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

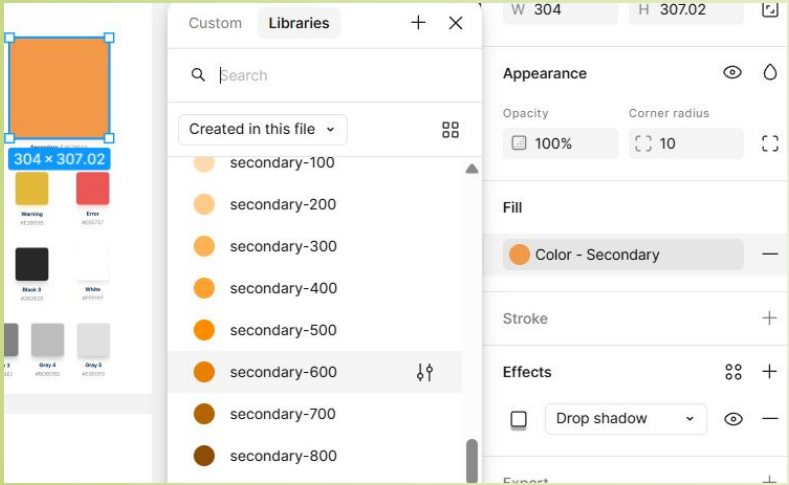
2. Secondary Color
Orange - #F2994A

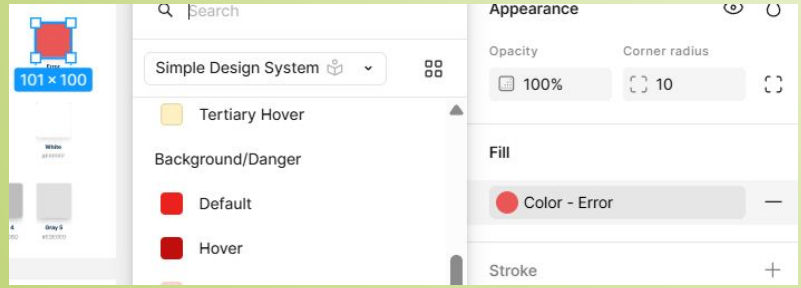
- Used for secondary buttons, links, and informational elements
- Provides visual balance and support

3. Neutral Color

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

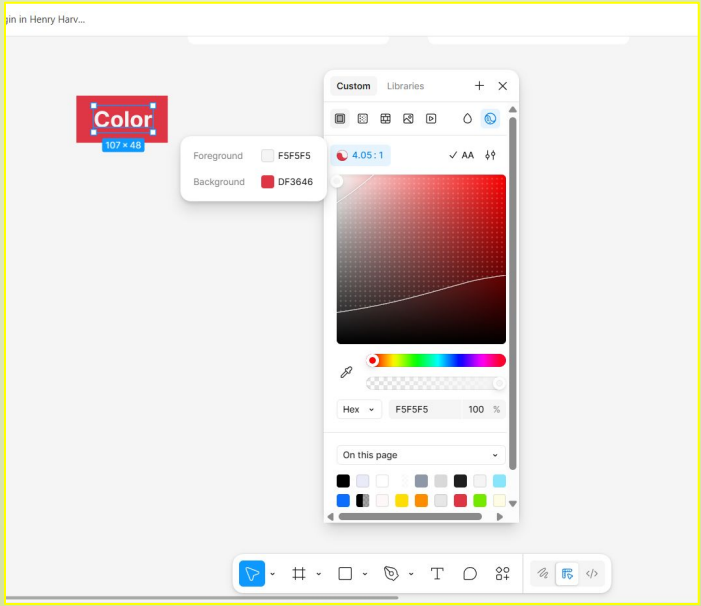
- **Here, we create a primary and secondary color palette along with color tokens to maintain visual consistency across the interface.**

