

# Evoke Design System

Empowering Iterative Collaboration



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# What is Design System?

A design system is a collection of reusable components, guided by clear standards, that can be assembled together to build any number of applications.

# Why do we need?

Eliminate Inconsistency

Reduce Design Debt

Speed up process

Lives easier

- User Interface

- Role Based

- Define Primary & Secondary

- Scalable UI Framework

# Components off Design System

## Design Guideline

Typography

Color Palette

UI Components

Iconography

Accessibility

## Design Pattern

Common Actions

Disabled States

Filtering

## Design Principle

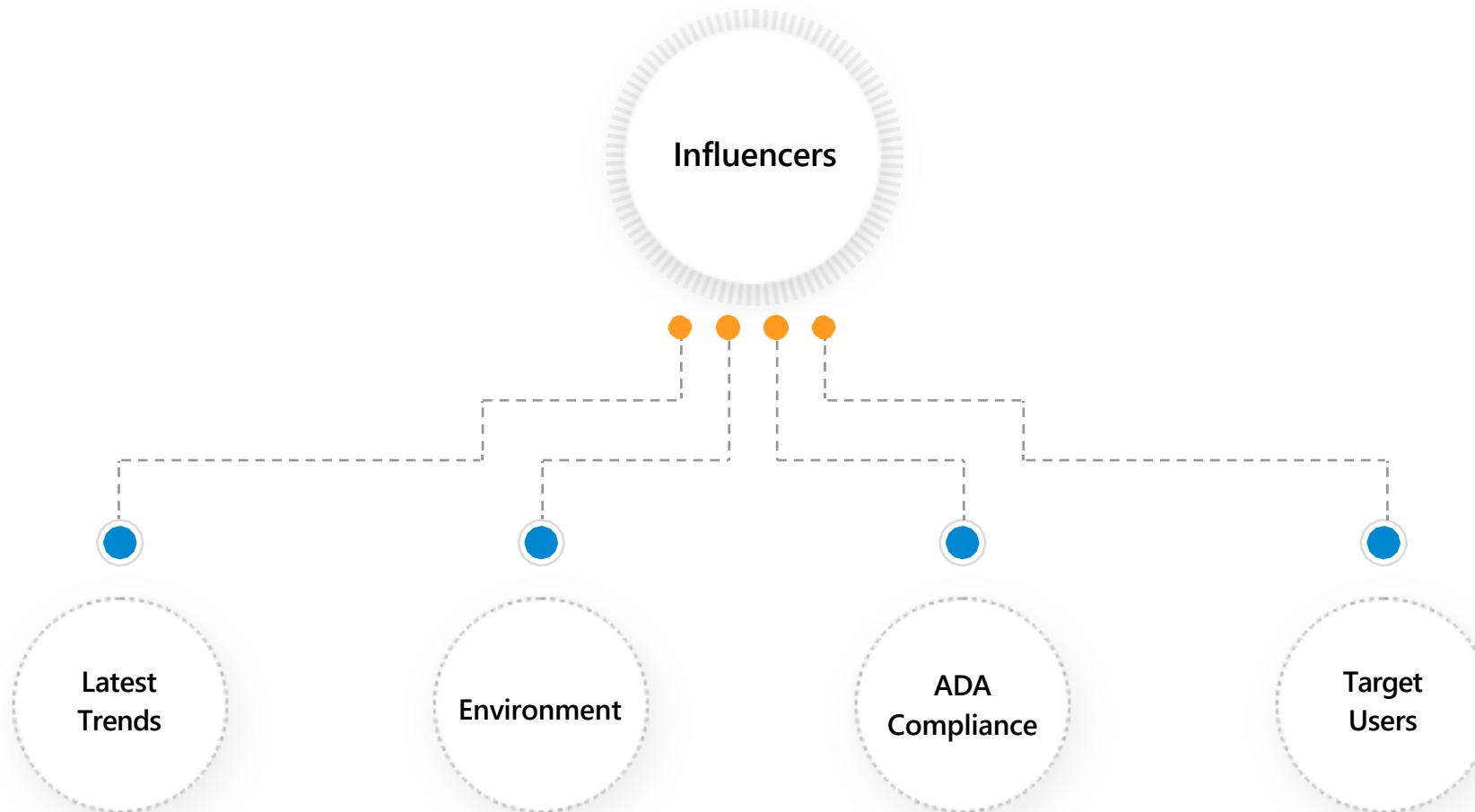
Consistency

Efficiency

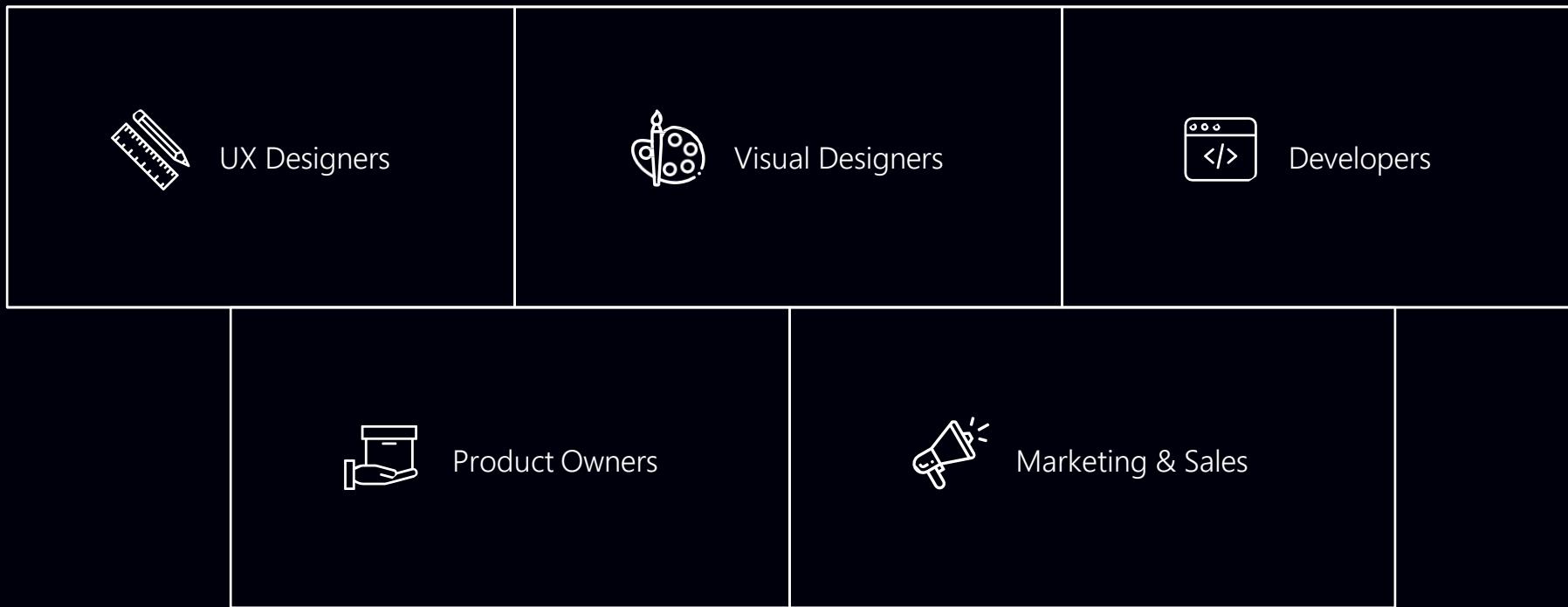
Writing

Responsive

# Key Influencers of Design System



# For Whom?



# Design Principle for Internal Applications



## Consistent

Create familiarity and strengthen intuition by applying tested solutions to problems.



## Efficient

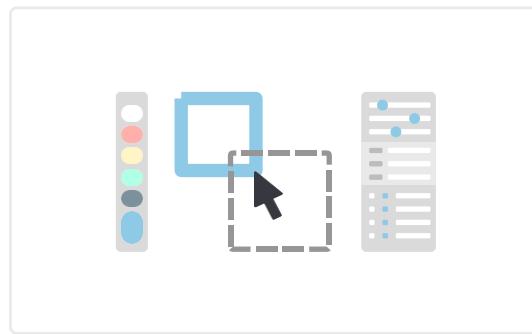
Anticipate the needs to the user, streamline and optimize workflows from initiation to completion.



