

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

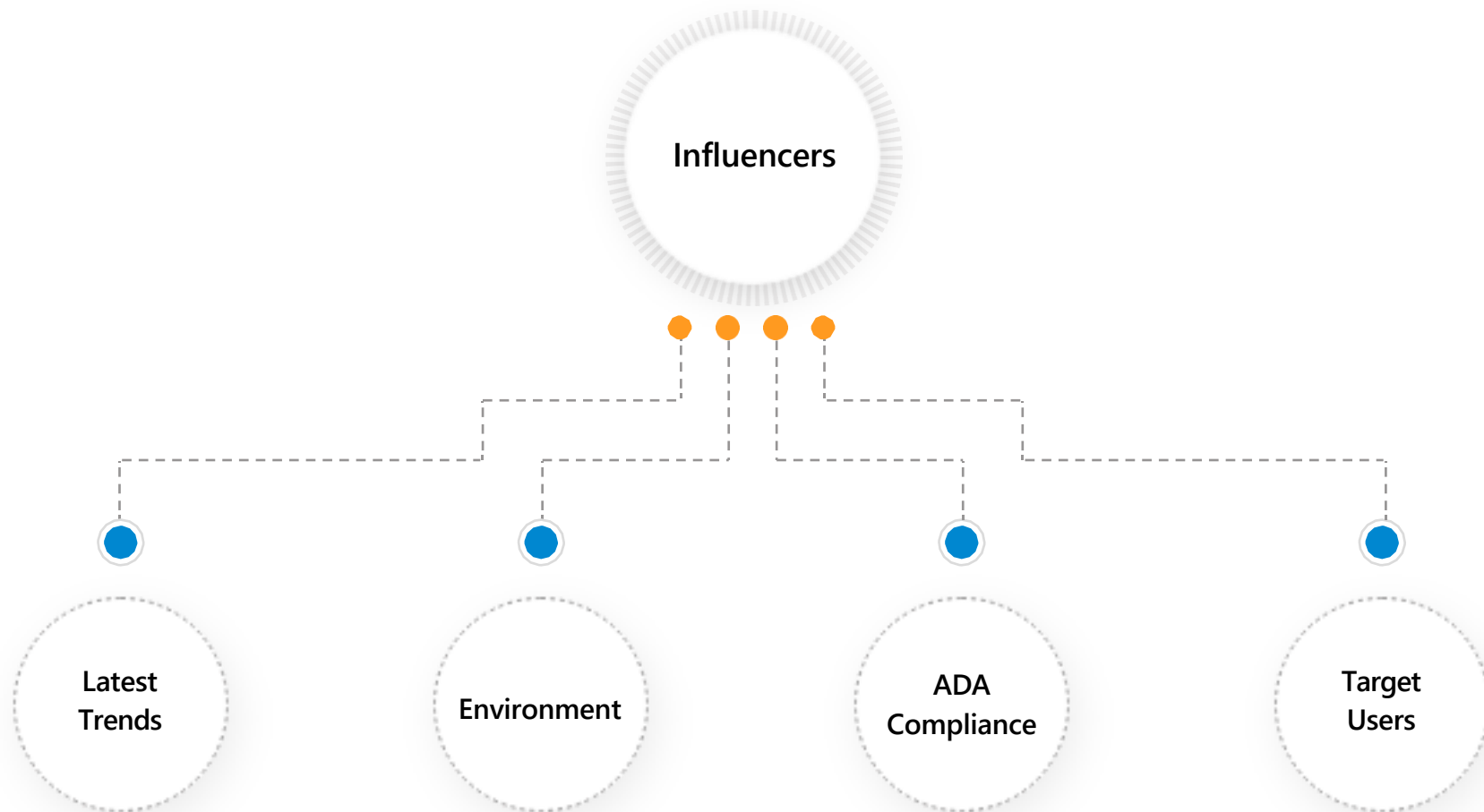
Consistency

Efficiency

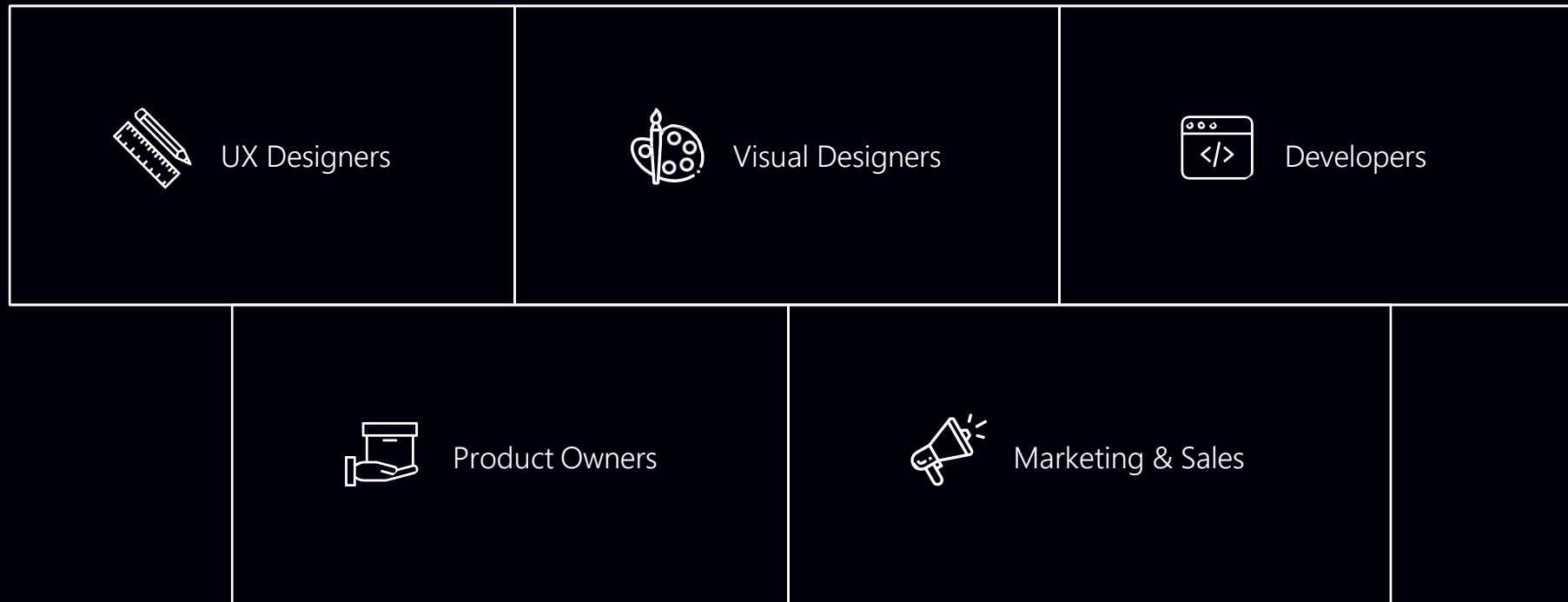
Writing

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

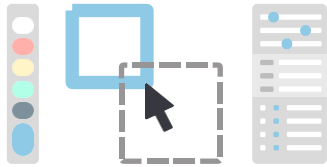
Anticipate the needs to the user, streamline and optimize workflows from initiation to completion.



