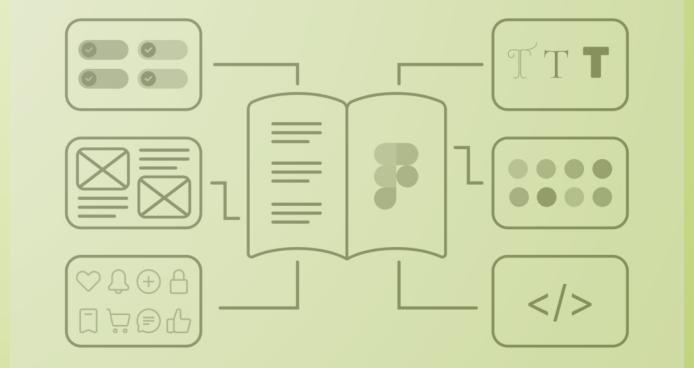


Building a Mini Design System with Colors, Typography, and Interaction Elements



1. Color system

- A structured color system was defined to maintain visual consistency, improve accessibility, and ensure clear communication across the interface.

□ Color Categories :

1. Primary Color

Blue - #092C4C

- Used for primary CTAs, highlights, and key actions
- Represents positivity and action

2. Secondary Color

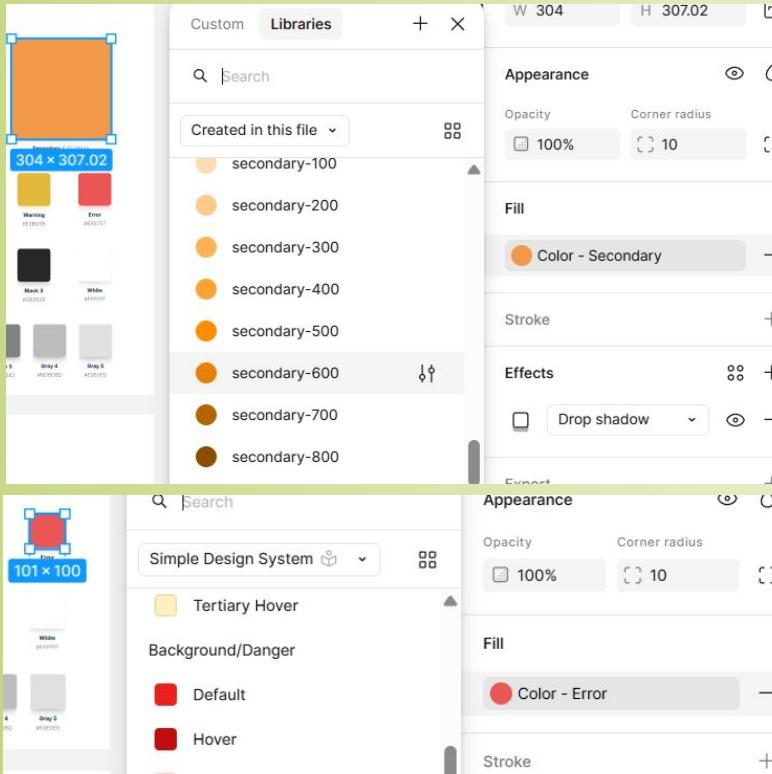
Orange - #F2994A

- Used for secondary buttons, links, and informational elements
- Provides visual balance and support

3. Neutral Color

- Dark Gray – #212121
(Primary text)
- Medium Gray – #757575
(Secondary text)
- Light Gray – #F5F5F5
(Backgrounds)
- White – #FFFFFF (Cards, surfaces)

- Here, we create a primary and secondary color palette along with color tokens to maintain visual consistency across the interface.