## Beautiful

Demonstrate esteem people's time and attention through thoughtful and elegant craftsmanship.

# What will Design Guideline Consist?



**How it looks?**

Visual Design



**How it behave?**

Interactions



**What it can do?**

Functionality

---

# Colors

Visual Perception

# Colors

## Primary



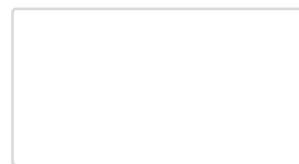
HEX: #023047  
RGB: 2, 48, 71



HEX: #0088D1  
RGB: 32, 158, 197



HEX: #FC8500  
RGB: 252, 133, 0



HEX: #FFFFFF  
RGB: 255, 255, 255



HEX: #373741  
RGB: 55, 55, 65

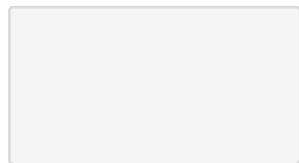
## Secondary



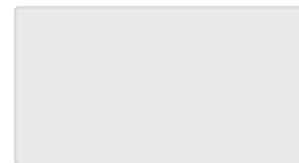
HEX: #8ECAE6  
RGB: 142, 202, 230



HEX: #FFB701  
RGB: 255, 183, 1



HEX: #F5F5F5  
RGB: 245, 245, 245

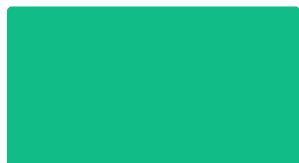


HEX: #EAEAEA  
RGB: 234, 234, 234

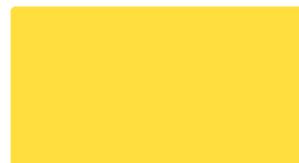
## Alerts & Notifications



HEX: #FF5951  
RGB: 255, 89, 81



HEX: #13BC86  
RGB: 99, 188, 134



HEX: #FFDF3E  
RGB: 255, 223, 62

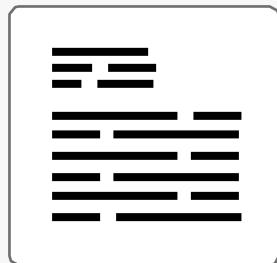
---

# Color Usage

The following is a set of specific guidelines for when and how to use each color in our palette.