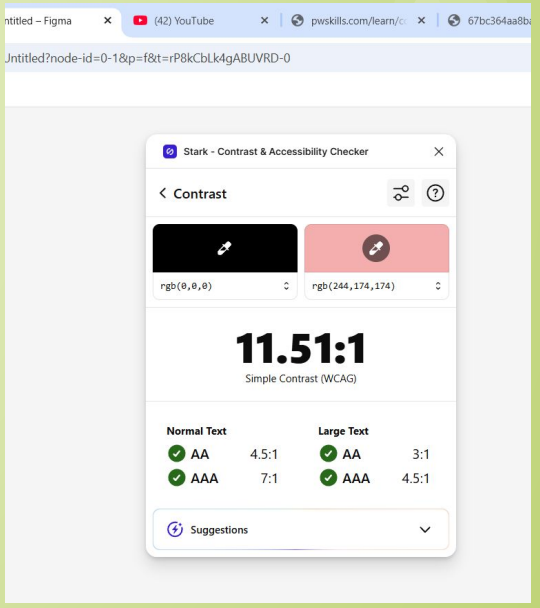




1.2 Accessibility (WCAG Compliance)

- 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

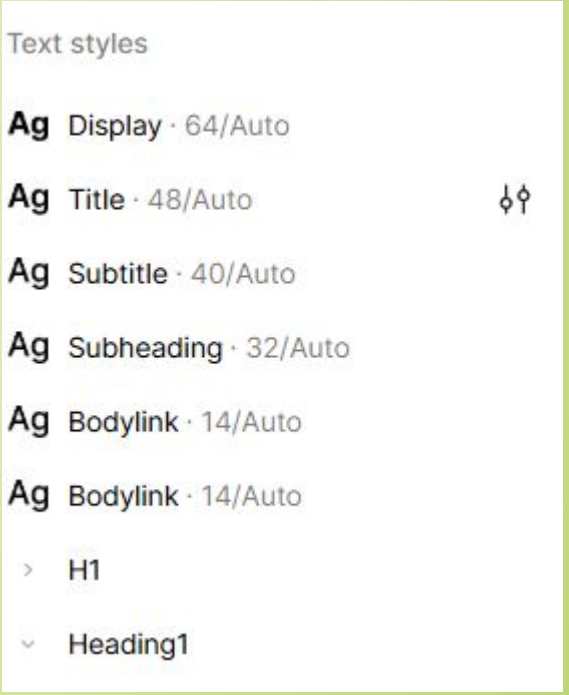
- **A structured typography hierarchy was established to improve readability, create clear visual structure, and maintain consistency across the user interface.**

❑ 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.