01. Colors

Brand Colors



Primary / #092C4C



Secondary / #F2994A

State Colors



Info
#2F80ED



Success
#27AE60



Warning
#E2B93B



Error
#EB5757

Black Colors



Black 1
#000000



Black 2
#1D1D1D



Black 3
#282828



White
#FFFFFF

Grey Colors





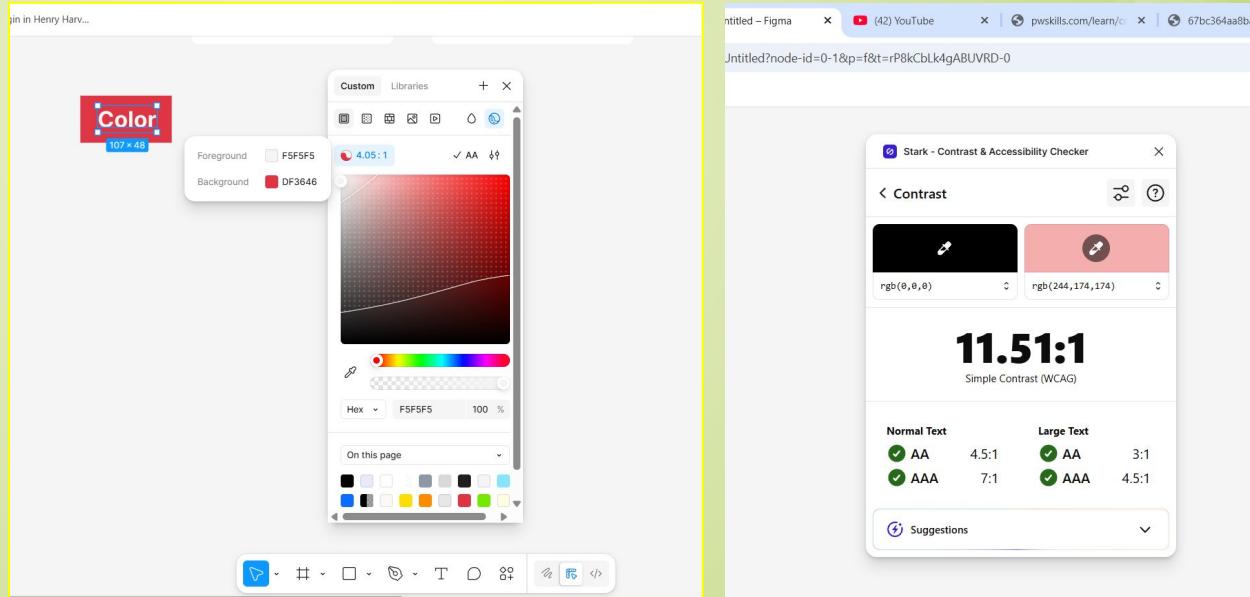






1.2 Accessibility (WCAG Compliance)

- Text & background colors maintain a minimum contrast ratio of 4.5:1 for normal text
- Large text follows a 3:1 contrast ratio
- Important information is not conveyed by color alone
- Buttons and links have clear contrast in all states (default, hover, disabled)
- Here, we are using stark - contrast checking tools to verify compliance with WCAG AA & AAA standards.



The screenshot displays two tools for accessibility analysis:

- Color palette (Left):** Shows a red square with dimensions 107x48. It includes a "Color" button, a contrast ratio of 4.05:1, and hex codes for foreground (#F5F5F5) and background (#DF3646).
- Stark Contrast & Accessibility Checker (Right):** Shows a contrast ratio of **11.51:1** for Simple Contrast (WCAG). It provides a breakdown of contrast ratios for different text sizes and levels:

Text Type	AA	AAA	Contrast Ratio
Normal Text	4.5:1	7:1	3:1
Large Text	4.5:1	4.5:1	3:1

2. Typography

- A structured typography hierarchy was established to improve readability, create clear visual structure, and maintain consistency across the user interface.

02. Typography

Inter
Google Fonts

Name	Font size
Heading 1	56 px
Heading 2	48 px
Heading 3	40 px
Heading 4	32 px
Heading 5	24 px
Heading 6	20 px

Aa
Heading

Line height and paragraph spacing for heading is :
1.1 x font size

Inter
Google Fonts

Name	Font size	Line Height
Large Text Bold	20 px	28 px
Large Text Regular		
Medium Text Bold	18 px	25.2 px
Medium Text Regular		
Normal Text Bold	16 px	22.4 px
Normal Text Regular		
Small Text Bold	14 px	19.6 px
Small Text Regular		

Aa
Body

Line height and paragraph spacing for body text is :
1.4 x font size

❑ Readability & Accessibility Guidelines

- Line height: 1.4–1.6× font size
- Use proper contrast between text and background
- Limit font styles to maintain consistency
- Avoid long line lengths for better reading comfort

2.2 Text style :

- Text styles were defined to maintain consistency, improve readability, and create a clear content hierarchy across the interface.