## Do

Black on White



White on Dark Grey



White on Blue



Black on Orange



## Don't

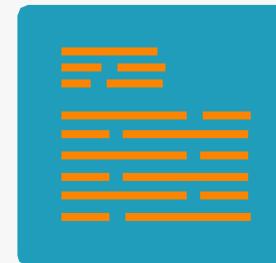
Black on Dark blue



White on Orange



Orange on Blue



Gray on Orange



# Accessibility

This design system encourages meeting the minimum color contrast ratio specified by WCAG 2.1 level AA for text, icons, other indicators, and background colors

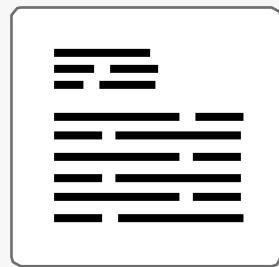


## Do

Minimal Contrast Ratio: 4.5:1

21:1

Black on White



19:1

White on Dark Grey



3:85

White on Blue



9:96

Black on Orange



## Don't

Fail

1.5:1

White on Light Blue



2.6:1

White on Orange



# Typography

Expresses hierarchy and brand presence

## Typeface

Typeface is one of the most basic foundational part of an interface design system.

Key principles defining font system

**Font Family**

**Base Font Size**

**Font Scale & Line Height**

**Font Weight**

# Font scale & line height

The font scale and line height determine the beauty of the dynamics and order of a font system. Font scale refers to a series of font with different sizes. Line height can be understood as an invisible box wrapped outside the font. Font sizes and corresponding line heights.



Font Size	12	14	16	20	24	30	38	46	56	68
Line Height	18	20	22	26	30	36	44	52	62	74

It is recommended that in a design system (except for display pages), the choice of font scale should be controlled within 3 to 5 types, and the principle of restraint should be maintained.

# Type Scale

Scal Category	Typeface	Font Weight	Size	Case	Letterspacing
H1	Lato	Light	28px	Heading One	0
H2	Lato	Regular	24px	Heading Two	0
H3	Lato	Regular	18px	Heading Three	0
Sub Title 1	Lato	Regular	16px	Title One	0
<b>Sub Title 2</b>	Lato	Bold	16px	Title Two	0
Caption One	Lato	Regular	14px	Sub Text	0
Caption Two	Lato	Regular	12	Sub Text Two	0

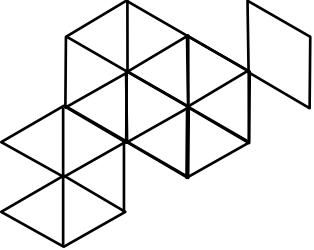
Download Font

<https://fonts.google.com/specimen/Lato>

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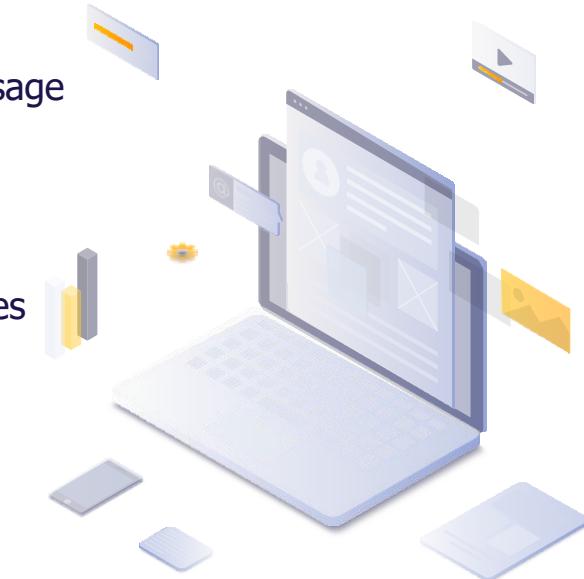
# UI Components

Components are one of the key building blocks of the design system. Each component has been designed and coded to solve a specific UI problem.