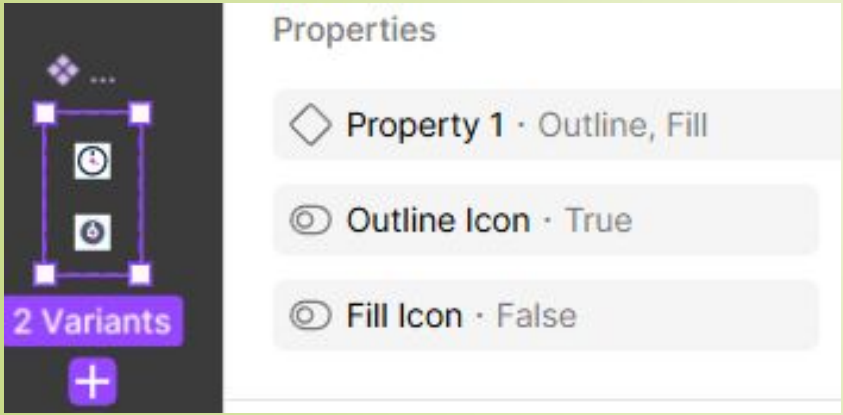


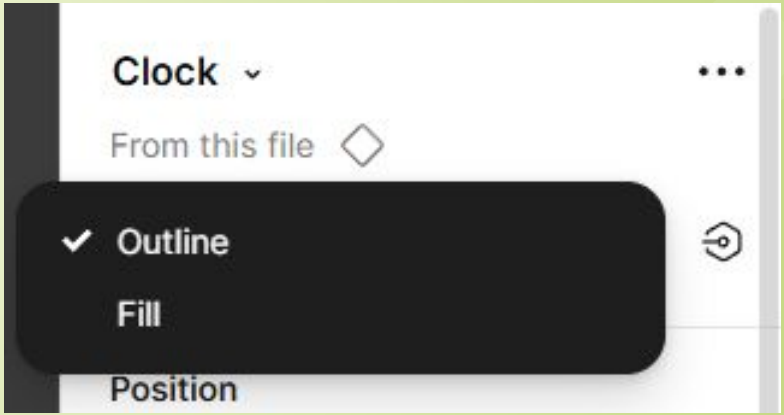
3. Iconography

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

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

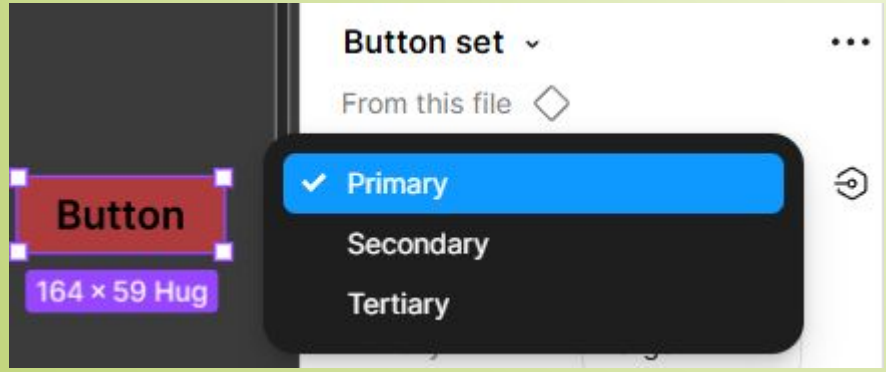
4. Reusable UI components

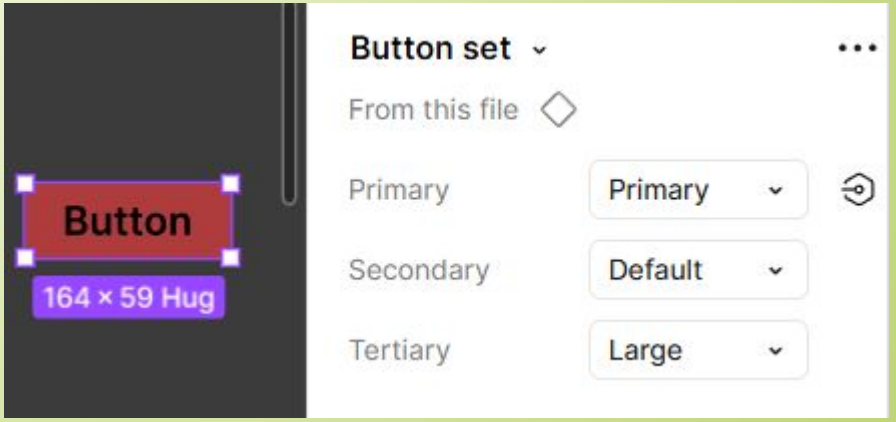
- Reusable UI components were created to maintain consistency, improve efficiency, and support scalable design across the product.

❑ Common Reusable Components :

