

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

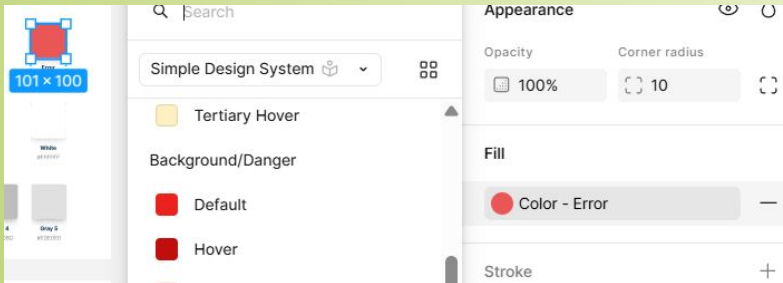
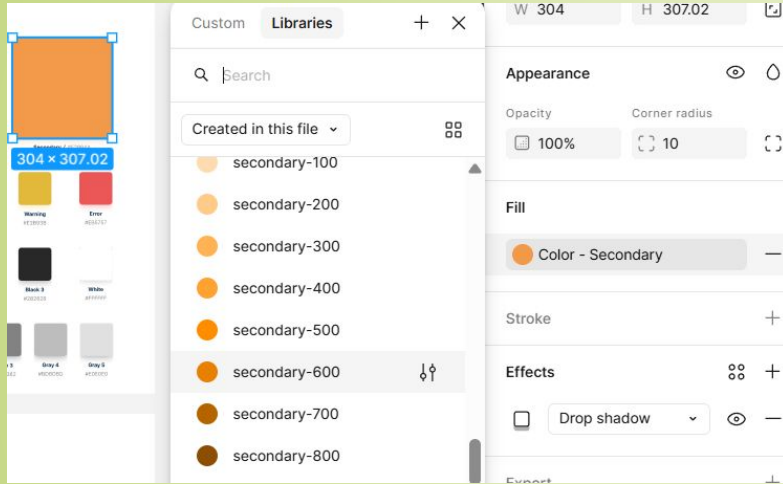
2. Secondary Color Orange - #F2994A

- 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



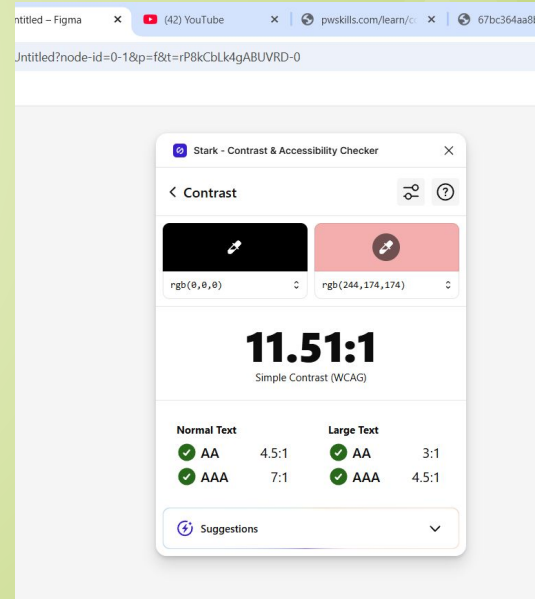
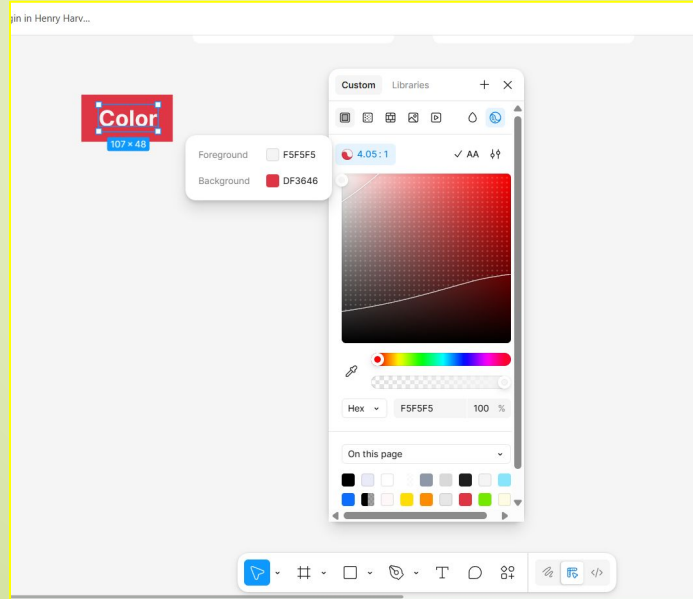
White
#FFFFFF

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.



