

COMPANY PRECOG

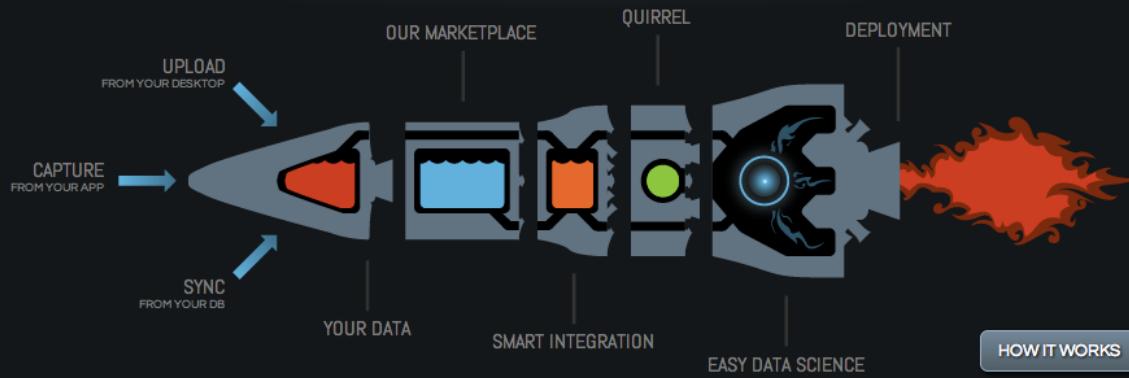
Portfolio Items: Brand, Support and SAAS web properties.

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NEXT-GENERATION DATA SCIENCE PLATFORM



Companies around the world rely on **PRECOG** for: [Data Science](#) ▾

SIGN UP FREE!

What is Precog?

Precog is an analytics platform for semi-structured data. The platform includes APIs for building analytical apps, and a phenomenal toolset for data science.

How do I use it?

You can integrate Precog's APIs into applications you build to power analytical features, or you can use our toolset for [easy data analysis](#) and [data visualization](#).

How much does it cost?

Precog Cloud has a free plan you can sign up for in [30 seconds](#). If you want to deploy an app on Precog while we're in our beta, please [contact us](#) for special pricing.



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DEV CENTER

GETTING STARTED

Getting Started

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Signup

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[Data Ownership](#)

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Signup

Please visit the [Signup Page](#) to sign up for a cloud-hosted account. When you signup, you'll be given an [Account ID](#), an [API Key](#), and a [Root Path](#).

- **Account ID** - Your account ID is globally unique and identifies your Precog account in a way that is stable, even if you decide to change your email address or API keys later.
- **API Key** - Your API key allows you to interact with the Precog API. The API key can be thought of as a combination of a username and a password.
- **Root Path** - Your root path is where all of your data lives inside the Precog file system. Your root path is just equal to `/accountID`, where '`accountID`' is your account ID.

You can always find this information on your [account page](#) after logging in.

Precog File System

Precog uses the metaphor of a file system to help you organize and share data. When you store data in Precog, you must choose a directory to store the data in.

You don't have to create directories manually. Directories are created on-demand whenever you try to put data in a directory that doesn't exist yet.

Precog doesn't support the notion of "databases" or "tables" or "collections". Instead, you can use the file system to create however many levels of organization make sense to you.

The Precog file system forms the basis of the security model, because all grants are tied to a specific path. So the decision of how to organize your data is not completely arbitrary (unless you have no intention of sharing access to your data).

The file system and associated security model make Precog multi-tenant out of the box.

Technically, Precog supports hierarchical multi-tenancy, which is the most sophisticated kind of multi-tenancy available. Your customers can have customers, who in turn can have customers, for any number of levels deep, each with rigorously defined and enforced permissions.

COMPANY SPHERO

Portfolio Items: Brand, Support and E-Commerce web properties.



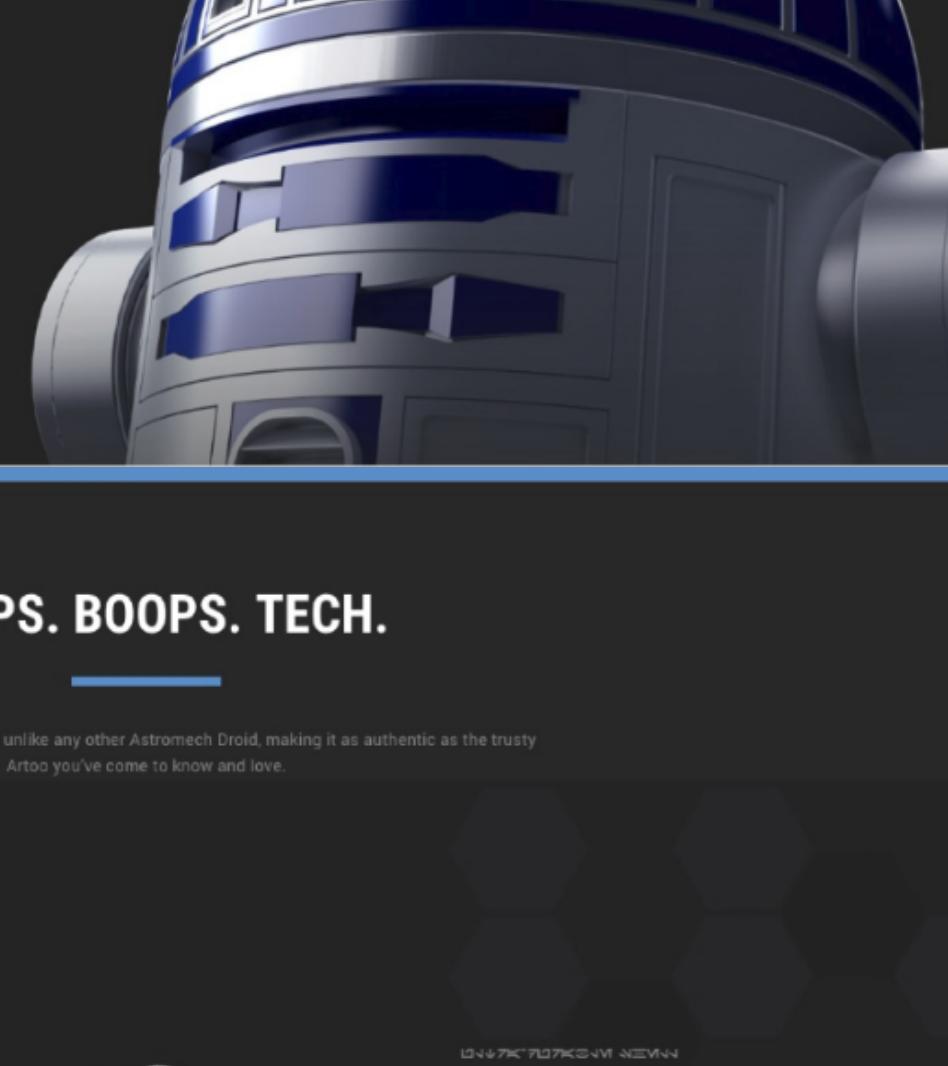
SPHERO MARVEL PIXAR STAR WARS SPHERO EDU STORE



