



Title



Description. Lorem ipsum dolor sit amet.



3 PROPERTIES

 Show Title

T Title

Title



Description. Lorem ipsum dolor sit amet.

 Show Description

T Description

INPUT



Toggle

1

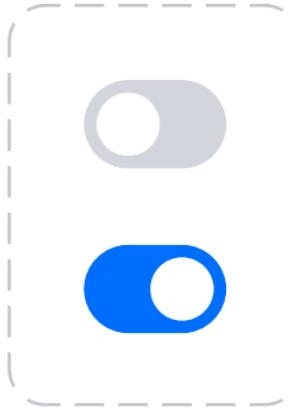
HOW TO USE

A toggle allows the user to select one of two option.

The toggle must be used when the user can turn something on or off.

2

VARIANTS



3

PROPERTIES



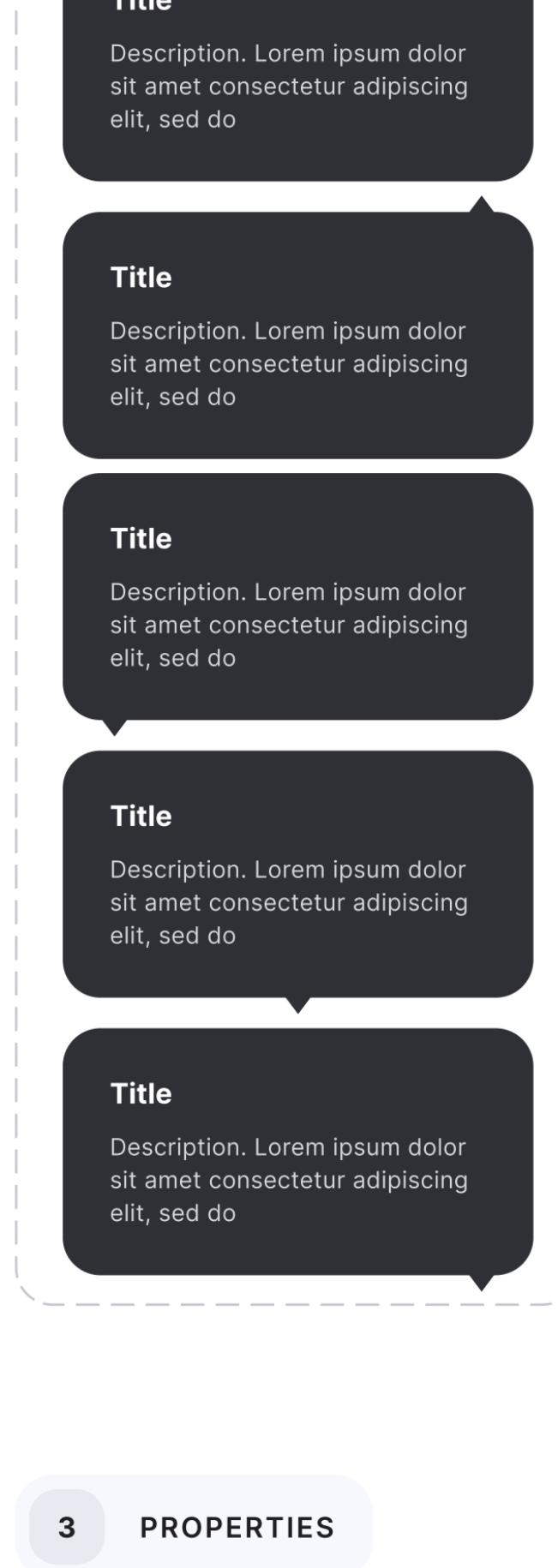


Tooltip

1 HOW TO USE

A Tooltip is a box with a short message that appears to explain or give focus to some element of the UI.

2 VARIANTS



3 PROPERTIES



ASSETS



Video

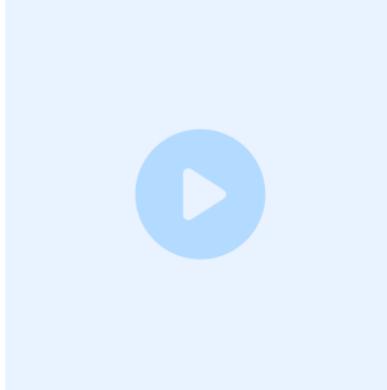
1

HOW TO USE

Use this as a placeholder for videos.

2

VARIANTS



3

PROPERTIES

No properties.