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

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

| 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 |

Inter
Google Fonts

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

| 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 | | |

☐ 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

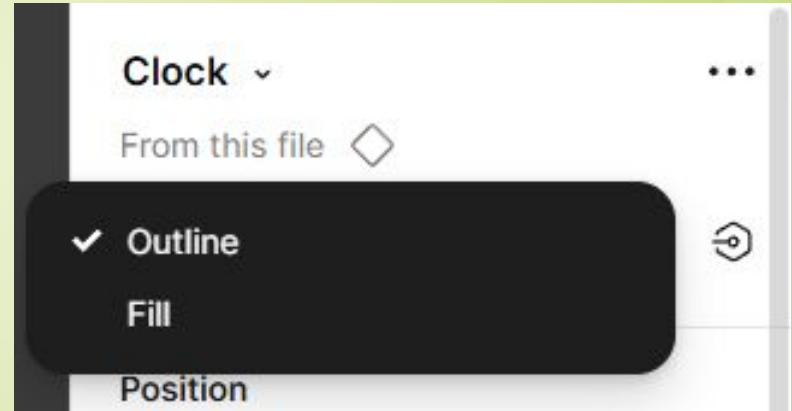
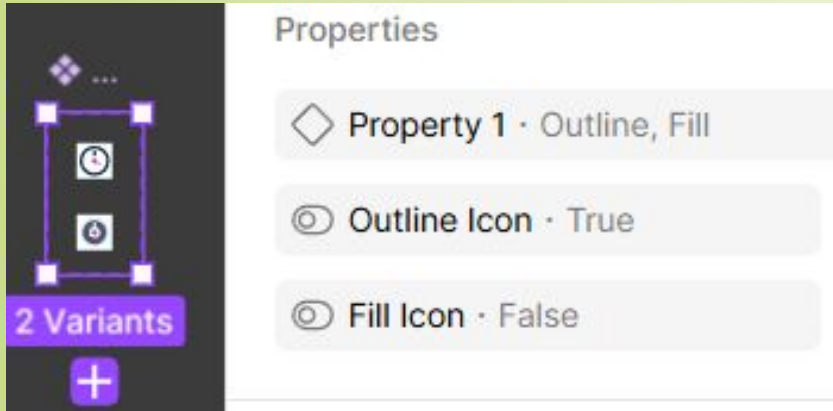


Fill Icons



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**

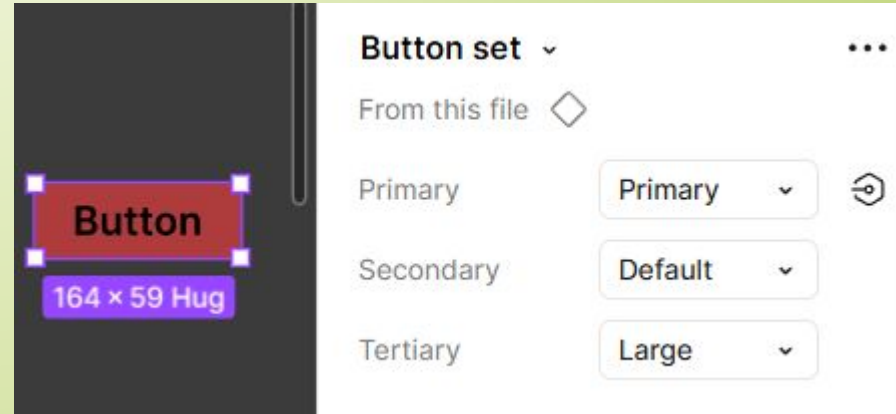
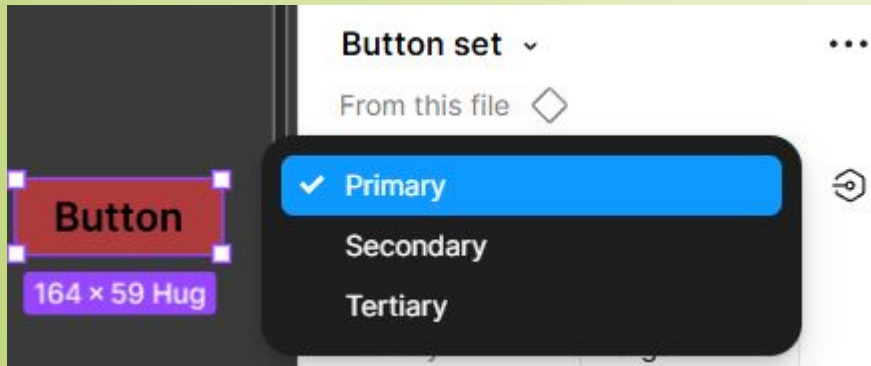
4. Reusable UI components