Text styles

Ag Display · 64/Auto

Ag Title · 48/Auto

Ag Subtitle · 40/Auto

Ag Subheading · 32/Auto

Ag Bodylink · 14/Auto

Ag Bodylink · 14/Auto

> H1

▼ Heading1

3. Iconography

- Iconography guidelines were established to ensure visual consistency, clarity, and accessibility across the interface.

03. Iconography

Rules



1. Live area **20 px**
2. Save area **2 px**
3. Full size **24 px**

Icon sets

Outline Icons

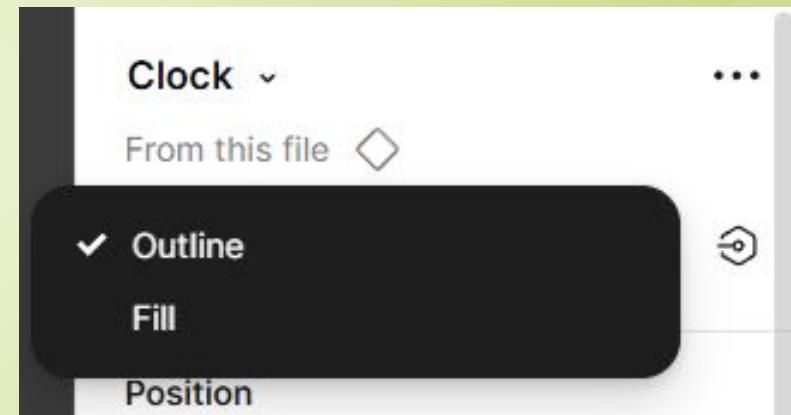
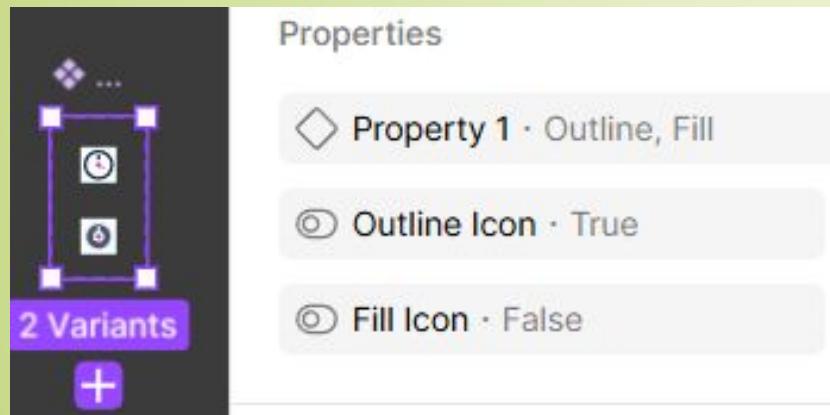


Fill Icons



3.1 Icon Style :

- A consistent outline-based icon style was defined to maintain visual harmony and improve usability across the interface.



Accessibility :

- Icons should not be the only indicator of meaning
- Provide labels or tooltips for clarity
- Ensure sufficient contrast against backgrounds

Usage Rules :

- Pair icons with labels when possible
- Use icons consistently for similar actions
- Ensure icons are easily recognizable