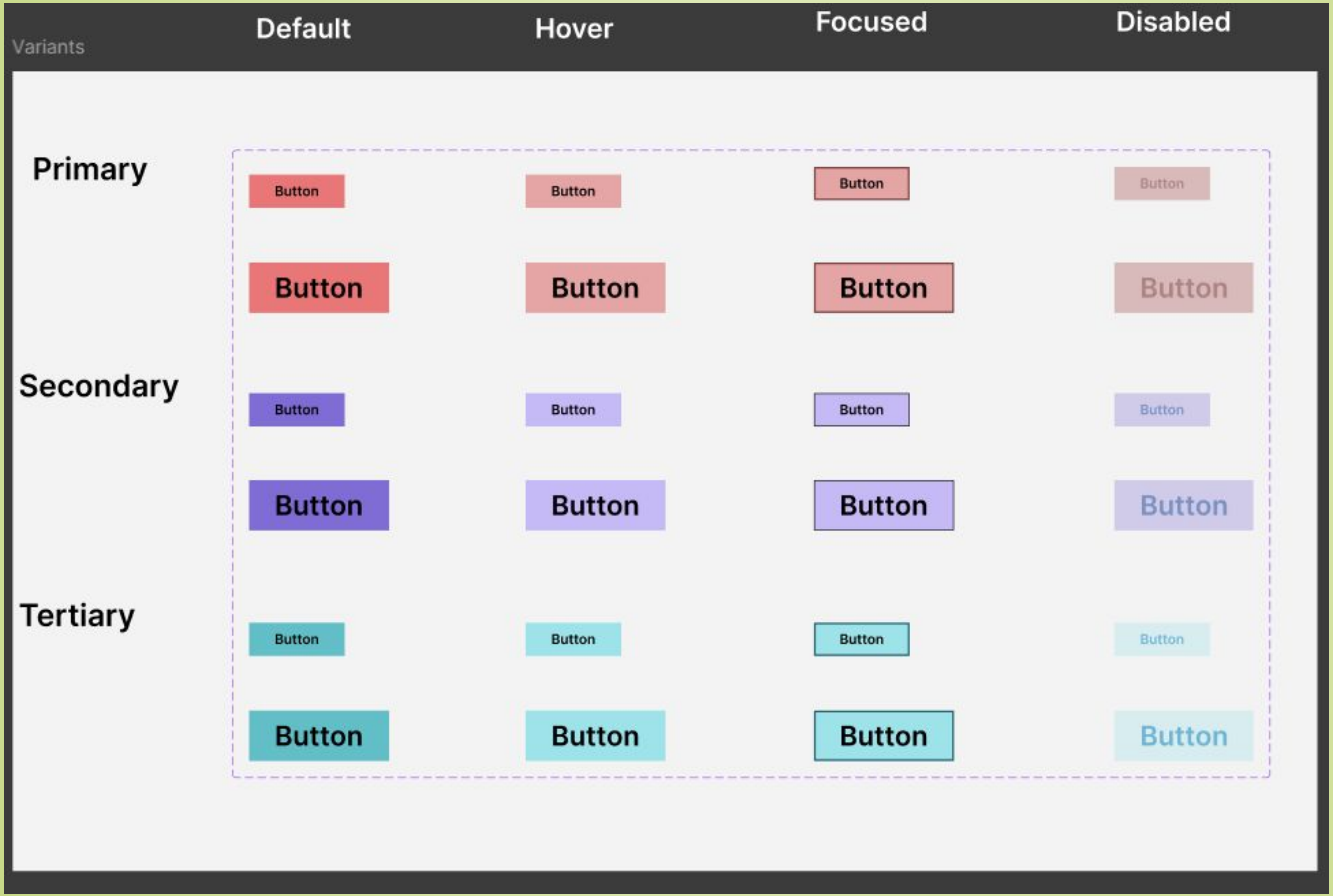
1. **Buttons :**

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



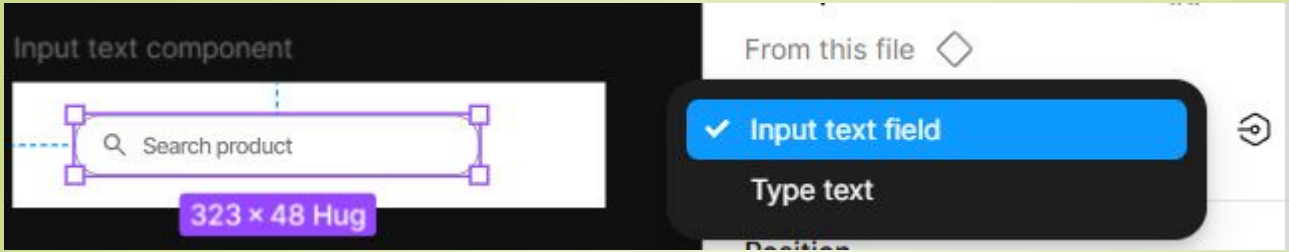


Here ,we create reusable button component..