- 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

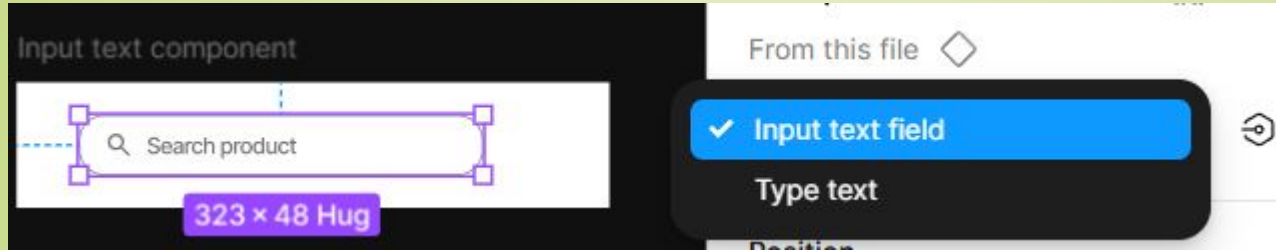


Here ,we create reusable button component..

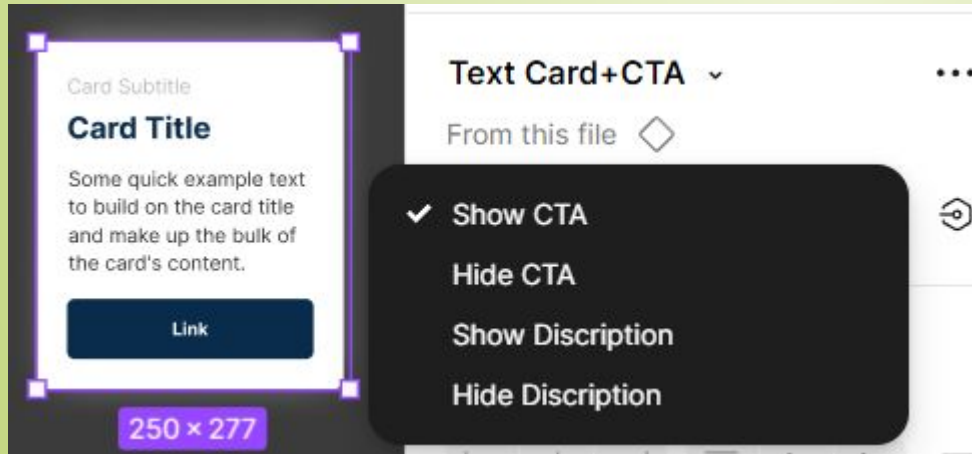
| Default | Hover | Focused | Disabled |
|-----------|--------|---------|----------|
| Primary | Button | Button | Button |
| Secondary | Button | Button | Button |
| Tertiary | Button | Button | Button |

