

Colors


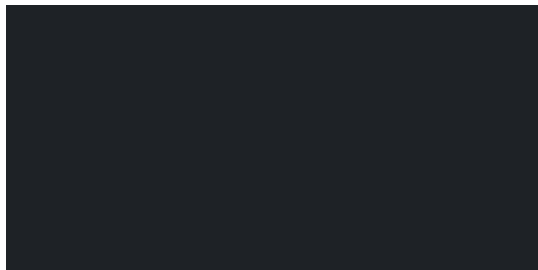
- [Light and dark theme](#)
- [Primary color palette](#)
- [Secondary color palette](#)
- [Neutrals](#)
 - [Black and White for text, icons and other](#)
- [Extended palette](#)
- [Sequential Color Palette](#)
- [Semantic system](#)
- [Text colors](#)
- [Icon colors and other elements](#)
- [Resources](#)

Light and dark theme

Most of the time we use the light theme but with the sunset the application by defaults to changing colors to a dark theme.

Some colors have a second color for a dark theme.



Primary color palette

| Light Theme | | Dark Theme | |
|---|--------------------|--|--------------------|
| Primary | | | |
|  | |  | |
| HEX #1F9952 | RGB 145, 80, 60 | HEX #1F2226 | RGB 210, 20, 15 |

Primary color is a color that appears most frequently in our app.

Use this color for the navigation bars.

Secondary color palette

| Light Theme | | Dark Theme | |
|---|--------------------|--|---------------------|
| Secondary, Accent | | | |
|  | |  | |
| HEX #249CF2 | RGB 205, 85, 95 | HEX #4BB9E6 | RGB 75, 185, 230 |

***TODO:** You need to get away from using two accent colors in a light and dark theme. Use just one.*

A secondary color is used to accent select parts of UI. It is contrasted with elements that surround it and be applied as an accent.

Secondary colors are used for:

- Links
- Buttons
- Controls (checkbox, radio button, switch)
- Progress bars and spinner
- Text fields, cursors, and text selection (Android)

- Icons: active status

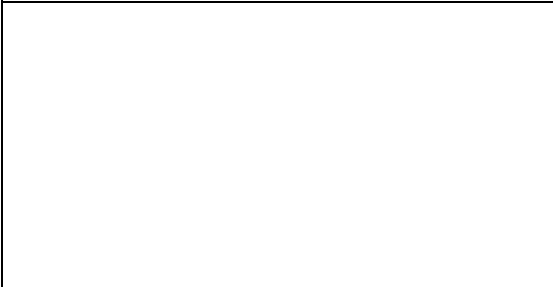

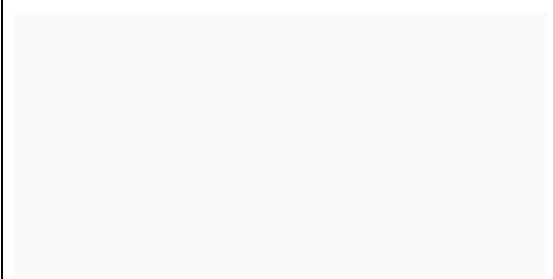

The secondary color is not sufficient contrast with the primary color, and we use a white color of the secondary color instead.

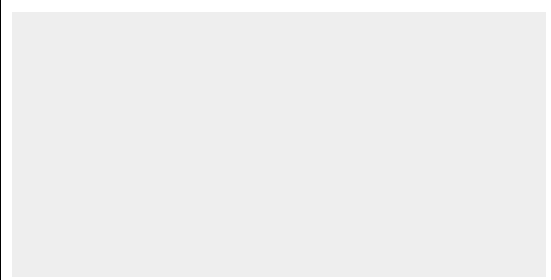

Neutrals

White, black or gray schemes.

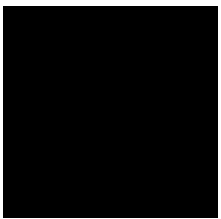
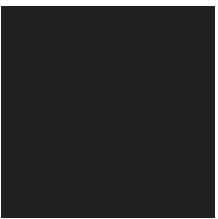
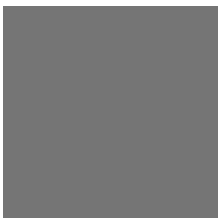
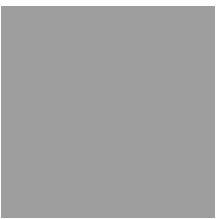
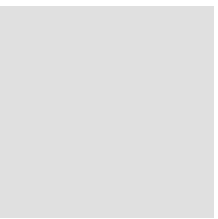
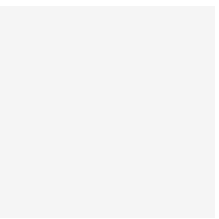