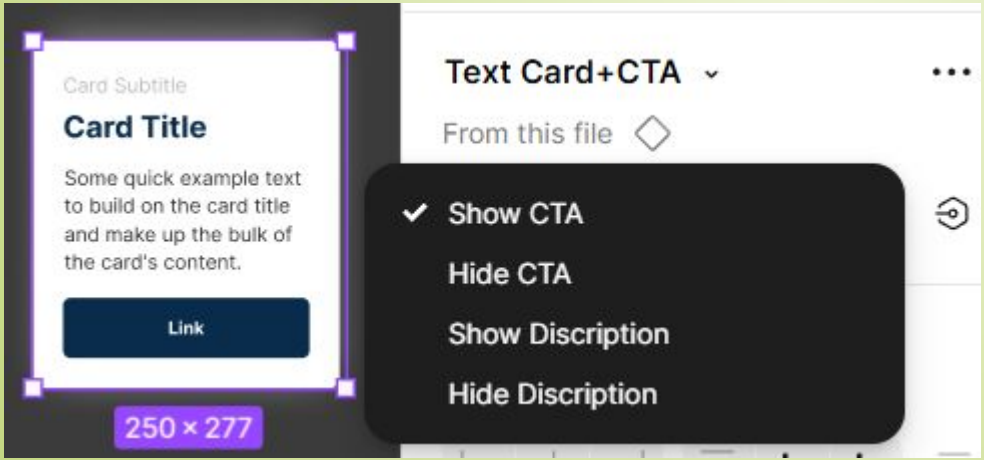


2. Text field

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

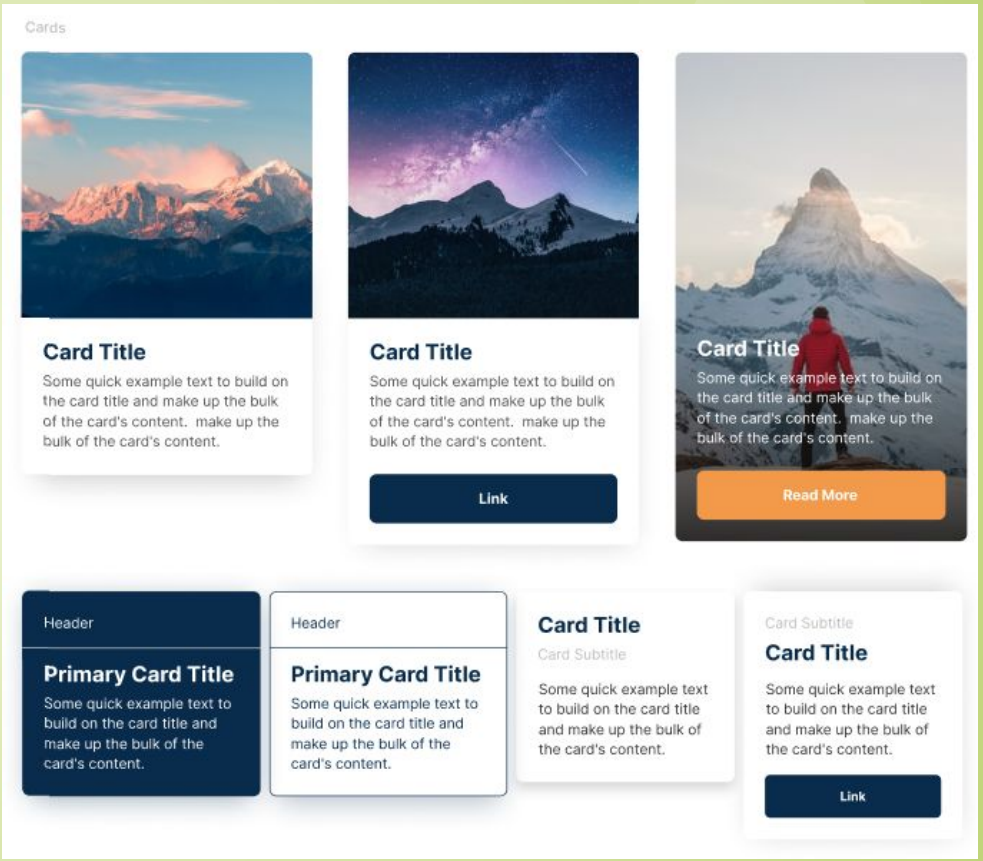


3. Cards



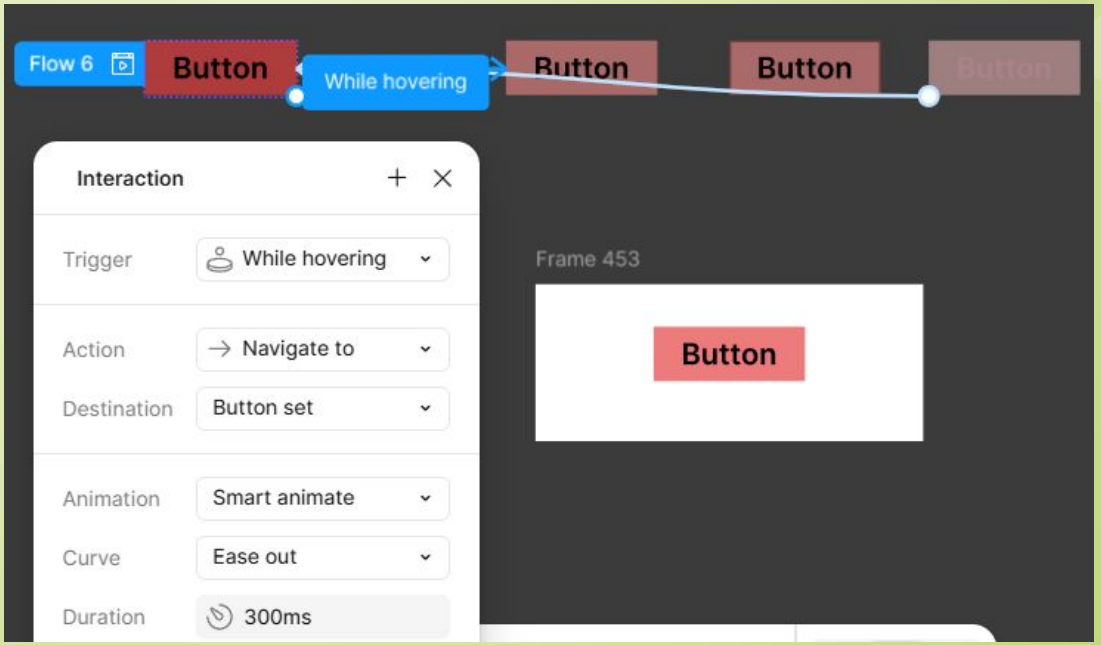
