

# Hygge

A design system built for upGrad to solve the problem of cross-functional UI dependencies and overall hauling the entire design language

## Why tf did we build Hygge?

Hygge was built on the remains of unshipped projects by upGrad's product team. The design to ship ratio was horribly low and the quality of production was baaaaaad.

### Figma = Code

We made sure our designs in Figma were always matching the code base we had set for different deployment targets.

### Accessibility ALWAYS

Accessibility and consistency was sacrosanct for Hygge as the audience we were building for was very diverse.

### Hygge is not a style guide

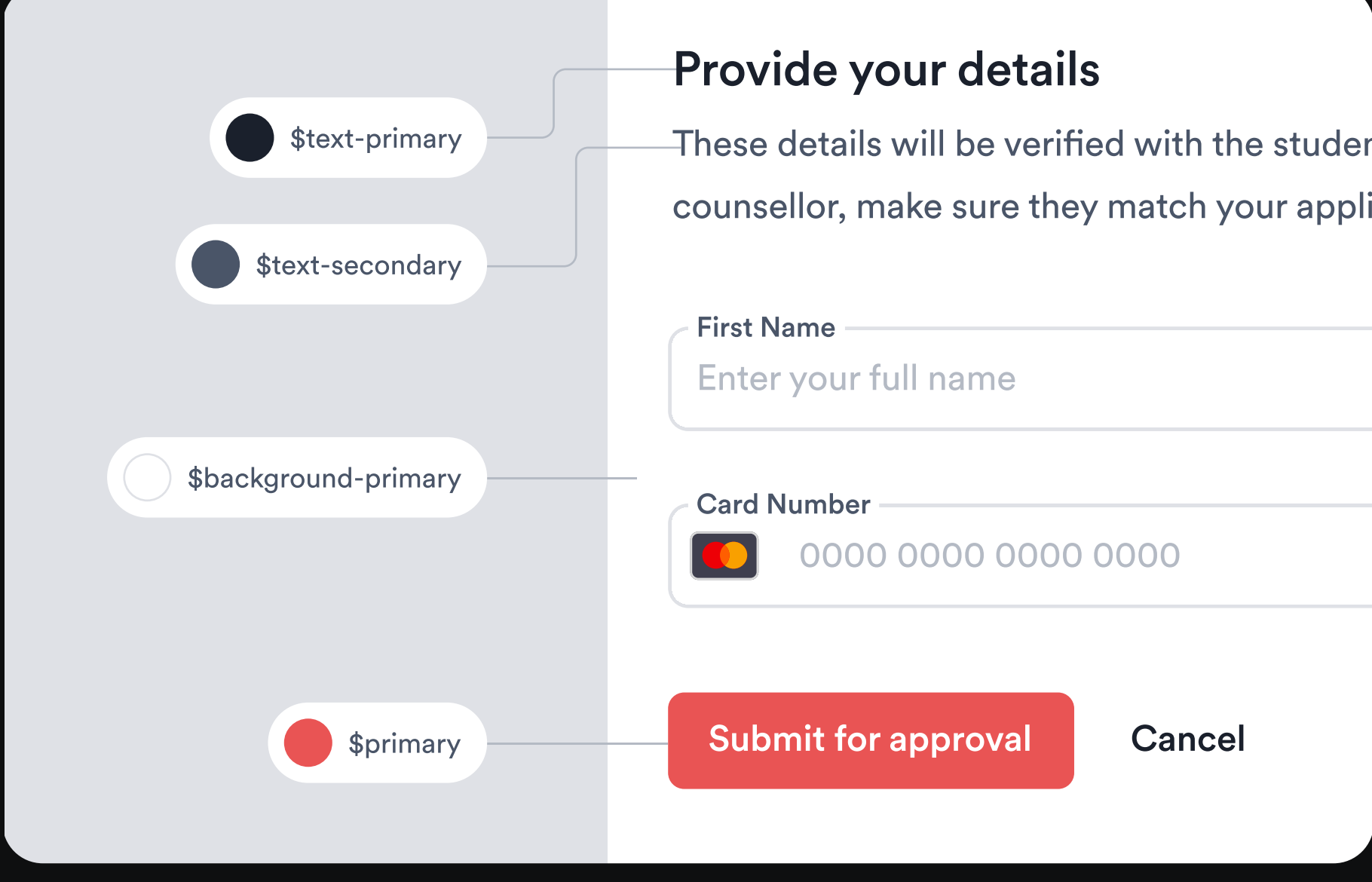
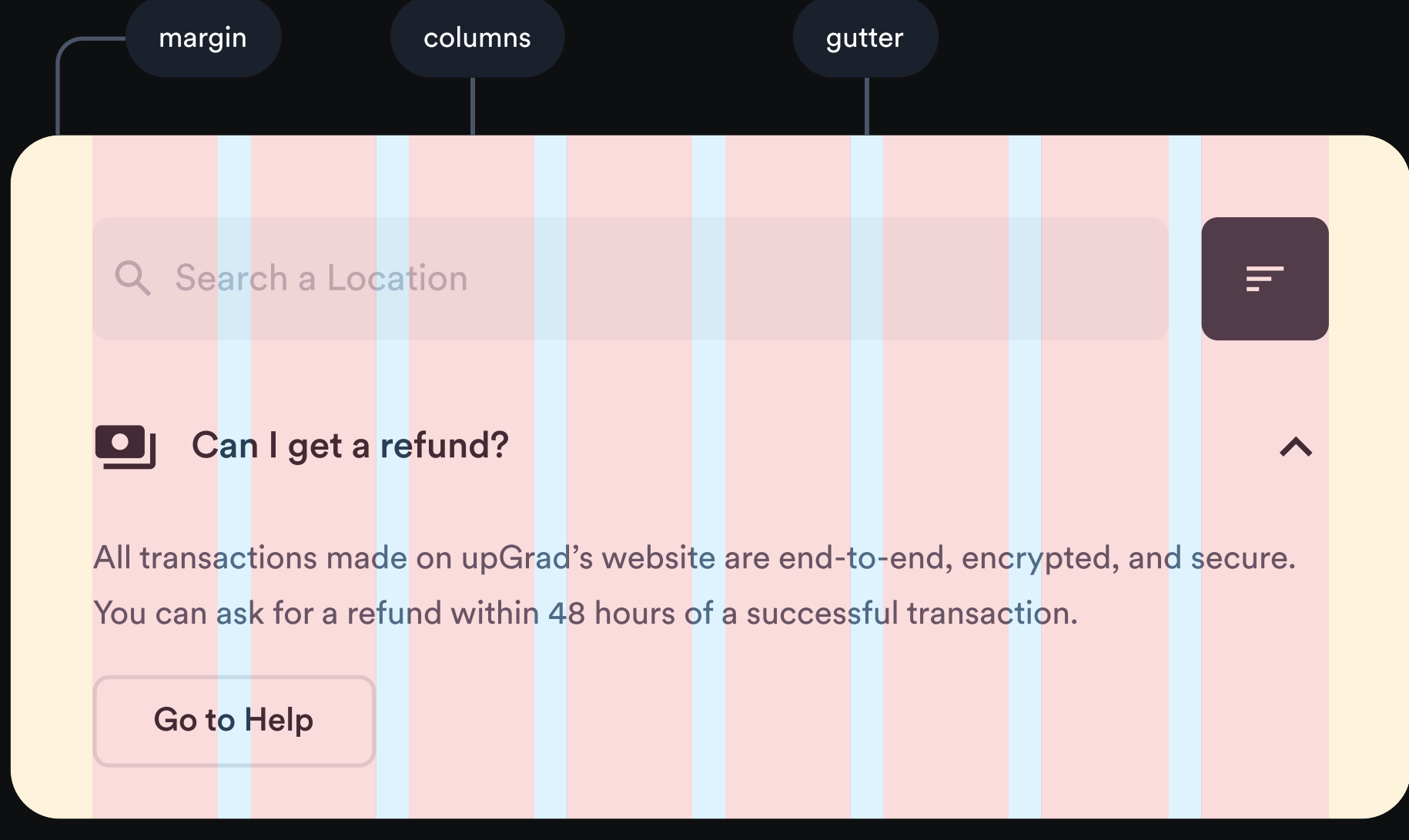
The end result is not the Figma designs but the working app/website. We made sure the output always matched our vision