R2-D2

This is the Droid you're looking for. R2-D2 is an Astromech Droid from a galaxy far, far away.... Control your Droid with your smart device or keep Artoo in top shape with augmented reality training. This iconic Droid has been brought to life like never before.

[GET R2-D2 >](#)



BEEPS. BOOPS. TECH.

The specialized tech in R2-D2 is unlike any other Astromech Droid, making it as authentic as the trusty Artoo you've come to know and love.

AUTHENTIC MOVEMENT

Drive Artoo, go from bipod to tripod stances, or trigger emotive waddles.

AUTHENTIC LEDS

Artoo's signature front and rear lights are fully functional.

ENHANCED RADIO SYSTEM

R2-D2 will react to your presence thanks to its sensors.

INTEGRATED SPEAKER

The beeps and boops come right from R2-D2 itself.

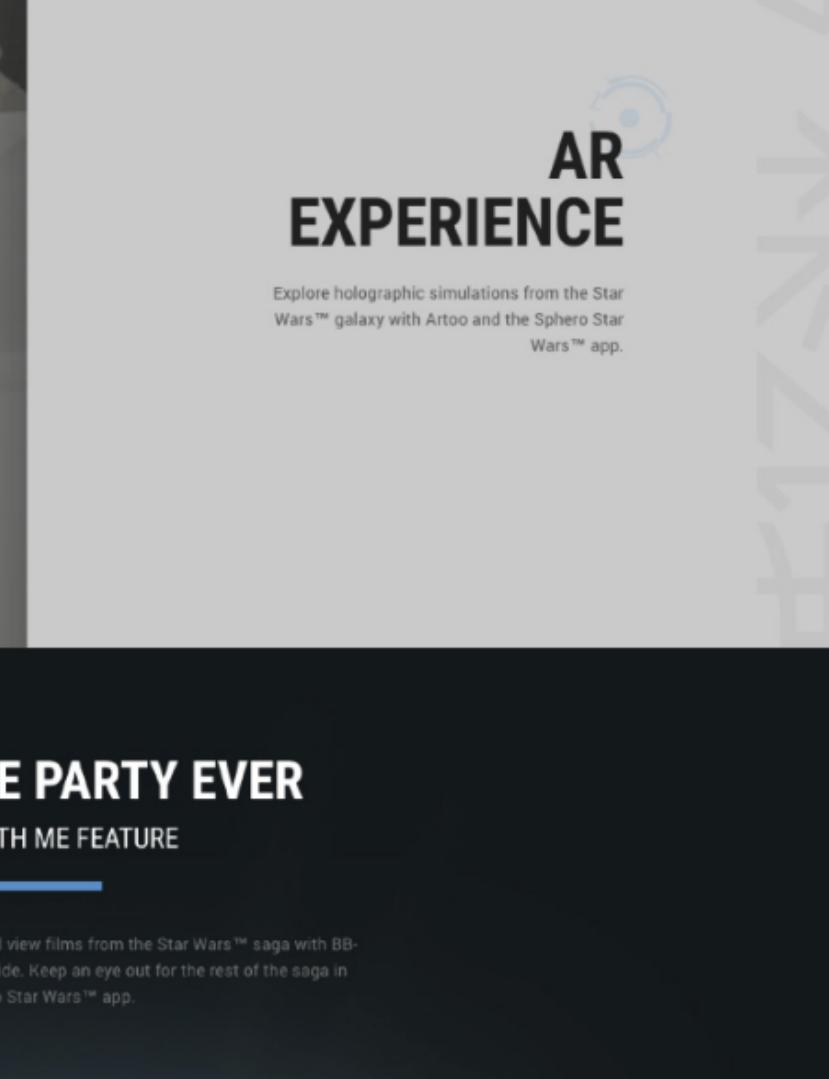
A LOYAL ASTROMECH ALLY

R2-D2, an Astromech Droid in the Rebel Alliance, is a skilled starship mechanic and fighter pilot's assistant with many features to interact with and explore.

THE STAR WARS™ APP

Control your Sphero Droids, watch Star Wars™ films, explore starships, and more all from one new app.

[DOWNLOAD THE APP >](#)



AR EXPERIENCE

Explore holographic simulations from the Star Wars™ galaxy with Artoo and the Sphero Star Wars™ app.

AR EXPERIENCE

Watch your Droids interact together and view films from the Star Wars™ saga with BB-8, BB-9E, and R2-D2 reacting by your side. Keep an eye out for the rest of the saga in the Sphero Star Wars™ app.

BEST MOVIE PARTY EVER

WATCH WITH ME FEATURE

Watch your Droids interact together and view films from the Star Wars™ saga with BB-8, BB-9E, and R2-D2 reacting by your side. Keep an eye out for the rest of the saga in the Sphero Star Wars™ app.