❑ Benefits of Reusable Components

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

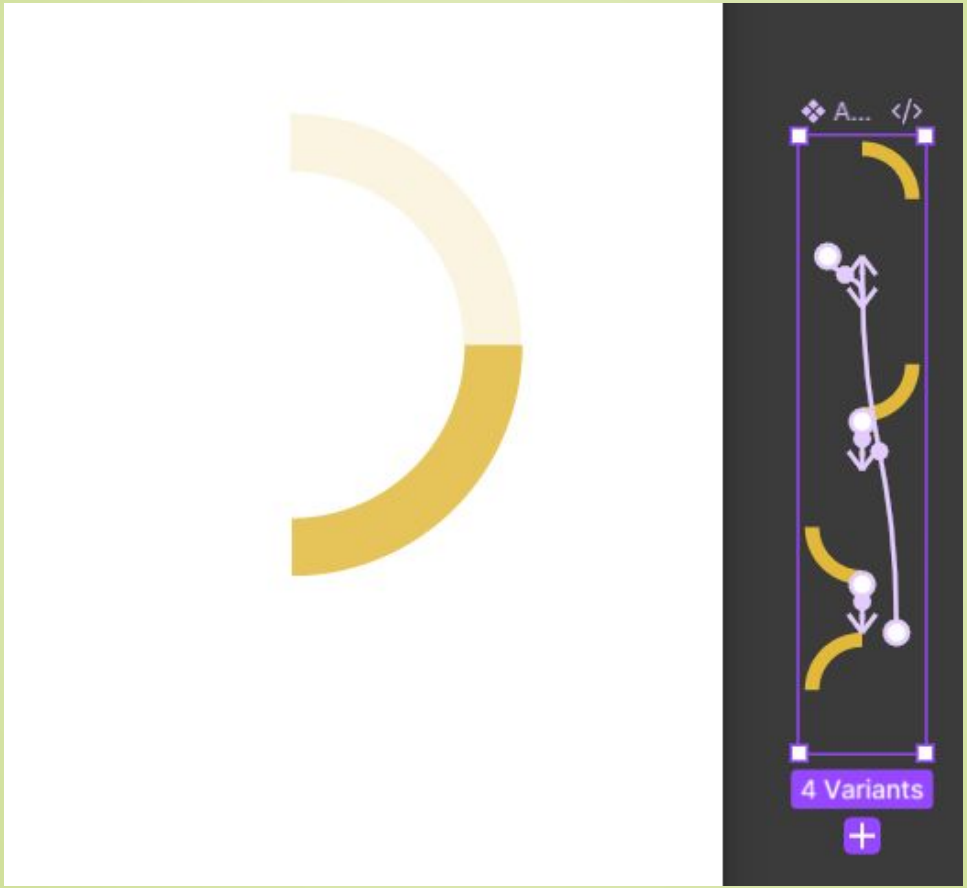


5. Microinteractions and feedback mechanisms

- 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.