## UI Components List

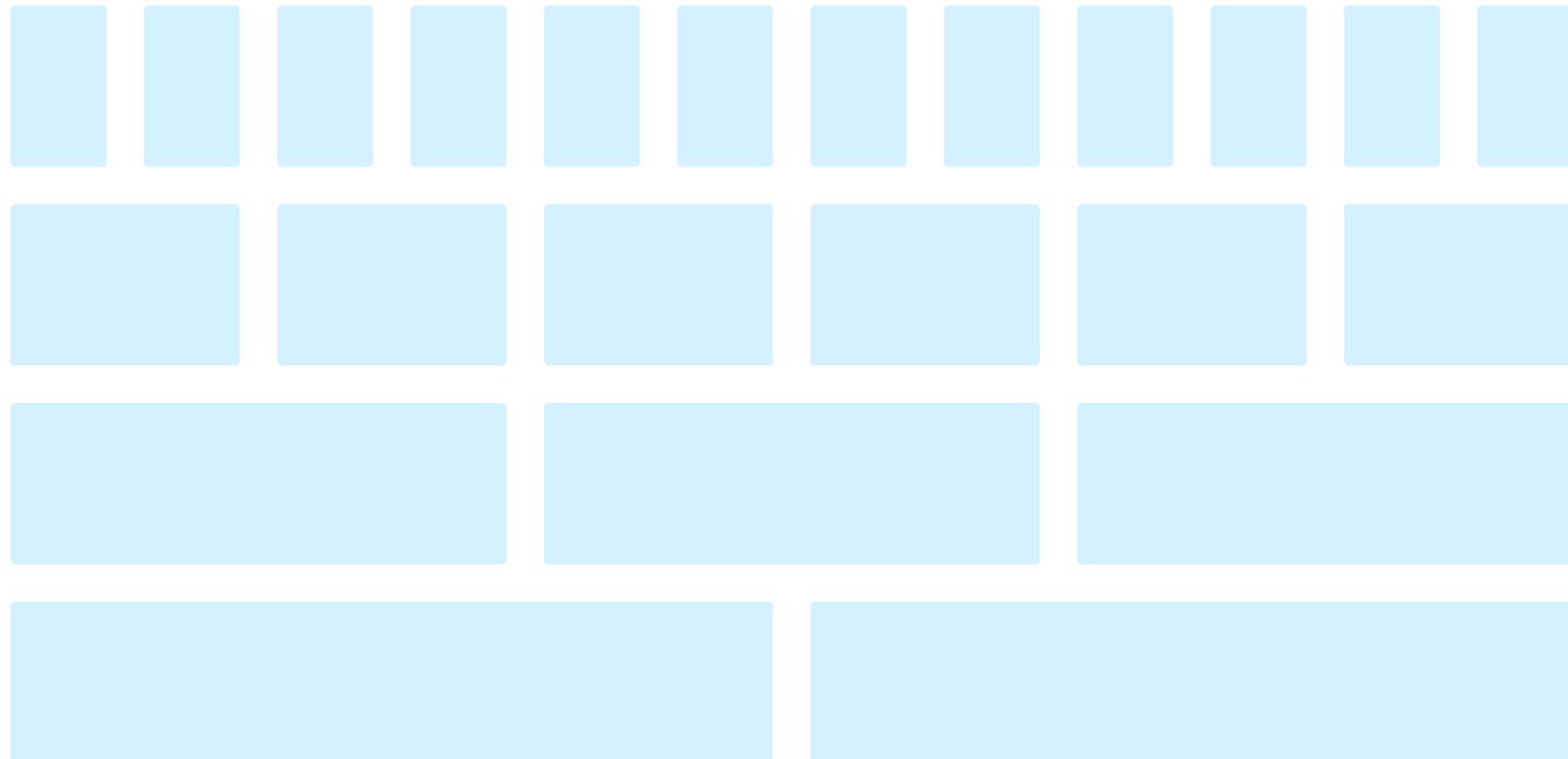
- ◆ Grid System
- ◆ Header
- ◆ Menus
- ◆ Buttons
- ◆ Forms
- ◆ Text Box
- ◆ Text Area
- ◆ Checkbox
- ◆ Radio Buttons
- ◆ Dropdown
- ◆ Success Message
- ◆ Error Message
- ◆ Cards
- ◆ Data Tables



# Grid System

Based on the 8-point grid, note that it's not the width of the columns that counts but the spacing in-between.

In the example below there is a 16px margin.

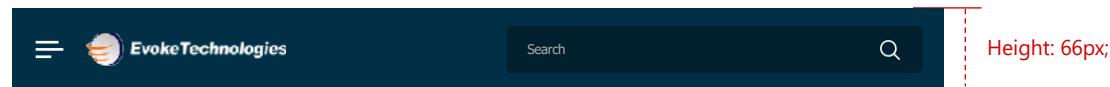


# Header

## Desktop



## Tablet



## Mobile

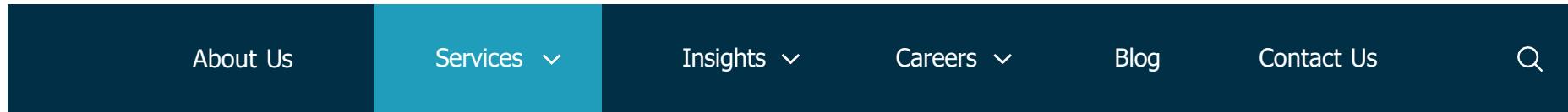


# Menu

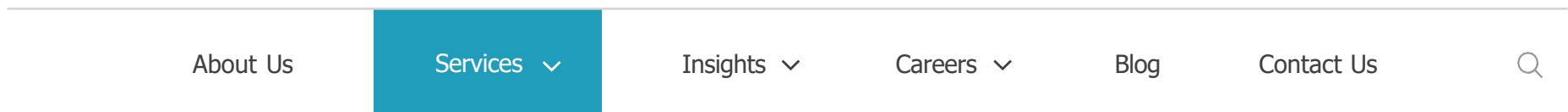
## Horizontal Menu

Menus use flex box. This allows each menu item to automatically stretch to the size of the largest item.