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



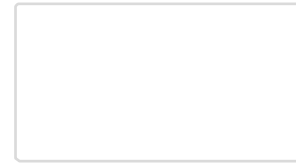
HEX: #023047
RGB: 2, 48, 71



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



HEX: #FC8500
RGB: 252, 133, 0



HEX: #FFFFFF
RGB: 255, 255, 255



HEX: #373741
RGB: 55, 55, 65

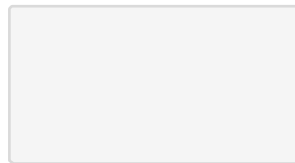
Secondary



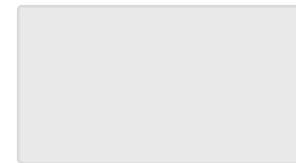
HEX: #8ECAE6
RGB: 142, 202, 230



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



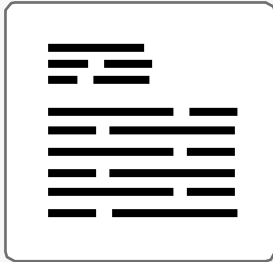
HEX: #FFDF3E
RGB: 255, 223, 62

Color Usage

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



Black on White



White on Dark Grey



White on Blue



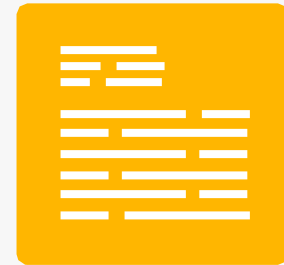
Black on Orange



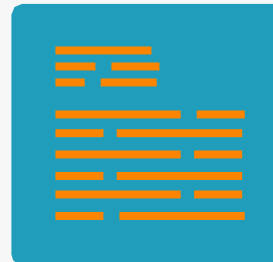
Black on Dark blue