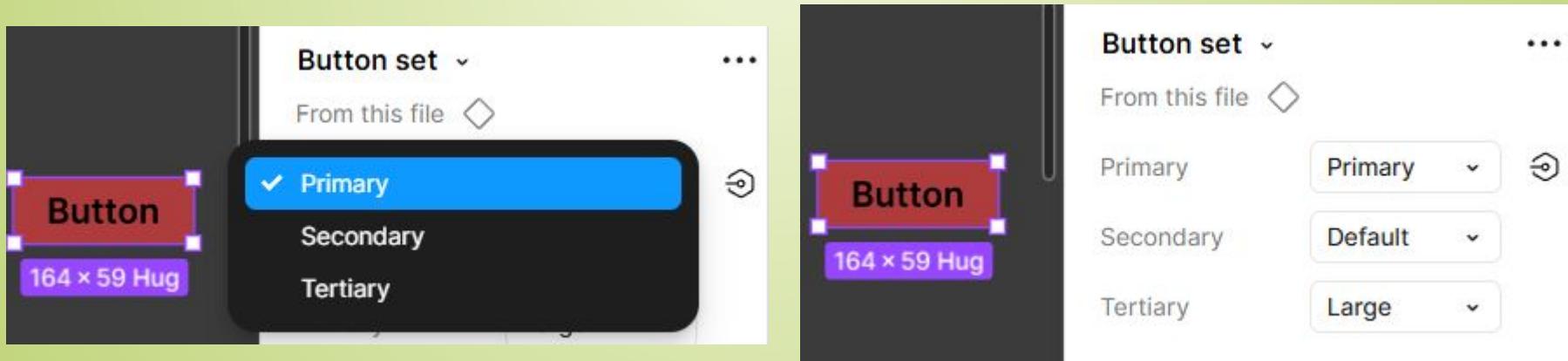
4. Reusable UI components

- Reusable UI components were created to maintain consistency, improve efficiency, and support scalable design across the product.

□ Common Reusable Components :

1. Buttons :

- Primary, Secondary, Tertiary
- States: Default, Hover, Active, Disabled

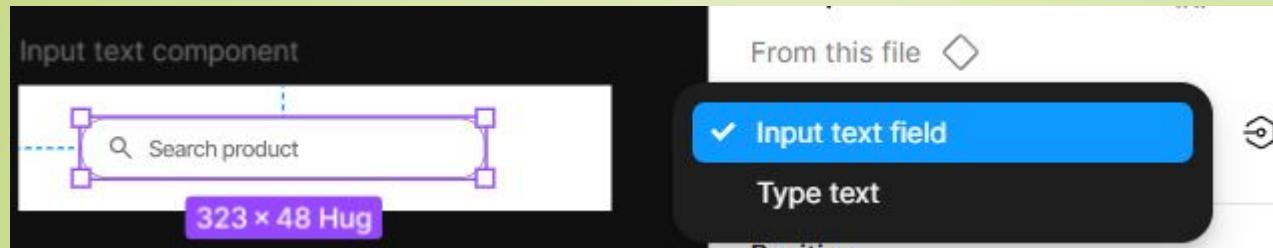


Here ,we create reusable button component..

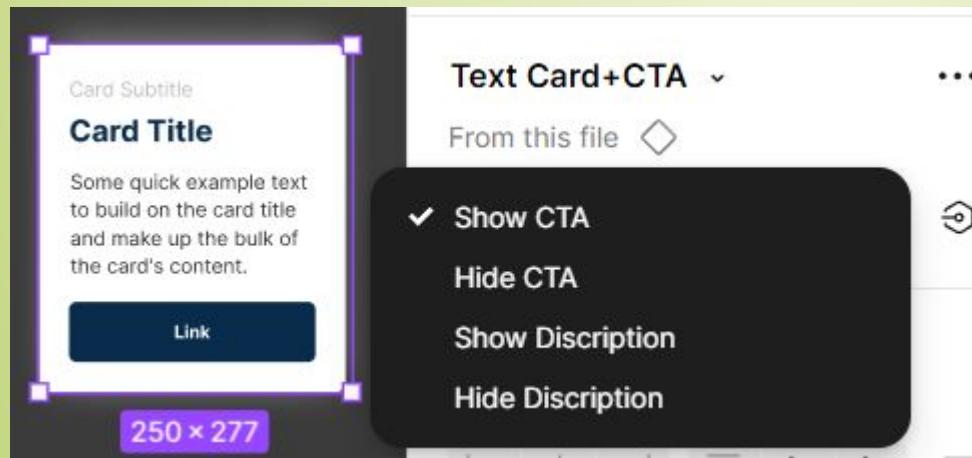
Variants	Default	Hover	Focused	Disabled
Primary	Button	Button	Button	Button
	Button	Button	Button	Button
Secondary	Button	Button	Button	Button
	Button	Button	Button	Button
Tertiary	Button	Button	Button	Button
	Button	Button	Button	Button

2. Text field

Here, we create reusable text field component with predefined properties..