### Dark

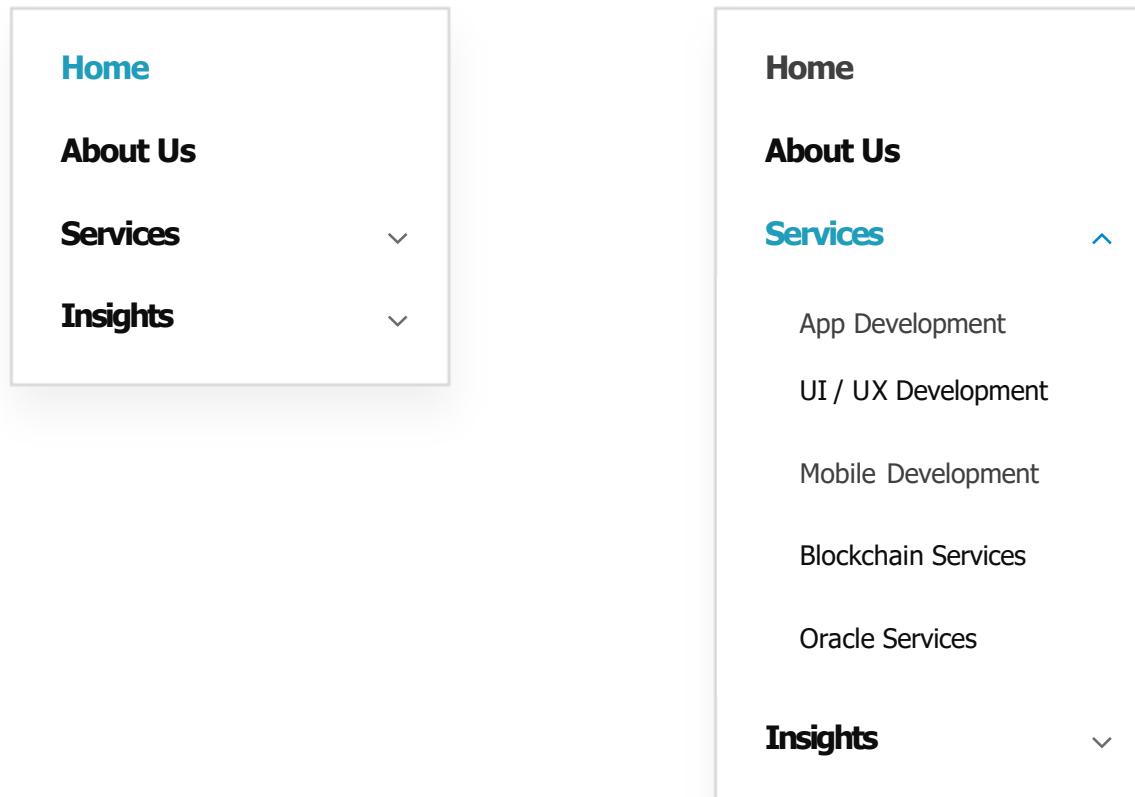


### Light



# Menu

## Vertical Menu



# Buttons

A button indicates a possible user action

## Primary

Normal

Button Text

Hover

Button Text

Disabled

Button Text

## Secondary

Normal

Button Text

Hover

Button Text

Disabled

Button Text

## Tertiary

Normal

Button Text

Hover

Button Text

Disabled

Button Text

## Emphasis

A button can be formatted to show different levels of emphasis

Save

Discard

Okay

Cancel

## Icon

A button can have only an icon



# Forms

## Field

A field is a form element containing a label and an input

### User Input

## Fields

A set of fields can appear grouped together.

Field groups automatically receive responsive styling, swapping to one field per row on mobile devices.

First name

First Name

Middle name

Middle name

Last name

Last name

Name

First Name

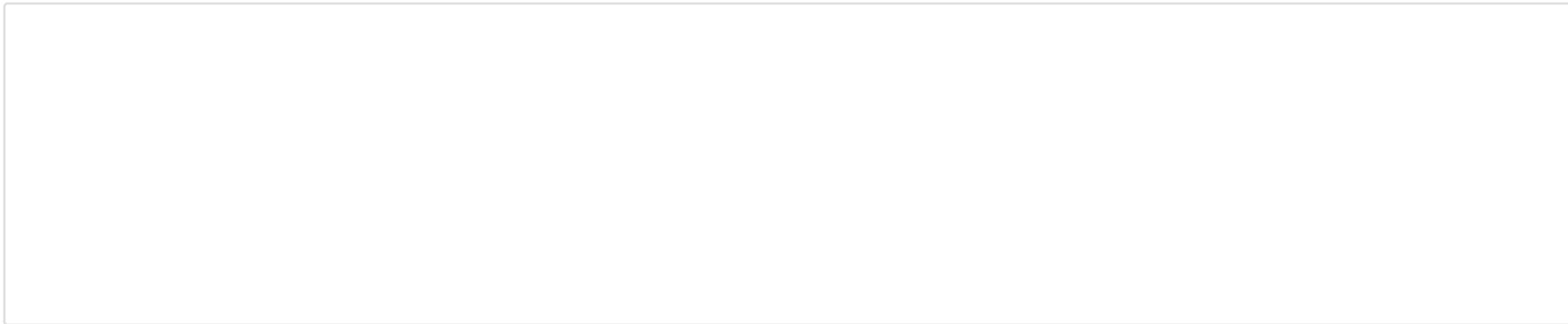
Middle name

Last name

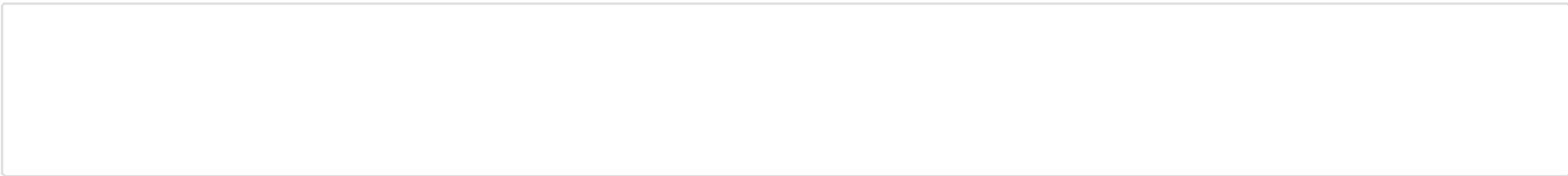
# Text Area

A texture can be used to allow for extended user input.