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

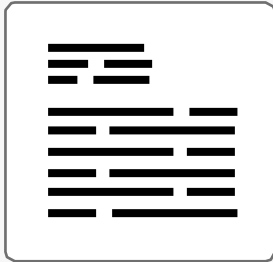


Do

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

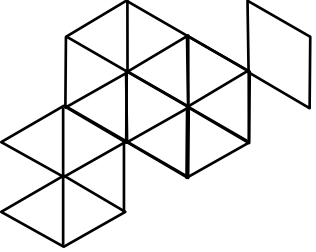
Scal Category	Typeface	Font Weight	Size	Case	Letterspacing
H1	Lato	Light	28px	Heading One	0
H2	Lato	Regular	24px	Heading Two	0
H3	Lato	Regular	18px	Heading Three	0
Sub Title 1	Lato	Regular	16px	Title One	0
Sub Title 2	Lato	Bold	16px	Title Two	0
Caption One	Lato	Regular	14px	Sub Text	0
Caption Two	Lato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

Download Font

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

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

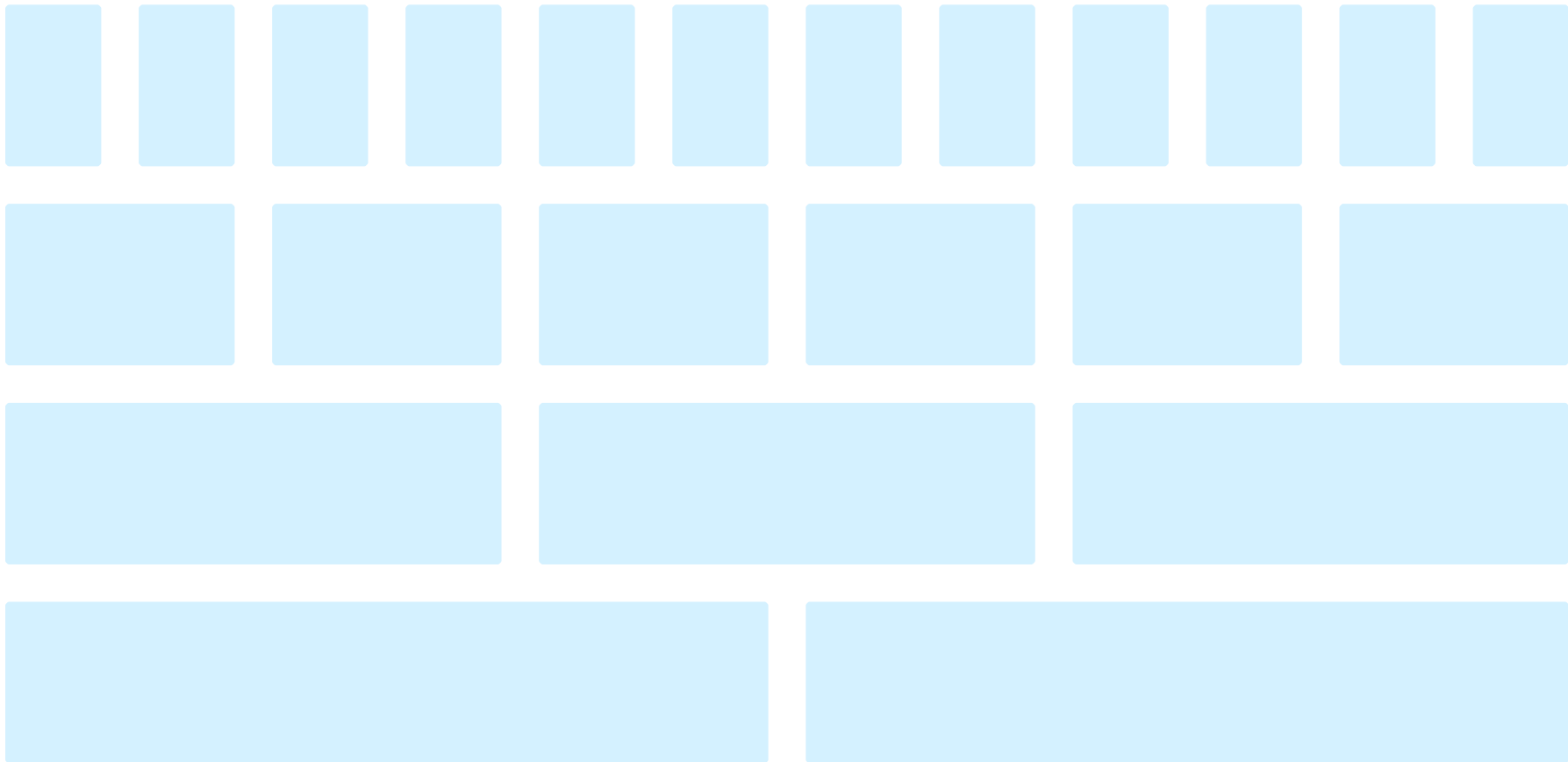
- ♦ Checkbox
- ♦ Radio Buttons
- ♦ Dropdown
- ♦ Success Message
- ♦ Error Message
- ♦ Cards
- ♦ Data Tables