2. Text field

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

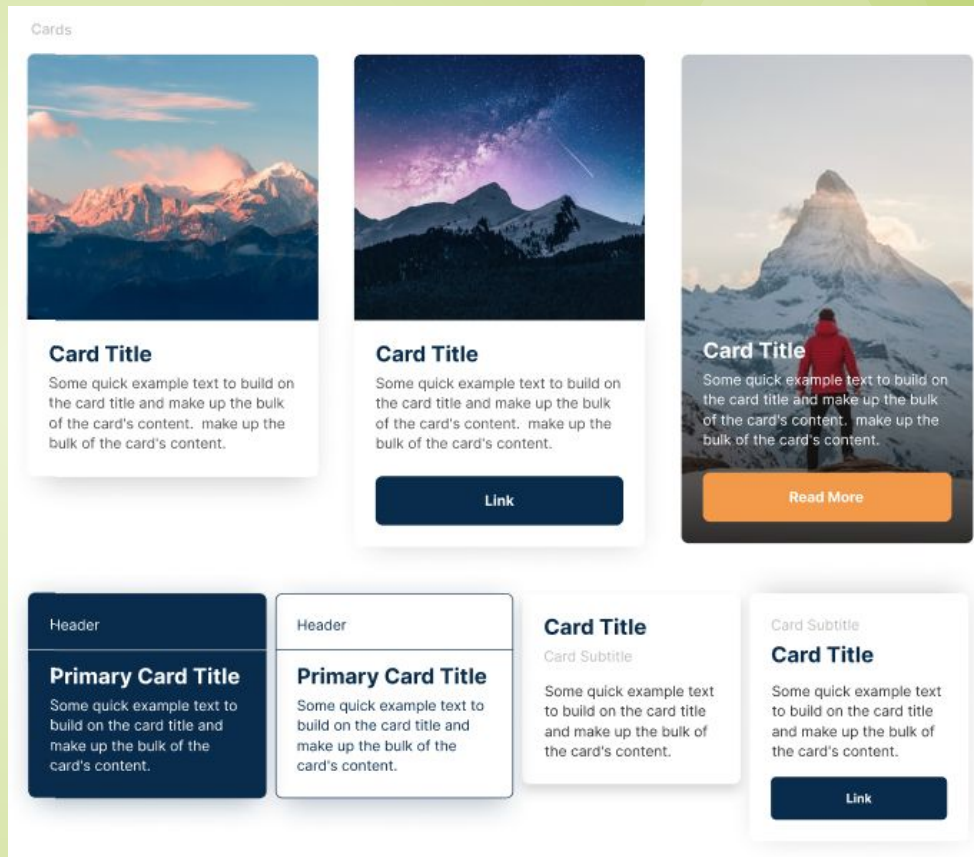


3. Cards



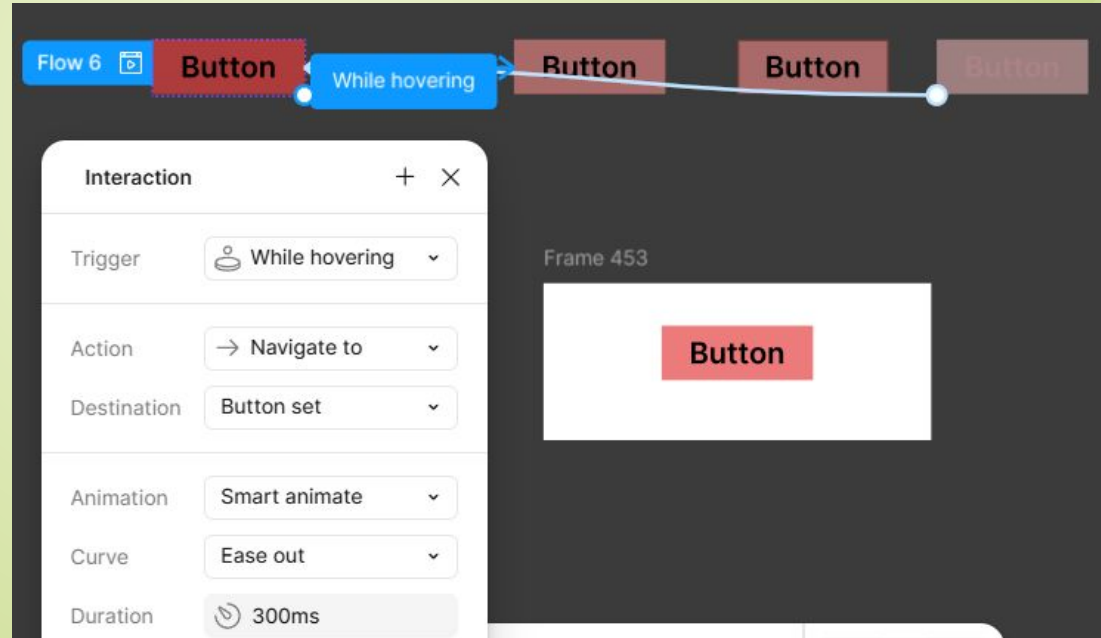
Benefits of Reusable Components

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

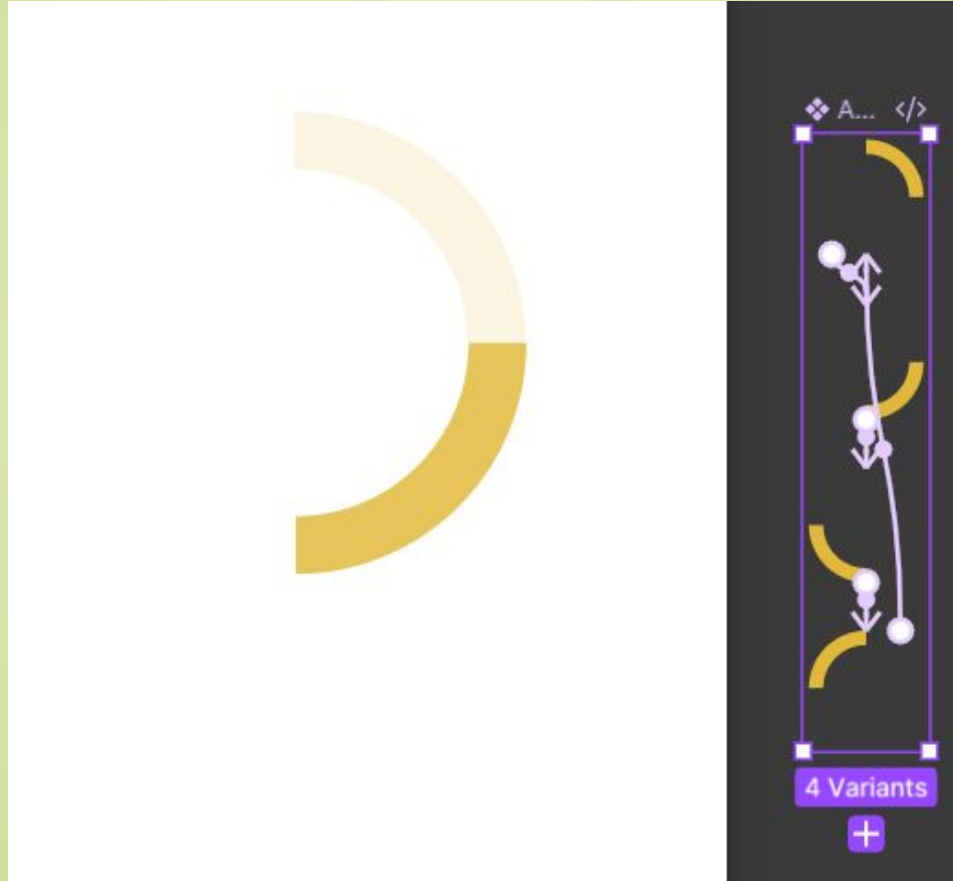