3. Cards



❑ Benefits of Reusable Components

- Maintains visual and interaction consistency
- Reduces design and development time
- Easy to update and scale
- Improves collaboration with developers

Cards

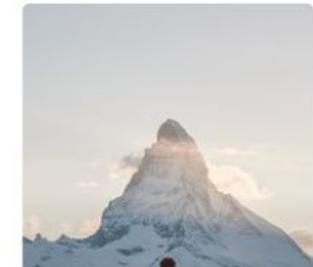


Card Title
Some quick example text to build on the card title and make up the bulk of the card's content. make up the bulk of the card's content.

[Link](#)



Card Title
Some quick example text to build on the card title and make up the bulk of the card's content. make up the bulk of the card's content.



Card Title
Some quick example text to build on the card title and make up the bulk of the card's content. make up the bulk of the card's content.

[Read More](#)

Header

Primary Card Title
Some quick example text to build on the card title and make up the bulk of the card's content.

Header

Primary Card Title
Some quick example text to build on the card title and make up the bulk of the card's content.

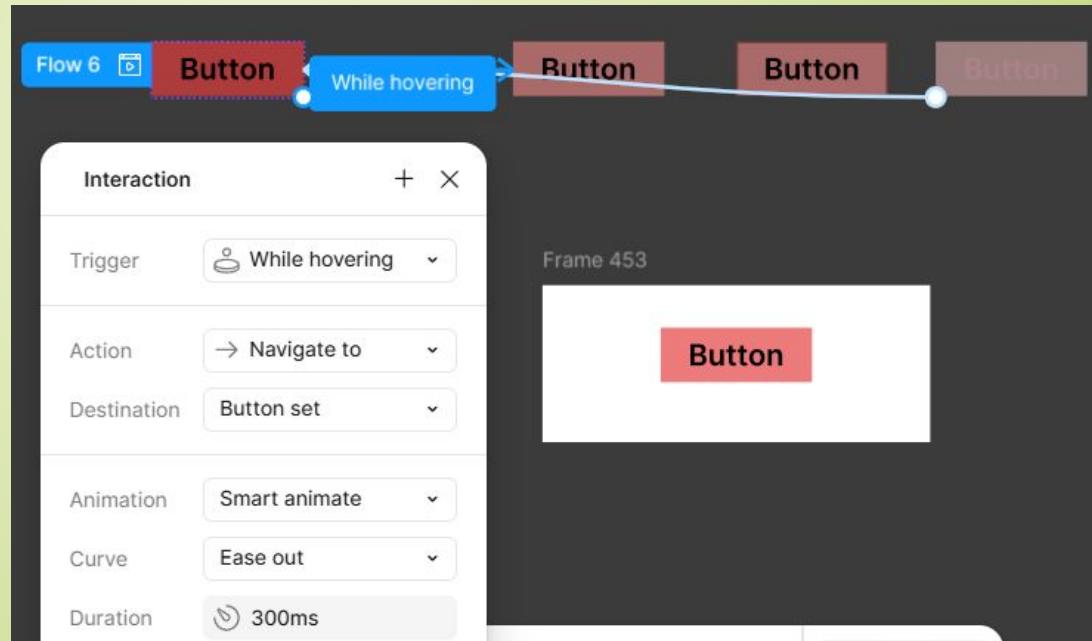
Card Title
Card Subtitle
Some quick example text to build on the card title and make up the bulk of the card's content.

Card Subtitle
Card Title
Some quick example text to build on the card title and make up the bulk of the card's content.