## Text Area Label



## Short text



# Checkbox

A form can contain checkboxes

- Checkbox
- Checkbox

# Radio Buttons

A form can include radio checkboxes

Select your favourite fruit:

- Apples
- Oranges
- Pears
- Grapefruit

Select your second favourite fruit:

- Apples
- Oranges
- Pears
- Grapefruit

# Dropdown

A form can include Dropdowns

## Country

Select Country



## Country

Afghanistan



**Afghanistan**

Albania

Algeria

American Samoa

Andorra

# Alerts, Confirmation and Help

## Page level alerts

**Well done!**  
You successfully completed the task at hand. ×

**Oh snap!**  
Change a few things up and try submitting again. ×

**Warning!**  
Best check yo' self, before you wreck yo' self. ×

## Text only alerts

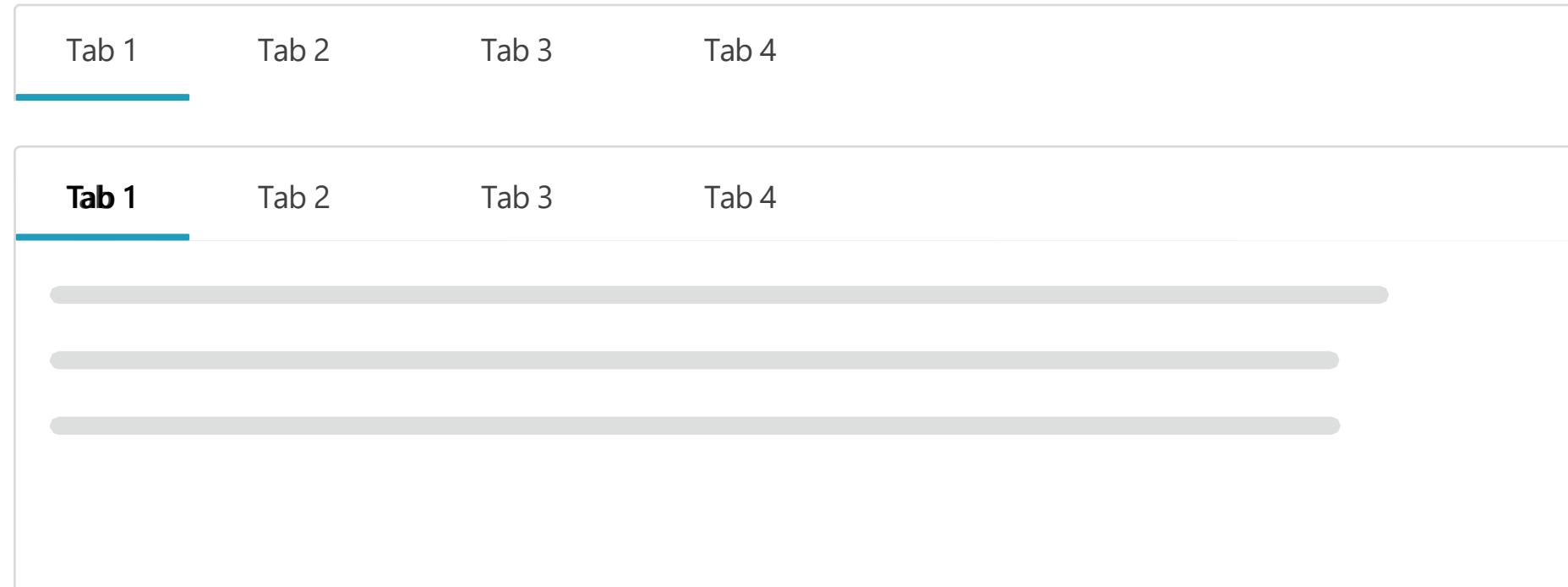
- ✓ Well done ! You successfully completed the task at hand.
- ⚠ Oh snap! Change a few things up and try submitting again.
- ! Warning!, Best check yo' self, before you wreck yo' self.

## Tabs

A tab is a hidden section of content activated by a menu

## Tabular

A menu can be formatted to show tabs of information



# Cards



## Angular Components

Built by the UI team to integrate seamlessly with Angular.



## React Components

Built by the React team to integrate seamlessly with React.



## UI Components

Built by the Angular team to integrate seamlessly with Angular.



### Service

Field group automatically receive responsive styling, swapping to one field.



### Service

Field group automatically receive responsive styling, swapping to one field.



### Service

Field group automatically receive responsive styling, swapping to one field.