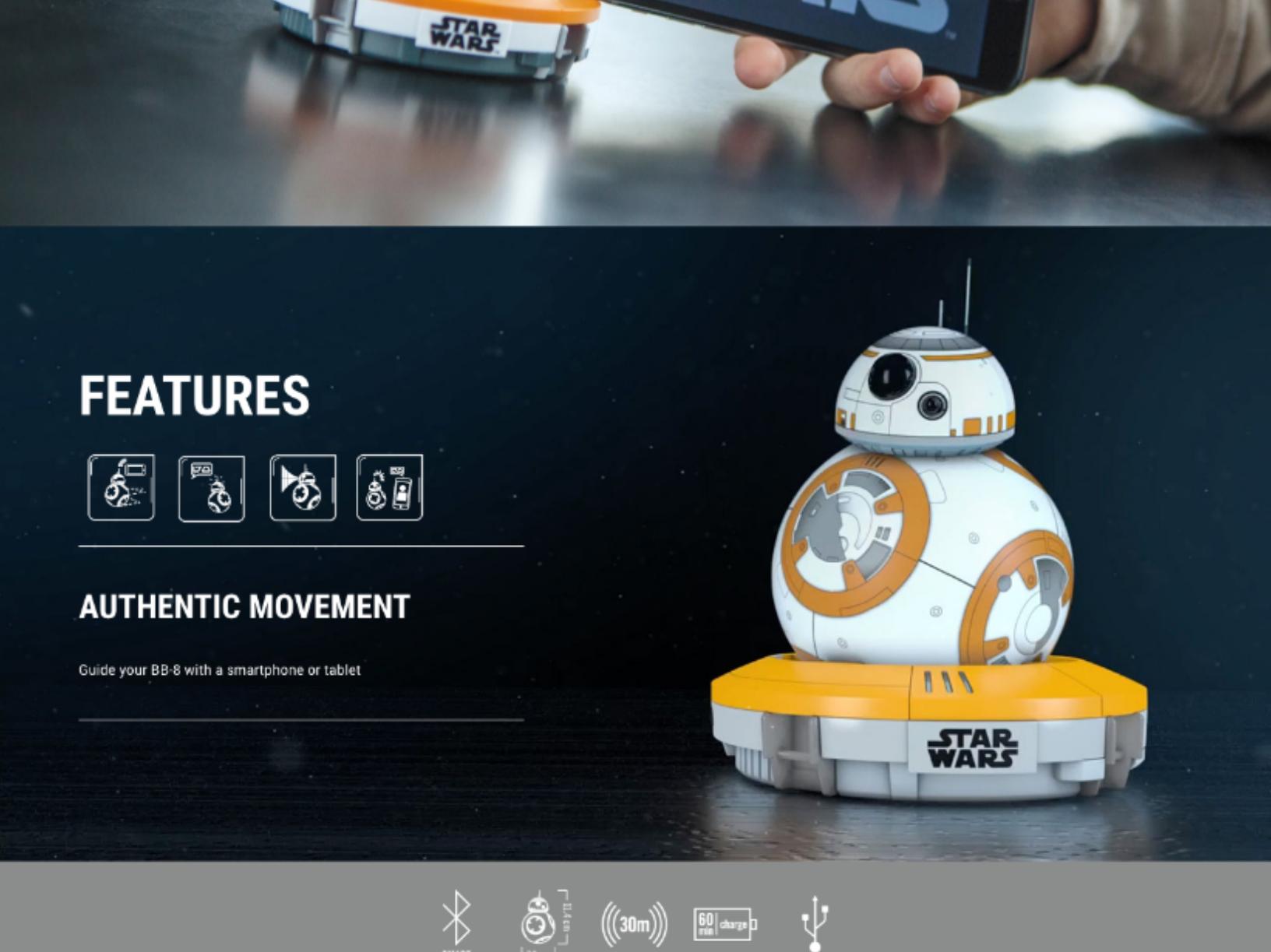
THIS IS THE DROID YOU'RE LOOKING FOR

[GET R2-D2 >](#)

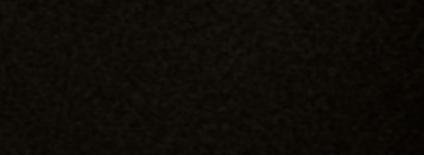




BB-8™ APP-ENABLED DROID™



FEATURES



AUTHENTIC MOVEMENT

Guide your BB-8 with a smartphone or tablet



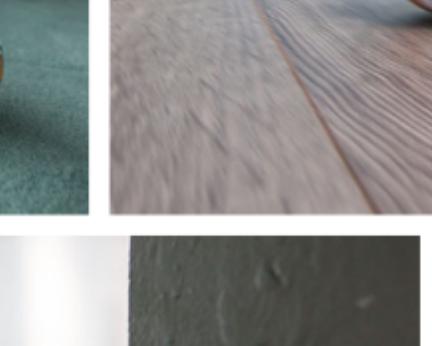
APP-ENABLED. PERSONALITY-DRIVEN.

Connect BB-8™ to the app and watch your Droid™ come to life. Drive BB-8 by sliding your finger on the driving pad, send him on patrol to investigate your surroundings, record and view holographic messages, and more. BB-8 is more than a toy - it's your companion.

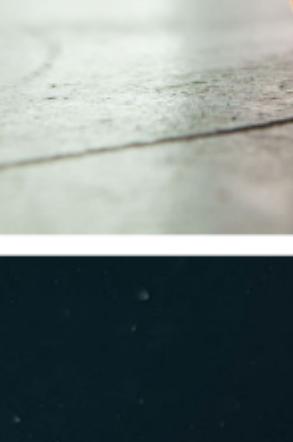
[Available Google Play](#) [Available App Store](#) [Available Windows 10](#)

WATCH WITH ME

Watch Star Wars: The Force Awakens™ with your Droid. Set BB-8 in his charging base, start the movie, and watch his reactions along with the film.



MAY THE FORCE BE WITH YOU

[CHECK OUT FORCE BAND >](#)

THIS IS THE DROID YOU'RE LOOKING FOR

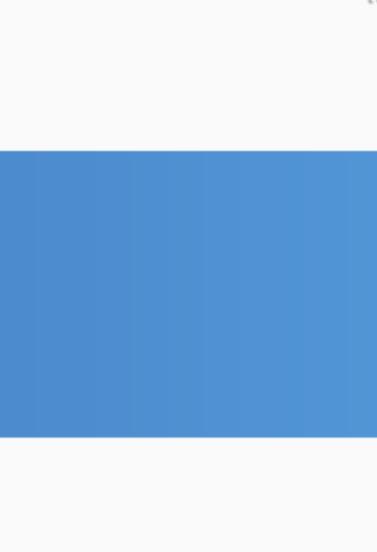
[GET BB-8 >](#)



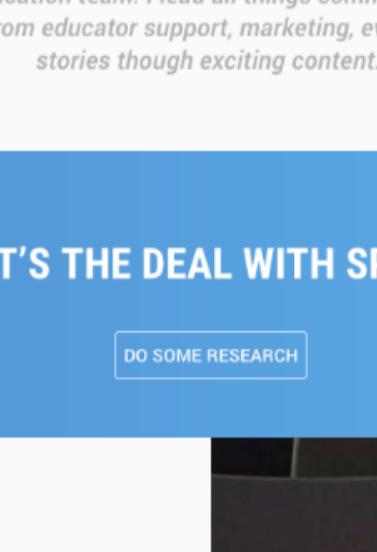
MAKERS GONNA MAKE

Make a robot. Make an app. Make a sale. Make a difference. Make some art. Make the future.