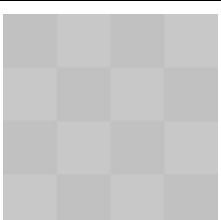
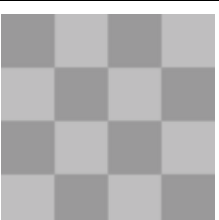
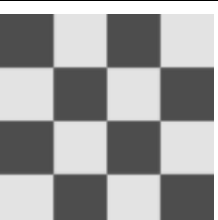
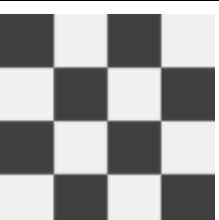
These colors are usually made for text and/over background. To do that, [Material design](#) has a good hack. Instead of defining specific code for black or grey, they use the opacity of black to apply typography value. And we use it too.

Above all, whatever ways, the key point is the contrast between objects and background. Checking the contrast of these colors is very important.













| Light Theme | | Dark Theme | |
|--|----------------------|--|-------------------|
| Card | | | |
|  | |  | |
| HEX #ffffff | RGB 255, 255, 255 | HEX #3C4044 | RGB 60, 64, 68 |
| Gray | | | |
|  | |  | |





| | | | |
|--|----------------------|--|-------------------|
| HEX #fafafa | RGB 250, 250, 250 | HEX #383C40 | RGB 56, 60, 64 |
| Background | | | |
|  | |  | |
| HEX #eeeeee | RGB 238, 238, 238 | HEX #303438 | RGB 48, 52, 56 |

Black and White for text, icons and other

| | | | | | | |
|---------|---|---|---|--|---|---|
| | | Primary | Secondary | Hint, disabled | Divider | Border |
| Black |  |  |  |  |  |  |
| Opacity | 100% | 87% | 54% | 38% | 12% | 6% |
| White |  |  |  |  |  |  |
| Opacity | | 100% | 70% | 50% | 12% | 4% |

Extended palette

| Blue Gray | | Gray | | Brown | | Deep Orange | |
|---|--------------------|--|--------------------|---|-------------------|---|---------------------|
|  | |  | |  | |  | |
| HEX #597380 | RGB 200, 30, 50 | HEX #737373 | RGB 0, 0, 45 | HEX #804633 | RGB 15, 60, 50 | HEX #F06432 | RGB 240, 100, 30 |
| Orange | | Yellow | | Lime | | Green | |
|  | |  | |  | |  | |
| HEX #FF9600 | RGB 255, 150, 0 | HEX #FFC800 | RGB 255, 200, 0 | HEX #93BF39 | RGB 80, 70, 75 | HEX #3C8C3C | RGB 60, 120, 60 |
| Teal | | Cyan | | Light Blue | | Blue | |
|  | |  | |  | |  | |

| | | | | | | | |
|---|--------------------|--|---------------------|---|---------------------|---|-------------|
| HEX #00A58C | RGB 0, 165, 140 | HEX #14BECD | RGB 20, 190, 205 | HEX #249CF2 | RGB 205, 85, 95 | HEX #0066CC | RGB 210, |
| Deep Purple | | Purple | | Pink | | Red | |
|  | |  | |  | |  | |
| HEX #6639BF | RGB 260, 70, 75 | HEX #9B24B3 | RGB 290, 80, 70 | HEX #FF4182 | RGB 255, 65, 130 | HEX #E63C2D | RGB 230, |

Extended colors are used for:

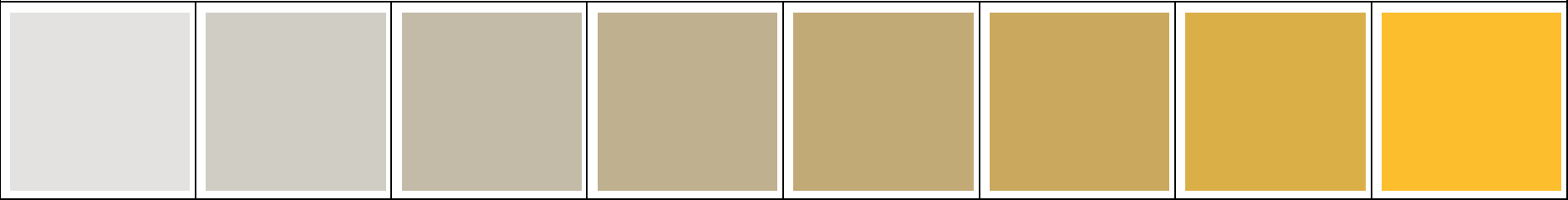
- Bookmarks
- Ratings
- Icons
- Buttons
- Text

Sequential Color Palette

Use to visualize high to low values using eight shades for up to three measures.