# Data Tables

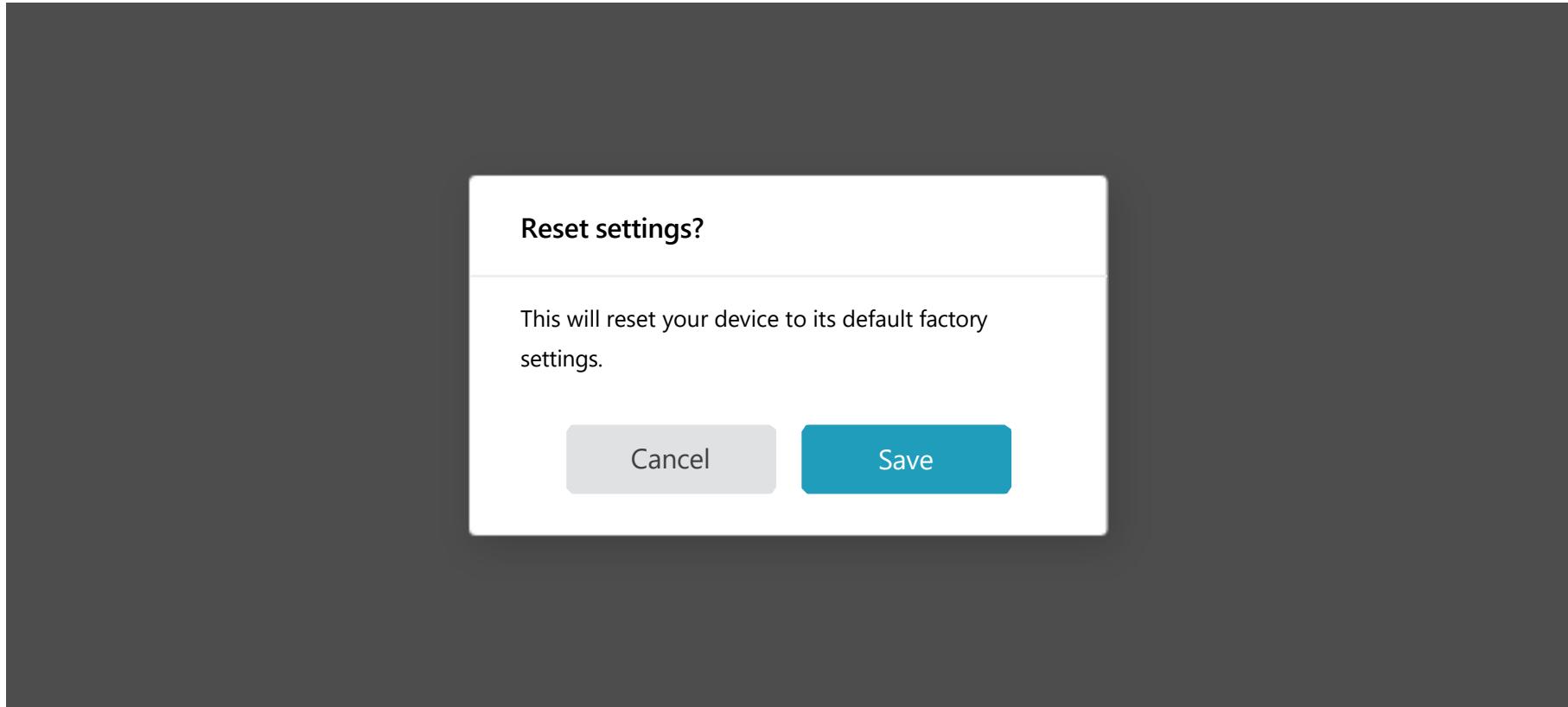
| Cell Text |
|-----------|-----------|-----------|-----------|-----------|
| Cell Text |
| Cell Text |
| Cell Text |
| Cell Text |
| Cell Text |

# Search

| Cell Text |
|-----------|-----------|-----------|-----------|-----------|
| Cell Text |
| Cell Text |
| Cell Text |
| Cell Text |
| Cell Text |

123	<input type="button" value="Search"/>	<input type="button" value="Filter"/>
0123456		
8312345		
1234		
1234567		

# Dialogs



# Iconography

## Design Guideline

Icons are visual representations of commands, files, devices, directories, or common actions and are used to provide visual context and enhance usability. They should be simple, yet bold enough to grab attention, and leave a lasting impression.

### Product Icons

Product icons are the visual expression of a brand's products, services, and tools.



### System Icons

System icons symbolize common actions, files, devices, and directories



### Animated Icons

Animation reflects the action an icon performs in a way that adds polish and delight

# Design Pattern

Patterns comprise common user flows and scenarios which are too complex or too universal to be encapsulated in a single component. Individual patterns often include two or more components from the system or apply to multiple components independently.

# Common Actions

Common actions are frequently used actions that appear multiple times across different components and workflows.

Confirmation & Acknowledgement

Errors

Gesture

Help & Feedback

Loading Images

Navigation

Notifications

Offline States

Scrolling Techniques

Search

Settings

Swipe to Refresh

# Disabled States

A disabled state is applied to a component when the user is not allowed to interact with the component due to either permissions, dependencies, or pre-requisites. Disabled states completely remove the interactive function of a component.

## Disabled Types

### Default Disabled

A default disabled state is used when a component is temporarily disabled due to dependencies (when one piece of software relies on another one) or pre-requisites. Once the dependencies have been resolved and/or the pre-requisites have been fulfilled, the default disabled component returns to its enabled state.

### Read-only

In scenarios where the content of a disabled component or element is still relevant to the user or important to task completion, then the read-only variation is used. This allows the user to read the information but not interact with or change it.

### Hidden

The hidden disabled variation is used when something or someone does not have permission to view, interact with, or take action on an element of the UI. This variation completely hides the component, page, action, etc. from the user's interface.

# Filtering

Filtering is the mechanism by which a user adds or removes data items from a displayed data set by turning on and off certain predefined attributes.