## Layouting

Layouts are an imperative part of creating visual harmony. Uniform spacing and layouting creates consistent rhythms

### Grids

### Spacing



## Color Palette

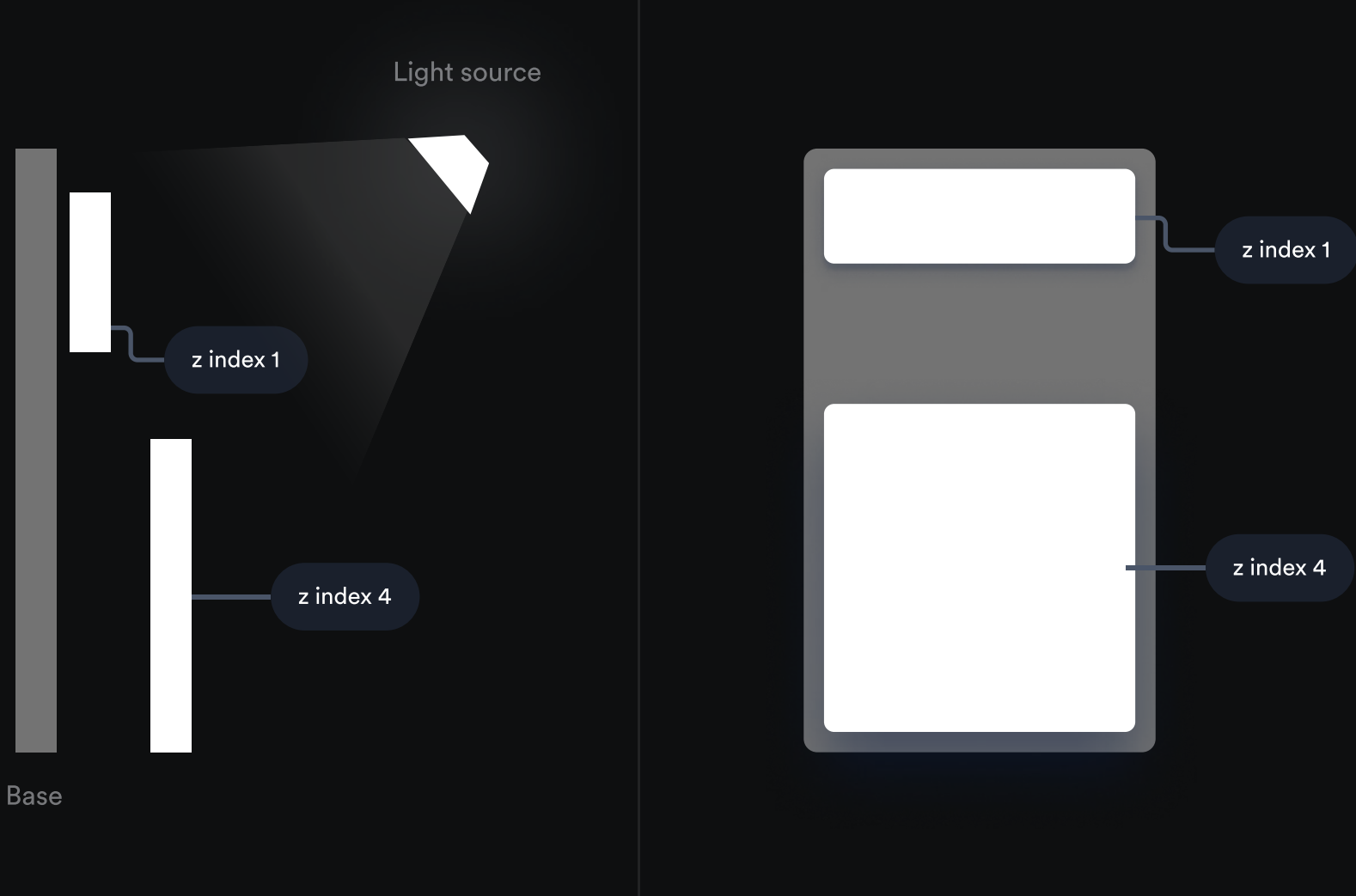
The general ethos we've kept in mind to build the palette is pretty straight forward. Use grays to create hierarchy and sequential colors very sparingly and purposefully. A general rule of thumb is, scan your interface and make sure you've used the primary color just once.