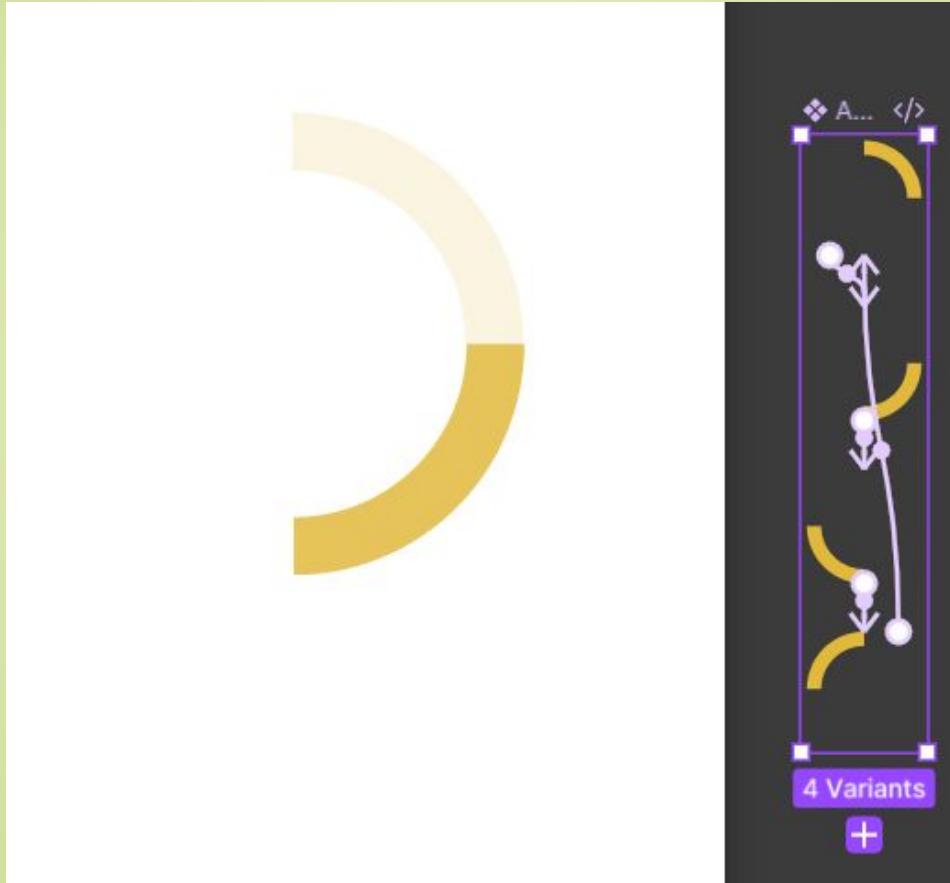
[Link](#)

5. Microinteractions and feedback mechanisms

- Microinteractions and feedback mechanisms were implemented to provide immediate system responses, enhance usability, and improve user confidence.
- Here, We see the microinteraction of hover, press,& disable states of buttons.

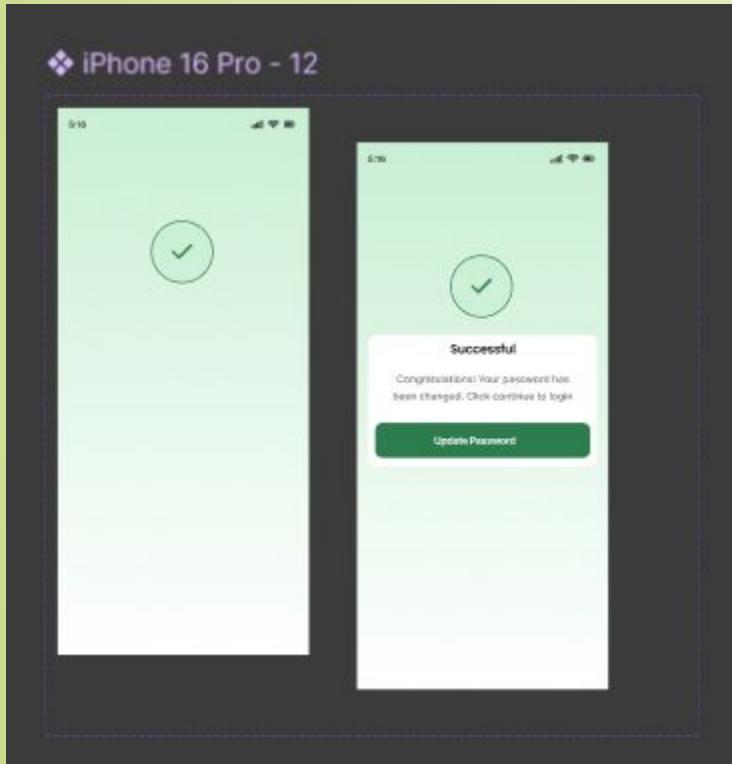


Here, we see the example of loading animations to guide user interactions.



❑ Feedback Mechanisms

- Success messages: confirmation after task completion



Thank You...