2017 International Skills Competition of China

IT Software Solutions for Business

Test Project

Style Guide

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STYLE GUIDE

Overview

This style guide defines the visual identity for NBA Management System. Any applications/programs, documents, training materials, etc must follow this guide.

This style guide has been created to make sure that everything developed for NBA Management System is consistent and professional. It covers professionalism, colours, logo use, fonts, etc.

Professionalism

To make sure that the NBA Management System is respected as a professional organisation, follow these rules.

Ensure that all interfaces, documents, etc are clean, consistent, visually-appealing and free of errors. They must be easy to read and easy to understand.
Use good alignment and appropriate whitespace. Group user interface elements together logically as needed to make the system easy to use.
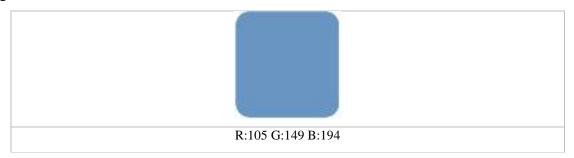Use labels and help messages to guide users through the system.

1. USE OF LOGO

The following logo should be shown on every form and report in the system. Please refer to the wireframe for the Logo positions.

2. COLOR

The following color must be used for the footer of all the forms in your system. Please refer to Diagram 1 below:

R:105 G:149 B:194

Diagram 1

3. FONT

- Title Text

The font below must be used for all the title texts as shown in the following diagram:

Calibri ，>=16pt

- Body Text

The following font must be used for all the body texts. The font size of body text should not exceed the font size of title text.

Microsoft Sans Serif , >=10pt

- Alternative Font

The font below can be used if the fonts specified above do not exist in your system.

Arial

4. OTHERS

- Textboxes that are read-only and buttons that are disabled must be shown in grey as outlined

in Diagram 2 below:

Diagram 2

- For places where an avatar needs to be shown but for which there is no related picture available in the material, display the picture named "person.png" in them that is provided in the material folder.

- If there are decimals for the data of teams or players, 2 decimals shall be kept.