Can I make my designs look like a fckn rainbow? 🌈?



## Elevation

Elevation is the distance from one surface to another along the z-axis. The bigger the z-value, the bigger the elevation would be. Like in the physical world, objects can be stacked, or affixed to one another, but cannot pass through each other. Objects also cast shadows and reflect light.



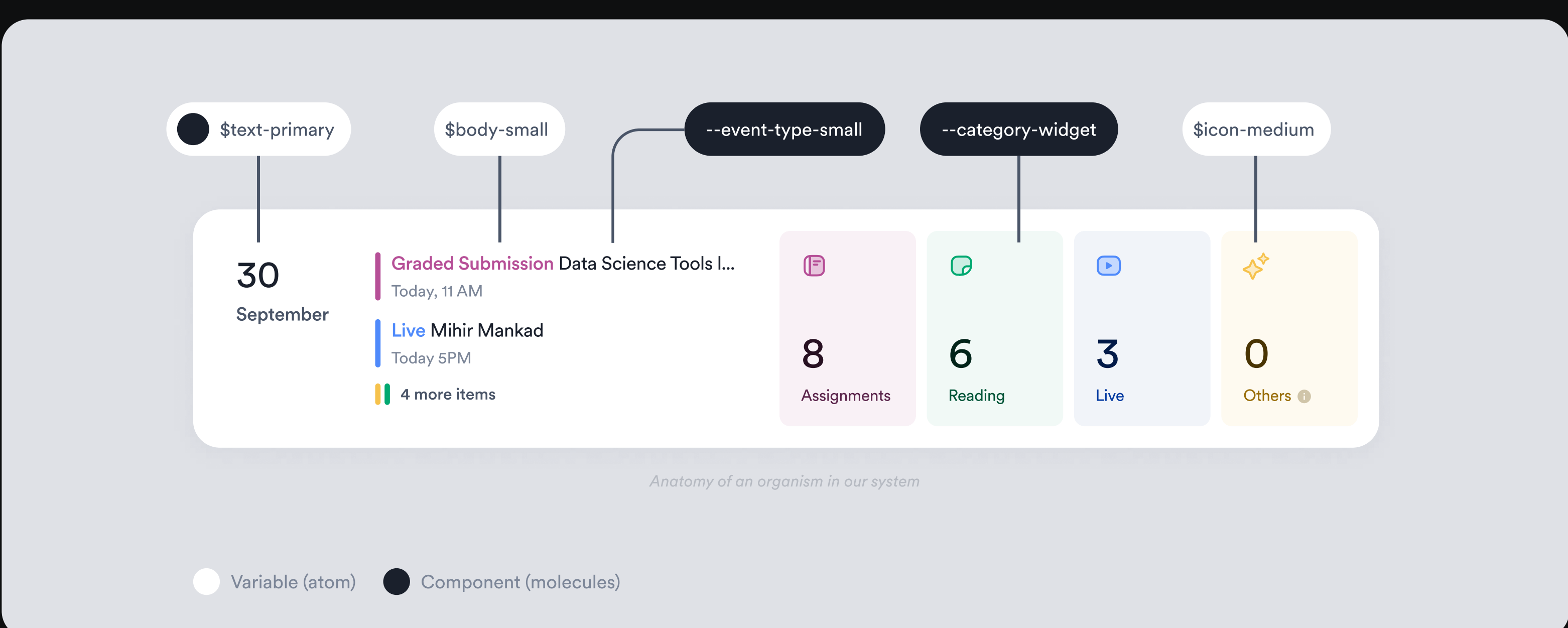
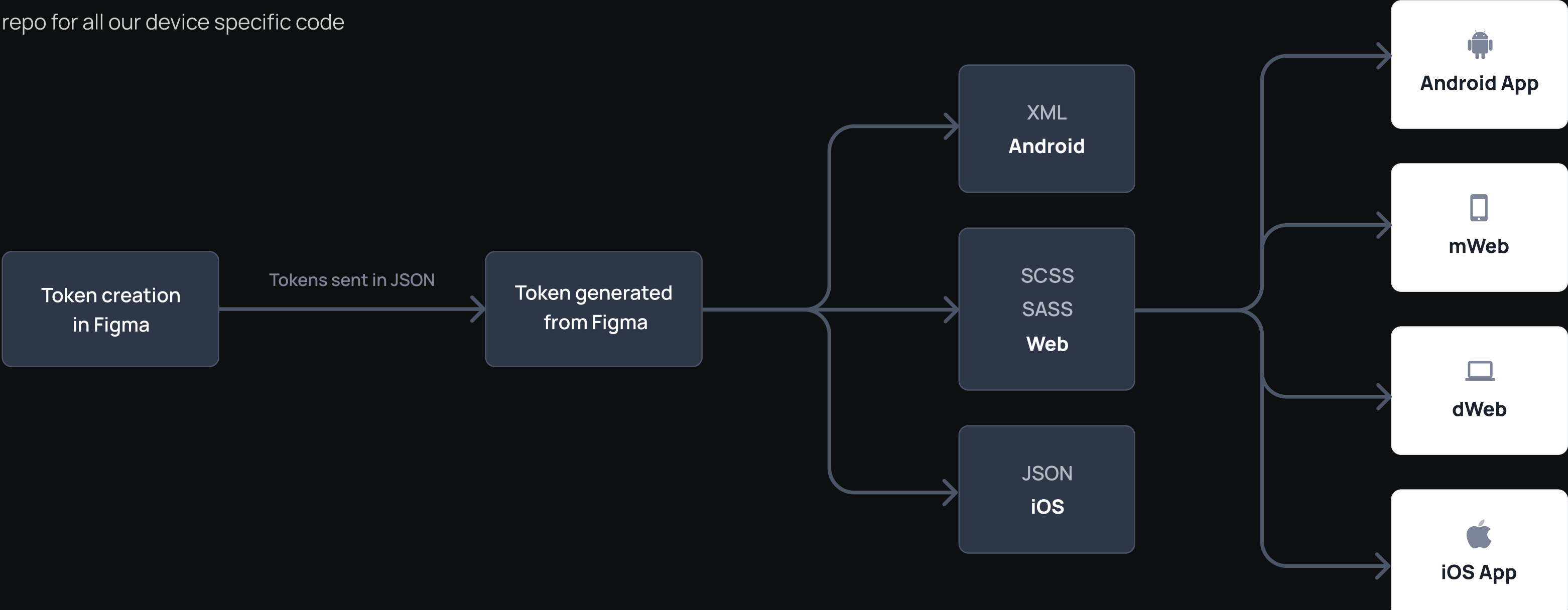
NAME	WEIGHTS	DESKTOP SCALE	MOBILE SCALE
Display	M B	96px	48px
Heading Big	M	60px	40px
Heading Small	M	48px	32px
Subheading Big	M B	32px	24px
Subheading Small	M B	24px	20px
Body Big	M B	18px (base)	16px (base)
Body Small	M B	16px	14px
Caption & Helper	B M B	14px	12px

## Typography

Typography makes your design speak its personality. Circular Std. is the typeface which we used predominantly. Certain serifs and monospaced fonts are also used sparingly

## Tokenization

We created a token architecture similar to Theo which helped us create parity between our design files and the repo for all our device specific code



Interested in reading the boring exhaustive documentation? [Click here](#)