## Filters Interaction

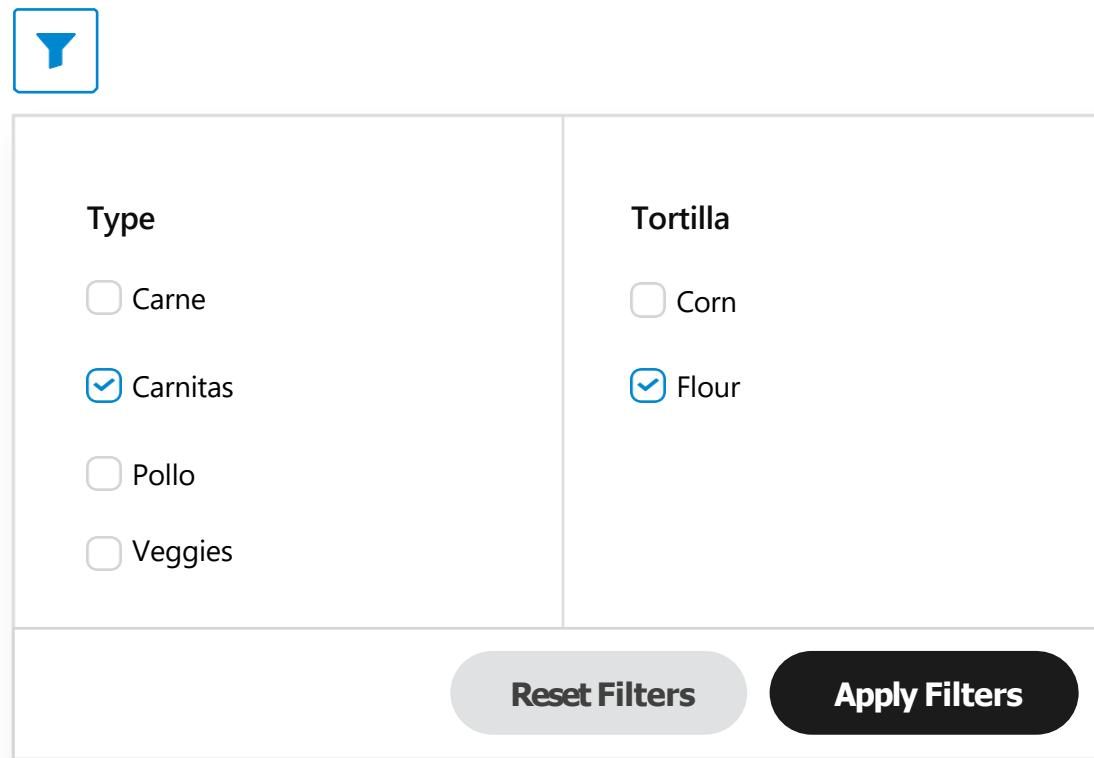
The image displays three distinct filter interaction components, each with a '2 X' button and a 'filter are selected' status indicator:

- Taco Meat** dropdown menu:
  - All
  - Carne** (selected)
  - Pollo
  - Veggie
- filter are selected** list-based filter:
  - Tacos
  - Breakfast
  - Not a taco
  - Sides
- Type** type-based filter:
  - American
  - BBQ
  - Southern
  - Steak house

# Filtering

Filtering is the mechanism by which a user adds or removes data items from a displayed data set by turning on and off certain predefined attributes.

## Filters Interaction



The image shows a user interface for filtering data. It features two main sections: 'Type' on the left and 'Tortilla' on the right. The 'Type' section contains checkboxes for 'Carne', 'Carnitas' (which is checked), 'Pollo', and 'Veggies'. The 'Tortilla' section contains checkboxes for 'Corn' and 'Flour' (which is checked). At the bottom, there are two buttons: a grey 'Reset Filters' button and a black 'Apply Filters' button.

Type	Tortilla
<input type="checkbox"/> Carne	<input type="checkbox"/> Corn
<input checked="" type="checkbox"/> Carnitas	<input checked="" type="checkbox"/> Flour
<input type="checkbox"/> Pollo	
<input type="checkbox"/> Veggies	

**Reset Filters** **Apply Filters**

# Overflow Content

Overflow content is text, such as a paragraph or a text string, that exceeds a desired space. It also applies to a series of components that surpass a given space. Overflow content is typically reduced to fit a space or reduce repetition. Truncation and 'Show more' buttons are two ways to indicate that overflow content is continued elsewhere or below the fold.

Truncated items always include a browser tooltip on hover to show the entire string, name, or phrase that the ellipses is collapsing. The only time a browser tooltip does not need to..

## Breadcrumbs

Breadcrumb 1 / ... / Breadcrumb 4 / Breadcrumb 5



# Design Principle

Consistency

Efficiency

Writing

Responsive

# Writing

## Key Principles

Be Concise

Write Simply & Directly

Address Users Clearly

Communicate Essential Details

Write for all Reading Levels

Write in Present Tense

Skip unnecessary punctuation

# Key Principles

## Be Concise

To facilitate navigation and discovery, write UI text in short, scannable segments that focus on a limited number of concepts at a time.

### **Do.** Express information and actions

Send money to anyone in the US who has an email address. It's fast, easy, and free.

### **Don't.** Express information and actions concisely.

Send (and receive) money with friends and family in the US with an email address. It's a two-step process with little latency and there aren't any charges for the recipients.

## Write simply and directly

Use simple, direct language that makes content easy to understand.

### **Do.** Keep UI text short.

Save changes?

### **Don't.** Don't write instructions that are longer than necessary to communicate an

Would you like to save your changes?

## Key Principles

### Write simply and directly

Use simple, direct language that makes content easy to understand.

**Do.** Keep UI text short.

Save changes?

**Don't.** Don't write instructions that are longer than necessary to communicate an

Would you like to save your changes?

Thank You