5. Microinteractions and feedback mechanisms

- 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.

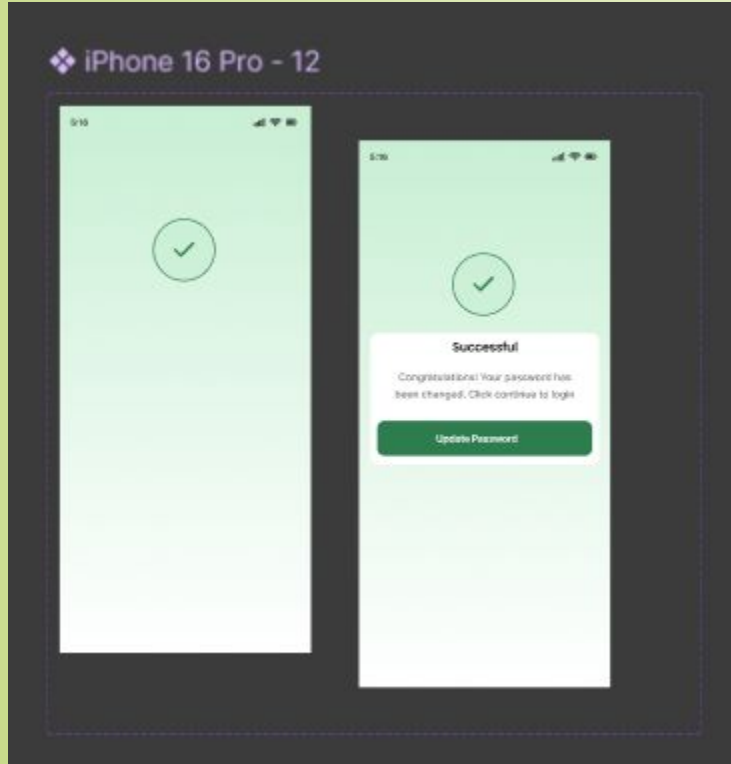


Here, we see the example of loading animations to guide user interactions.



Feedback Mechanisms

- **Success messages: confirmation after task completion**



Thank You...