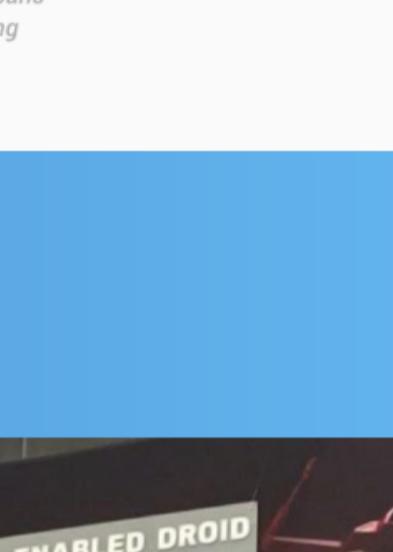
RUB SHOULDERS WITH SOME OF THE BEST



Sales Manager



Firmware Engineer



SPRK Community Relations

"As a former elementary school teacher, I bring a unique perspective to Sphero's education team. I lead all things community, which spans everything from educator support, marketing, events, and telling stories through exciting content."

WHAT'S THE DEAL WITH SPHERO?

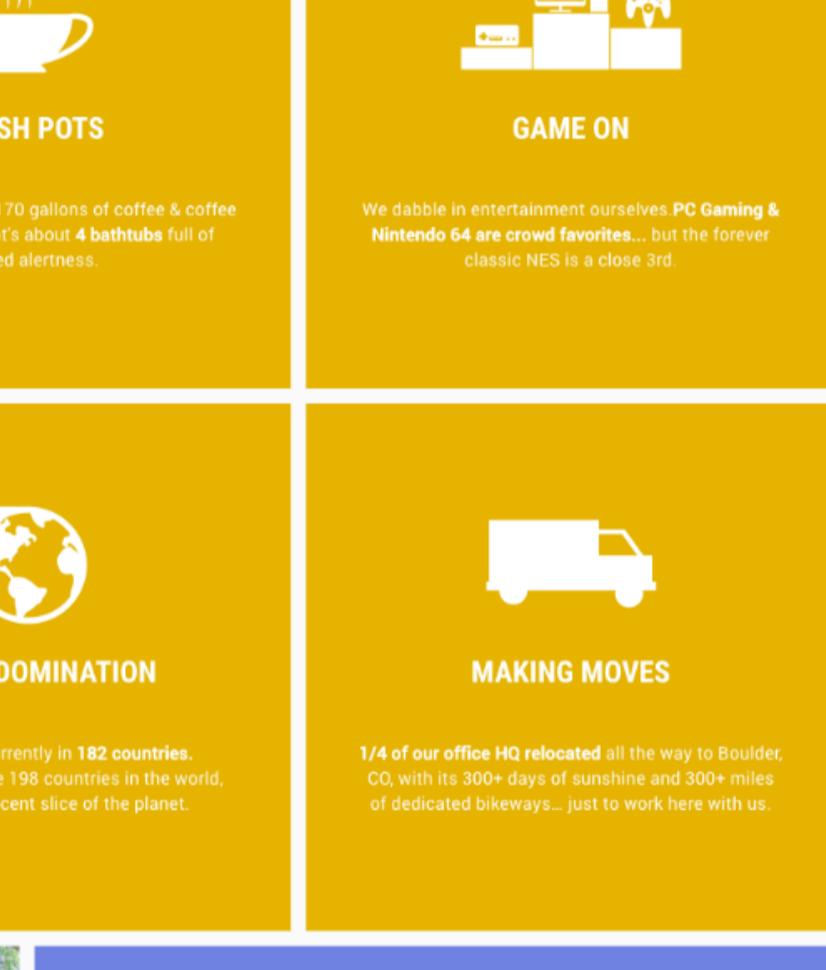
[DO SOME RESEARCH](#)

JOIN THE SQUAD

Based in Boulder, CO, Sphero fuses physical, digital, and entertainment experiences to unlock the true potential of play and inspire tomorrow's creators. We're looking for game changers, team players, shot callers, and good sports that are always bringing their A-game. B-game need not apply.

We're here to rattle cages, ruffle feathers, and reinvent entertainment... all for the sake of inspiration and creation. Who's with us?

[SEE OPEN POSITIONS >](#)



DATA. NUMBERS. STATS. ACTUAL FUN STUFF.



FRESH POTS

We go through nearly 170 gallons of coffee & coffee drinks a month. That's about 4 bathtubs full of brewed alertness.



GAME ON

We dabble in entertainment ourselves. PC Gaming & Nintendo 64 are crowd favorites... but the forever classic NES is a close 3rd.



SWEET TEETH

We collectively go through 104 pounds of M&Ms a month – that's the size of a fully grown Bullmastiff dog. That includes milk chocolate, peanut butter (the clear favorite), and peanut.



WORLD DOMINATION

Our robots are currently in 182 countries. Considering there are 198 countries in the world, that's a pretty decent slice of the planet.



MAKING MOVES

1/4 of our office HQ relocated all the way to Boulder, CO, with its 300+ days of sunshine and 300+ miles of dedicated bikeways... just to work here with us.



THE PERKS

YOU KNOW YOU'RE CURIOUS



Boulder is full of opportunities for outdoor fun. If you happen to do something dumb (like raft the creek) and get hurt, at least you get full coverage.

READY TO START THE BEST JOB OF YOUR CAREER?

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ACCESSORIES

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Disney•Pixar™

Ultimate Lightning McQueen is the top of the line racer packed with personality.



Marvel™

Spider-Man. Team up. Hang out. Fight villains. Hero stuff.



Sphero SPRK+

Learning is evolving. Get on the ball with SPRK+ and accessories.



Star Wars™

The Droid™ you're looking for, the power of the Force™, and all things Star Wars™ by Sphero.