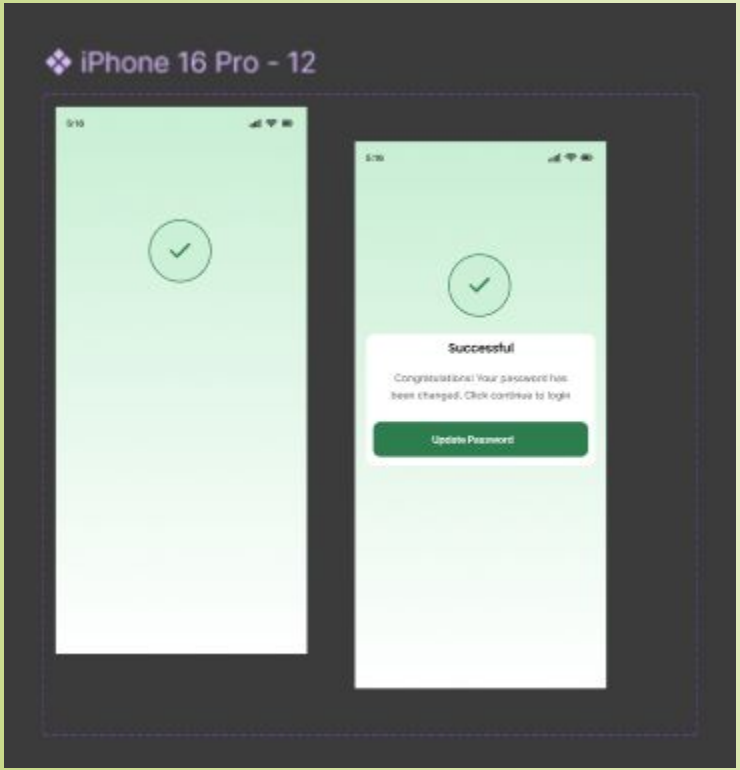


Here, we see the example of loading animations to guide user interactions.



❑ Feedback Mechanisms

- Success messages: confirmation after task completion



Thank You...