The lowest shade can be used to alert, advertise or other background.

| | | | | | | | |
|-----|-----|-----|-----|-----|-----|-----|------|
| 12% | 24% | 36% | 48% | 60% | 72% | 84% | 100% |
|-----|-----|-----|-----|-----|-----|-----|------|









Semantic system

Designed to communicate good, bad, critical, neutral and other values. Use extended palette colors.

The consistent use of color in our products keeps cognitive loads low, and makes for a unified and engaging user experience.

Error, success, warning, information. These color are based on very firm research about psychology of signal.

| | Accent | Neutral | Green | Yellow | Red | Blue |
|-----------------|--|---|---|---|--|-------------|
| Actions |  Primary |  Secondary |  Confirm |  Warning |  Delete | Help |
| Dialog, message | | Common | Success | Warning | Error | Information |
| Status |  Progress | Steady | Complete | Outdate | Failed | New |
| | Green | Lime | Yellow | Deep Orange | Red | |
| Rating | Excellent | Good | Normal | Bad | Horrible | |

| | | | | | |
|----------|----------|--|--|--|----------|
| Emotions | Positive | | | | Negative |
|----------|----------|--|--|--|----------|

- Horrible - 1 star (summary 0.1-1.9)
- Bad - 2 stars (summary 2.0-3.9)
- Normal - 3 stars (summary 4.0-5.9)
- Good - 4 stars (summary 6.0-7.9)
- Excellent - 5 stars (summary 8.0-10.0)

Text colors

Text should be a contrast of the background. Use dark text on light backgrounds and light text on dark backgrounds.

The text should be available in a contrasting color against each theme.

Text that appears on colored backgrounds should be legible and meet accessibility standards.

Both backgrounds and text must use colors and opacities that, when used together, meet these standards.

Level AA requires a contrast ratio of 4.5:1 for normal text and a 3:1 ratio for large text.

| | Dark text | | | | Light text | | | |
|--------------|-----------|---------|-----------|---------------|------------|---------|---------|--------------------|
| | | Opacity | HEX | RGBA | | Opacity | HEX | RGBA |
| Primary text | | 87% | #dd000000 | 0, 0, 0, 0.87 | | 100% | #ffffff | 255, 255, 255, 1.0 |

| | | | | | | | | |
|----------------|--|-----|-----------|---------------|--|-----|-----------|---------------------|
| Secondary text | | 54% | #89000000 | 0, 0, 0, 0.54 | | 70% | #b3ffffff | 255, 255, 255, 0.7 |
| Hint, disabled | | 38% | #60000000 | 0, 0, 0, 0.38 | | 50% | #80ffffff | 255, 255, 255, 0.5 |
| Dividers | | 12% | #1e000000 | 0, 0, 0, 0.12 | | 12% | #1effffff | 255, 255, 255, 0.12 |

Icon colors and other elements

Elements like icons benefit from having a hex value of black or white at opacity so that they work on backgrounds of any color.

| | Dark icon | | | | Light icon | | | |
|----------|-----------|---------|-----------|------------------|------------|---------|-----------|--------------------|
| | | Opacity | HEX | RGBA | | Opacity | HEX | RGBA |
| Active | | 100% | #ff249CF2 | 205, 85, 95, 1.0 | | 100% | #ffffff | 255, 255, 255, 1.0 |
| Steady | | 54% | #89000000 | 0, 0, 0, 0.54 | | 70% | #b3ffffff | 255, 255, 255, 0.7 |
| Disabled | | 38% | #60000000 | 0, 0, 0, 0.38 | | 50% | #80ffffff | 255, 255, 255, 0.5 |

NOTE: Navigation bar (Toolbar) use light icon Steady: 100% opacity and Disabled: 50% opacity.

Accessibility

We are using [WCAG](#) standard distinguishable level AA.

- Color is not used as the only visual means of conveying information, indicating an action, prompting a response, or distinguishing a visual element.
- The visual presentation of text and images of text has a contrast ratio of at least 4.5:1, except for the following:
 - **Large Text** Large-scale text and images of large-scale text have a contrast ratio of at least 3:1;
 - **Incidental** Text or images of text that are part of an inactive user interface component, that are pure decoration, that are not visible to anyone, or that are part of a picture that contains significant other visual content, have no contrast requirement.
 - **Logotypes** Text that is part of a logo or brand name has no contrast requirement.
- The visual presentation of the following have a contrast ratio of at least 3:1 against adjacent color(s):
 - **User Interface Components** Visual information used to indicate states and boundaries of user interface components, except for inactive components or where the appearance of the component is determined by the user agent and not modified by the author;
 - **Graphical Objects** Parts of graphics required to understand the content, except when a particular presentation of graphics is essential to the information being conveyed.

Choose primary, secondary, and extended colors that support color contrast between elements so that people with low vision can see and use the interface.