Ollie

App-enabled racing, tricks, and all the accessories for extreme fun.

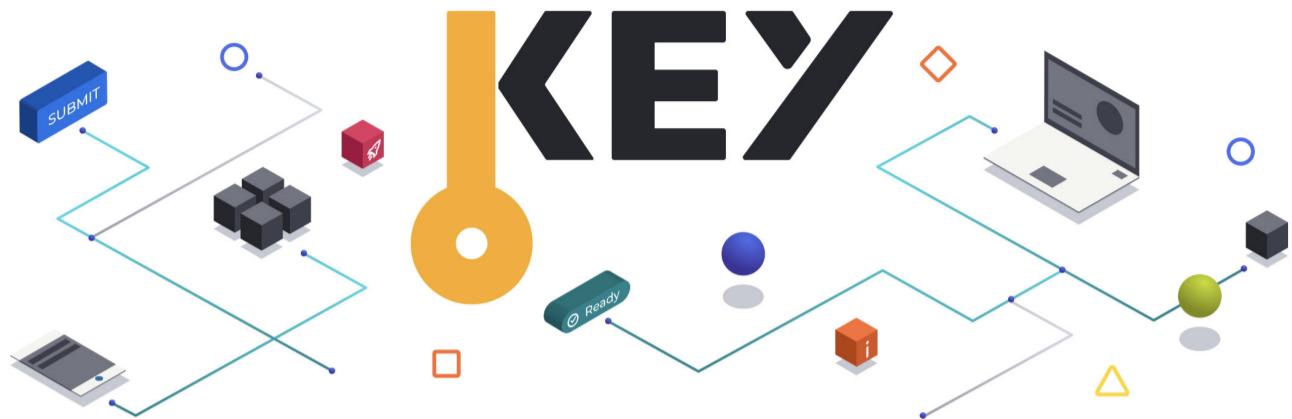


Darkside Ollie

A devious spin on a lightning fast robot.

COMPANY DECISIV

Portfolio Items: Design System, Support Site and Multiple Mobile and Desktop Applications.



The Key Design System is a Decisiv-generated solution for developing user-friendly and accessible end user interfaces.

Getting Started



Developers Learn More



Designers Learn More



UX Writers Learn More

Robust & Flexible

Key is continuously refined and hardened through your feedback, new application requirements, and ongoing research.

Function First

Created with the goal of being functional first, Key focuses on practical real-world application and problem solving.

Accessible

Designed from the bottom up with accessibility in mind, Key is keyboard accessible, contrast and color accessible, and optimized for readability.

Built with React

Netflix, Airbnb, and Facebook all use React for their products. So does Decisiv. Why? It's one of the most powerful and robust UI libraries.

Integrated with SRM

We're building Key into Decisiv's core SRM products. This means uniform user experiences with a focus on SRM needs and solutions.



Key Design System

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FAQs

Contact Us

Decisiv.com

Visit, <https://key-design-system.decisiv.com/?path=/story/> to see the full library and learn more about the Key design system.

COMPANY DECISIV

Iconography

Jump To: [Gallery](#) [Resources](#)

Iconography

Icons are visual symbols used to represent ideas, objects, or actions. They communicate messages at a glance, afford interactivity, and draw attention to important information. Iconix is an icon collection designed for Key. Each icon is designed to be simple and friendly and is reduced to its minimal linear form to maintain its legibility, even at small sizes. The icons are available as SVG images, React components, and as part of an icon font.

The color of the icon is determined by the component in which the icon is inserted in order to maintain the best contrast ratio.

Gallery

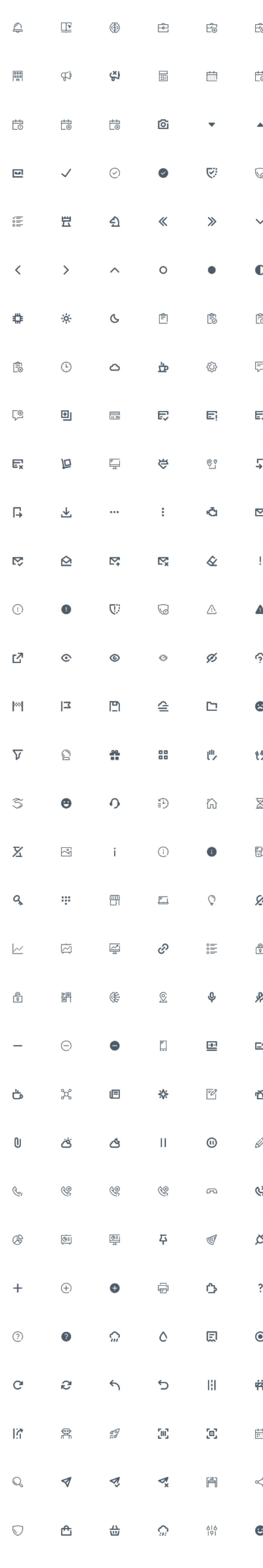
Search

Size

- Small (12px)
- Medium (16px)
- Large (32px)
- Extra Large (64px)

Category

- Alert (3)
- Anatomy (1)
- Arrows (29)
- Business (74)
- Charts (10)
- Chess (2)
- Commerce (24)
- Communication (27)
- Control (70)
- Equipment (7)
- Hands (6)
- Household (4)
- Map (11)
- Office (33)
- Places (7)
- Security (3)
- Sign (68)
- Technology (11)
- Time (12)
- Weather (14)



Resources

Iconix

[Download Icon Font and SVGS](#)

Visit, <https://key-design-system.decisiv.com/?path=/story/> to see the full library and learn more about the Key design system.

Typography

Typography is used to help organize information, create clear hierarchies, and guide the users through an experience. The sizes and weights available in this design system have been carefully selected to assist in constructing clean and balanced user interfaces while adhering to accessibility standards.

Typeface

Key uses the open-source typeface [Montserrat](#) for all general-purpose text and [Roboto Mono](#) for limited-use where a monospaced (fixed-width) font is beneficial for a greater degree of legibility.

Type Scale

Key offers 4 different levels of scale for headings and 2 for paragraphs. The higher scales are reserved for elements higher in the hierarchy that should have more emphasis within the interface.

SCALE	USAGE	SIZE (PX)	SIZE (REM)
H1 Medium		34px	2.125rem
H2 Medium	Headlines are the largest text on the screen. Reserved for short, important text or numerals. Headlines can span from H1 through H4.	28px	1.75rem
H3 Medium		22px	1.375rem
H4 Medium		16px	1rem
Paragraph 1 Medium	Paragraph is used in short paragraphs for components and long-form reading.	14px	0.875rem
Paragraph 2 Medium	Caption is the smallest font size. It's mainly used in labels, explanatory helper text, warning messages, and legends.	12px	0.75rem
Code	This mono-spaced font is used for rendering <code><pre></pre></code> elements.	14px	0.875rem

Font Weight

Key offers 4 font weights that need to be carefully paired with font size to add emphasis or create additional distinction between content hierarchies. The majority of hierarchy distinctions within Key components happens with scale as opposed to weight.

SCALE	USAGE	WEIGHT
Regular	Used to decrease the visual footprint or reduce a component's visibility.	400
Medium	This is the default weight used for most text. Used for all general purposes.	500
SemiBold	Used when trying to increase the emphasis on a component or guideline.	600
ExtraBold	Used only in extremely rare cases, primarily for branding purposes.	800

Type Color

Carefully consider type color to ensure legibility and accessibility:

- Keep type color neutral in running text. Choose between "Text (Charcoal)" or "Text light (Alaskan Husky)".
- Do not use [Interaction Palette](#) colors in text, if that text is not clickable/interactive.

API

Typography elements are implemented using components that closely follow semantically correct HTML. The following components are available:

- `H1` : Renders an `<h1>` element with appropriate styling.
- `H2` : Renders an `<h2>` element with appropriate styling.
- `H3` : Renders an `<h3>` element with appropriate styling.
- `H4` : Renders an `<h4>` element with appropriate styling.
- `P` : Renders a `<p>` element with appropriate styling.
- `Code` : Renders a `<pre>` element with appropriate styling.

Usage

```
import { H1, H2, H3, H4, P, Code } from '@decisiv/ui-components';
```

Props

All of the Typography elements (except `Code`) accept this common set of props:

NAME	TYPE	DEFAULT VALUE	REQUIRED	DESCRIPTION
<code>color</code>	charcoal, alaskanHusky, snowWhite, quarterMoon, halfMoon, information, success, warning, danger, inherit			Sets the color of the typography component. Can not be used with <code>shade</code> prop. If both are applied, color will win. Not based on theme.
<code>margin</code>	number			Defines the spacing multiplier for use on all axis margin.
<code>marginBottom</code>	number			Defines the spacing multiplier for use on the bottom margin.
<code>marginLeft</code>	number			Defines the spacing multiplier for use on the left margin.
<code>marginRight</code>	number			Defines the spacing multiplier for use on the right margin.
<code>marginTop</code>	number			Defines the spacing multiplier for use on the top margin.
<code>marginX</code>	number			Defines the spacing multiplier for use on the X axis margin.
<code>marginY</code>	number			Defines the spacing multiplier for use on the Y axis margin.
<code>padding</code>	number			Defines the spacing multiplier for use on all axis padding.
<code>paddingBottom</code>	number			Defines the spacing multiplier for use on the bottom padding.
<code>paddingLeft</code>	number			Defines the spacing multiplier for use on the left padding.
<code>paddingRight</code>	number			Defines the spacing multiplier for use on the right padding.
<code>paddingTop</code>	number			Defines the spacing multiplier for use on the top padding.
<code>paddingX</code>	number			Defines the spacing multiplier for use on the X axis padding.
<code>paddingY</code>	number			Defines the spacing multiplier for use on the Y axis padding.
<code>shade</code>	0, 1, 2			Sets the greyscale shade of the typography component. In light mode, a higher number means a lighter text color.
<code>truncate</code>	boolean			Forces the text to a single line and truncates. A width for the component must be defined.
<code>weight</code>	default, regular, medium, semibold, extrabold			Sets the font weight of the component according to the mapping in the Design Tokens.

P

The `P` component additionally implements these props:

NAME	TYPE	DEFAULT VALUE	REQUIRED	DESCRIPTION
<code>size</code>	small			Implements the Paragraph 2 styling that uses a smaller font size.

Notes:

- The `Code` element does not accept any props.

COMPANY DECISIV

Experience Principles

Jump To: [Extensible and configurable](#) [Accessible](#) [Function over aesthetic](#) [Transparent](#) [Trustworthy](#) [Helpful](#)

Experience Principles

Even before we established the Key Design System, Decisiv's user experience principles were as they are today. We take a great deal of care in providing a user-friendly, accessible, and helpful interface. We do so by studying the latest and best practices in our industry, talking directly to our users through interviews and surveys, and refining over and over again until we get it right. That's why the experiences provided by Key will continue to evolve as we learn more about what works best for our users.

We firmly believe software applications should make doing work easier and faster. It's an unofficial motto of our Decisiv team that, "It should help you get your work done and then get out of your way." We don't merely strive to delight users, we make it our job to serve them. And that concept is at the core of every choice we make in this design system. It's the lens through which we interpret and apply our core experience principles throughout Key which are to be:

Extensible and configurable

This means you can present tailored experiences without reinventing the wheel for each interface you develop. You can choose how you want to apply each element and component in context while still providing your users with a consistent experience.

Accessible

This means Key components scale well when viewed at different resolutions and when users employ device-specific features like large fonts or screen readers. We never rely on color alone to convey a message, so color-blind users have an easier time navigating the system. We bake considerations into the system for translations and screen-readers as we develop each component.

Function over aesthetic

The Key Design System is based on research-led design decisions. We are fully invested in serving our users' needs based on their direct feedback, rather than relying on design patterns. That's not to say we don't highly value aesthetically-pleasing interfaces. We recognize that an interface that feels modern, clean, and easy to navigate is equal parts aesthetic and functional, and we value a pragmatic mix of the two.

Transparent

Transparency is key to a valuable user experience, especially in a complex product like Decisiv. This means having clear labels, visualizations of processes and status, and contextual cues to help users find what they need.

Trustworthy

A consistent experience across screens and products helps users create a mental model that makes it easier for them to trust your system. If data is presented and entered consistently across your UIs, then users know where to find it and what to expect of it, which builds trust.

Helpful

Using contextual cues and visualizations help users understand your system and move more quickly through it. We strive to help users confidently make informed choices. That's why we created helpful elements like tooltips, instructional text treatments, and type-ahead drop-down fields for the Key Design System.

Visit, <https://key-design-system.decisiv.com/?path=/story/> to see the full library and learn more about the Key design system.

Accessibility

Our aim is to help teams build meaningful interactions that work seamlessly for all people.

To do this, we've incorporated essential guidelines into how we design, implement, and write content for our design system that take into account the many ways users may need to access your product and interact with our library.

These guidelines were built following the Web Content Accessibility Guidelines released by the [World Wide Web Consortium \(W3C\)](#).

Design Guidelines

Provide strong contrast

Default foreground and background color combinations must provide sufficient contrast for the content to be readable. The visual presentation of text and images of text has a contrast ratio of at least 4.5:1, with a 3:1 ratio for large-scale text and a contrast ratio of at least 3:1 for graphics and UI components.

Don't rely on color alone

Color blindness or other visual impairments are characterized by the inability to distinguish some colors. Relying solely on color for readability and affordance makes it difficult for this population to use web tools that have not considered this aspect.

When conveying information, provide additional hints or identification to the element. This can be done with shapes, icons, explanatory text, or any combination of those.

The recommended approach is to use both colors and symbols (icons) where user attention is required and labels if the icon isn't well-known to users yet. When color differences are used to convey information, such as required form fields or warning messages, the information conveyed by the color differences are also conveyed explicitly in text.

Plan for identifiable content

When designing an interactive element, help users understand what will happen when they interact with that function on the interface. Consider the appearance of the interactive element on different events, such as mouse hover, keyboard focus, and activation, to provide feedback and make it easy to identify. Keep in mind, components that have the same functionality need to be identified consistently.

Aim for clarity and consistency

Users that use screen readers rely heavily on the familiarity of functions that may appear on different sections of the screen. To make content easier to use, make the navigation predictable by presenting the links or references in the same relative order. Ensure the navigation across sections in a web tool has a consistent name, style, and position. Components such as breadcrumbs or clear headers provide orientation and help users to better understand their position in the site.

Reinforce intention

Make the purpose of a component clear, so the user knows what's expected of them. Provide enough descriptive information for the user to accomplish the task successfully without undue confusion.

Create visibility

When there's a need to notify or let the user know something is wrong, ensure the user is aware of the situation, tell them the problem, and provide appropriate suggestions on how to fix it. Present this kind of information in a way that's prominent and easy to identify.

Determine relationships

Spacing and proximity should be used to clearly group pieces of information together. When information is clearly grouped, it's easier to identify the relationships between the content.

Anticipate different screen sizes

A good majority of UI patterns for bigger screens are applicable to smaller screens. Smaller screens or scenarios, such as zoomed windows, however, do present a mix of accessibility issues that may require additional considerations. Take into account the different possibilities of screen sizes and a wide variety of settings to maximize readability and usability.

Reinforce content

Make sensory information (visual or auditory) accessible by providing text alternatives. It is strongly recommended to use text along with icons and graphical buttons and captions and descriptions along with tables or complex graphics.

Implementation Guidelines

Convey meaning

In most cases, labels are needed to support screen readers. When labeling elements, consider providing textual context and, if possible, avoid dashes, acronyms, abbreviations, and table layouts.

Accompany visuals with data

Make information conveyed by non-text content accessible through the use of a descriptive text alternative or a description of the function represented by them. For decorative content, provide a null text alternative when the only purpose is to add visual decoration. For functional content, include a description of the functionality.

Think of hierarchy and structure to reflect logical order

When structuring content, make structure and meaning relationships perceivable. Use the appropriate style for headers, lists, and tables. For a better structure, provide additional elements, such as `<nav>` and `<aside>`. Additionally, ensure the order of the elements in the code appears in a natural and logical order.

Create responsive content

Consider different zoom states and viewport sizes. Allow for flexibility and progressive enhancement to ensure that regardless of the screen size or user settings, the functionalities are still accessible and usable.

Use ARIA Roles

[WAI-ARIA](#) (Web Accessibility Initiative – Accessible Rich Internet Applications) specifies how to provide semantic information about dynamic content and advanced UI controls in order to allow assistive technologies to convey appropriate information and meaning.

Incorporate Keyboard navigation

For a web interface to be accessible, all interactive elements must be operable through a keyboard or a keyboard alternative. This benefits people with no or low vision or people with difficulty using a mouse who must use alternative input devices or keyboards.

Common keyboard conventions include using:

- `TAB` to navigate to the next interactive focusable component
- `SHIFT + TAB` to navigate to the previous interactive focusable component
- `UP ARROW` and `DOWN ARROW` to move focus between interactive focusable elements in composite widgets such as Radio ButtonGroups, Checkboxes, Menus, and Tabs
- `ENTER` or `SPACE` to activate an element in focus
- `ESC` to close elements, such as Modals or Popovers

Writing Guidelines

Create meaningful titles and headers

Provide the most relevant and (whenever possible) unique information when creating content for page titles and headers. Make sure to clearly describe the sections grouped underneath.

Communicate the purpose of interactive elements

A description should allow the user to distinguish the clear purpose of an interactive component, so it's easy to understand what an element or link does and whether to activate it or not.

Describe the value of alternative content

Depending on the type of content, provide meaningful text alternatives as needed. If the content (image, graphic, video, audio) is purely decorative, there's no need to write alternative text.

Use simple instructions

Describe simple instructions in plain language to help users. Ensure the instructions are consistent along the interface and provide guidance when user interaction is expected. Include confirmation options or suggest solutions beforehand to prevent the users from committing an error.

Avoid inconsistencies

Keep content clear and concise. The users should not have to doubt whether different situations or actions mean the same thing. Avoid unnecessary and complex words, expand acronyms on first use, and write short and clear content.

Additional Resources

- [Tips for Getting Started Designing for Web Accessibility](#) source: w3.org

COMPANY DECISIV

Color and Theme

Jump To: [Base Palette](#) [Status Palette](#) [Visual Interest Palette](#) [Brand Palette](#) [Accessibility](#)

Color & Theming

Color can convey meaning in multiple ways, such as relationships between elements and degrees of hierarchy. Color must be applied purposefully and consistently throughout an interface.

Color should create distinction between elements with sufficient contrast between them. The Key includes default recommendations as part of our Base Palettes. See Accessibility for more details on minimum contrast standards.

Key features a Light Mode palette and will later feature a Dark Mode (FUTURE RELEASE).

The Key color system is independent of the Decisiv Brand and contains the following palettes:

Base Palette

Key components have been primarily built with the Base Palettes, and as a result they form the foundation of our interface. The Base Palettes include a number of variations across multiple themes.

Light Palettes

- **BASE:** A series of swatches which span the light-dark spectrum, offering a variety of contrast options and serve as the primary color palette options for the interface. Most elements have been composed with this set of colors to ensure proper contrast and accessibility.
- **INTERACTION:** A series of colors that highlight elements users can interact with and communicates the state of the interaction to the user. By identifying interaction elements with a uniform color, we enable faster utilization of the interface and consistency across the user experience.
- **SHADOW:** A default shadow option used for floating elements which require a box shadow.
- **OPACITY:** A group of variations based off colors within the Base color group. Each option includes an applied opacity which enables alternative treatments to Base colors, the blurring of background colors in some inverted elements (See button), and many of the disabled or inactive states.

Status Palette

A specific palette which has a marked use within the interface at an application level. See below for the specific documented use case for each color.

Visual Interest Palette

The Visual Interest colors are designed to be used only as visual accents to draw attention or improve the visual appeal of a component.

The contrast & visibility on VI elements isn't as high as it is on non-VI elements, as a result, the colors and elements designed with them should be used in conjunction with other primary components or text to make sure the content is still accessible.

Base Palette

[Light Mode](#) [Dark Mode](#)

Light Palette

Base

Snow White
#FFF
Primary container background

Full Moon

#F1F1F1

Half Moon

#E2E2E1

Default page background

Quarter Moon

#D9D9D9

Alaskan Husky

#F3F4F2

Secondary Text

Black Sheep

#E2E2F4

Midnight

#2F3033

Charcoal

#A9A9A9

Primary Text

Interaction

Pacific Ocean

#C0C0FF

Used on elements to indicate an interaction is available

Indian Ocean

#E0E0FF

Used on hover of elements which have been indicated as having an interaction

Pacific Ocean 1S

rgba(20, 110, 230, 0.15)

Background treatment for interaction elements which can be selected

Pacific Ocean 4D

rgba(20, 110, 230, 0.4)

Red Wine

#A92ACB

Visited links

Opacity

Full Moon 50

rgba(24, 242, 248, 0.5)

Charcoal 15

rgba(37, 38, 48, 0.15)

Charcoal 40

rgba(37, 38, 48, 0.4)

Charcoal 75

rgba(37, 38, 48, 0.75)

Shadow

Default

rgba(27, 38, 48, 0.4)

Any element with a shadow

Used when conveying a success state/action to the user

Success

Used when conveying a success state/action to the user

Danger

Used when conveying a destruction state/action to the user

Light

#CCFFED

Medium

#1ABC9C

Dark

#19778B

Light

#FFD9D9

Medium

#F08080

Dark

#A9212A

Status Palette

Information

Used when conveying general information to the user

Light

#D4EFFF

Medium

#E0EFFF

Dark

#E9E9E9

Success

Used when conveying a success state/action to the user

Light

#CCFFED

Medium

#1ABC9C

Dark

#19778B

Warning

Used when conveying a caution state/action to the user

Light

#FFF0E6

Medium

#F0E68C

Dark

#E0C080

Light

#FFD9D9

Medium

#F08080

Dark

#A9212A

Danger

Used when conveying a destruction state/action to the user

Light

#FFF0E6

Medium

#F0E68C

Dark

#E0C080

Light

#FFD9D9

Medium

#F08080

Dark

#A9212A

Visual Interest Palette

The visual interest colors are designed to be used only as visual accents to draw attention or improve the visual appeal of an element or given page.

The contrast & visibility on VI elements isn't as high as it is on non-VI elements, as a result, the colors and elements designed with them should be used in conjunction with other primary components or text.

Berry Crisp

Light

#E0CAF8

Medium

#E0B0FF

Dark

#E072A8

Koolaid Cake

Light

#E0CAF8

Medium

#A9212A

Dark

#A9212A

Cookie Monster

Light

#E0CAF8

Medium

#E0B0ED

Dark

#E072A8

Light

#A9212A

Medium

#A9212A

Dark

#A9212A

Fizzy Lime

Light

#E0CAF8

Medium

#E0B0ED

Dark

#E072A8

Light

#A9212A

Medium

#A9212A

Dark

#A9212A

Carrot Cake

Light

#FFF0E6

Medium

#FFEE81

Dark

#E0B0ED

Light

#FFD9D9

Medium

#F0D081

Dark

#A9212A

Rose Gummy

Light

#FFD9D9</

COMPANY DECISIV

Components

AVATAR MEDIUM	DONE (CODED)	AVATAR LARGE	DONE (CODED)	AVATAR MEDIUM WITH STATUS	DONE (CODED)	AVATAR LARGE	DONE (CODED)
VISUAL INTEREST		VISUAL INTEREST		VISUAL INTEREST		VISUAL INTEREST	
Image							
Primary - Initials							
Primary - Icon							
Secondary - Initials							
Secondary - Icon							

BADGE MEDIUM CIRCLE	DONE (CODED)	BADGE LARGE CIRCLE	DONE (CODED)	BADGE MEDIUM SQUARE	DONE (CODED)
VISUAL INTEREST		VISUAL INTEREST		VISUAL INTEREST	
Information					
Success					
Warning					
Danger					
Visual Interest					

BUTTON MEDIUM FILLED	BUTTONS	BUTTON SMALL FILLED	BUTTONS
VISUAL INTEREST		VISUAL INTEREST	
Primary			
Primary Focus			
Secondary			
Secondary Focus			
Hover Default			
Hover Success			
Hover Danger			
Disabled			

COMBO BOX - ASYNC TEXT	FORMS	COMBO BOX - ASYNC ICON	FORMS
VISUAL INTEREST		VISUAL INTEREST	
Default			
Required Field			
Help Text			
Hover			
Focus			
Autocomplete Results			

NOTIFICATION NOTIFICATION WITH DESCRIPTION AND ACTIONS	MESSAGES	NOTIFICATION NOTIFICATION WITH AVATAR AND ACTIONS	MESSAGES
VISUAL INTEREST		VISUAL INTEREST	
Info			
Success			
Warning			
Danger			

Visit, <https://key-design-system.decisiv.com/?path=/story/> to see the full library and learn more about the Key design system.