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.

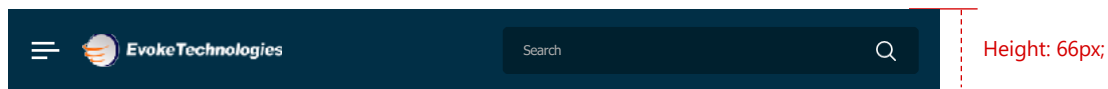


Header

Desktop



Tablet



Mobile

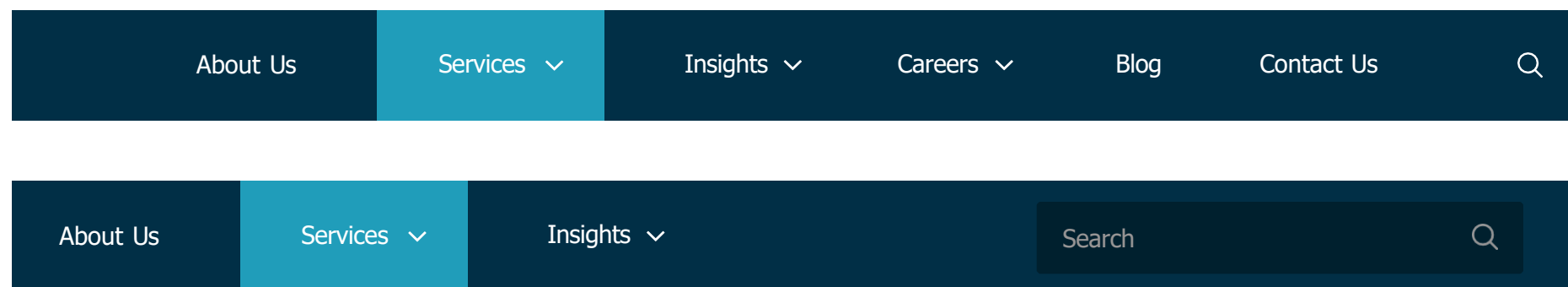


Menu

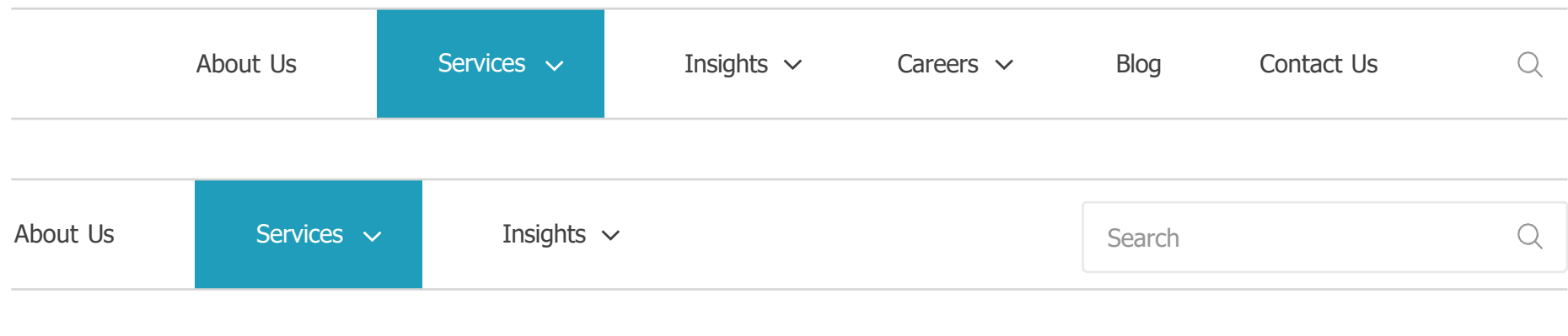
Horizontal Menu

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

Dark

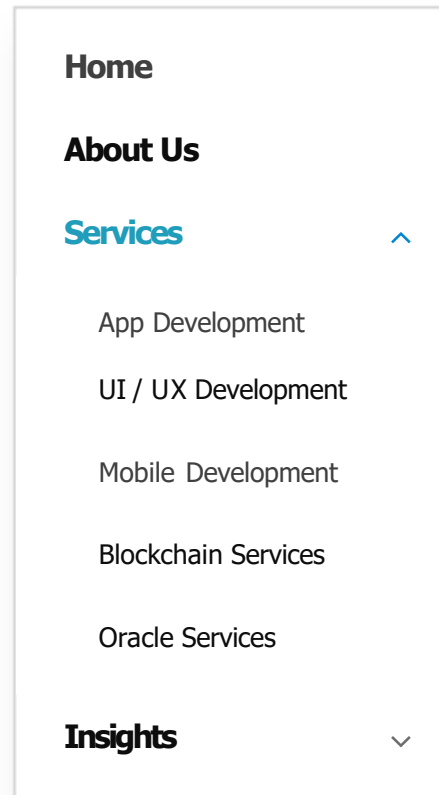
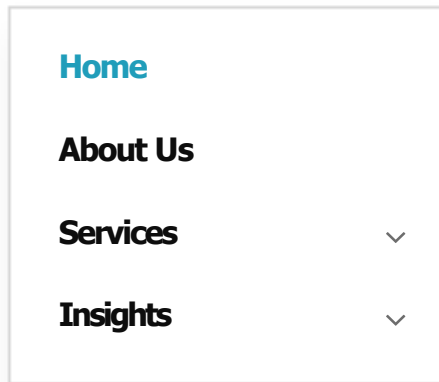


Light



Menu

Vertical Menu



Buttons

A button indicates a possible user action

Primary

Normal



Hover



Disabled



Secondary

Normal



Hover



Disabled



Tertiary

Normal



Hover

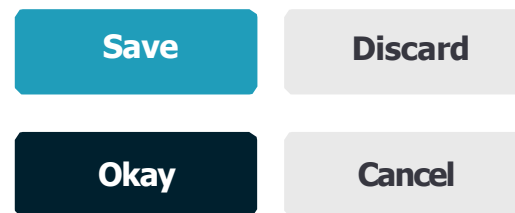


Disabled



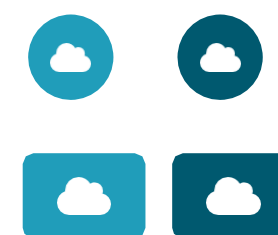
Emphasis

A button can be formatted to show different levels of emphasis



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

Middle name

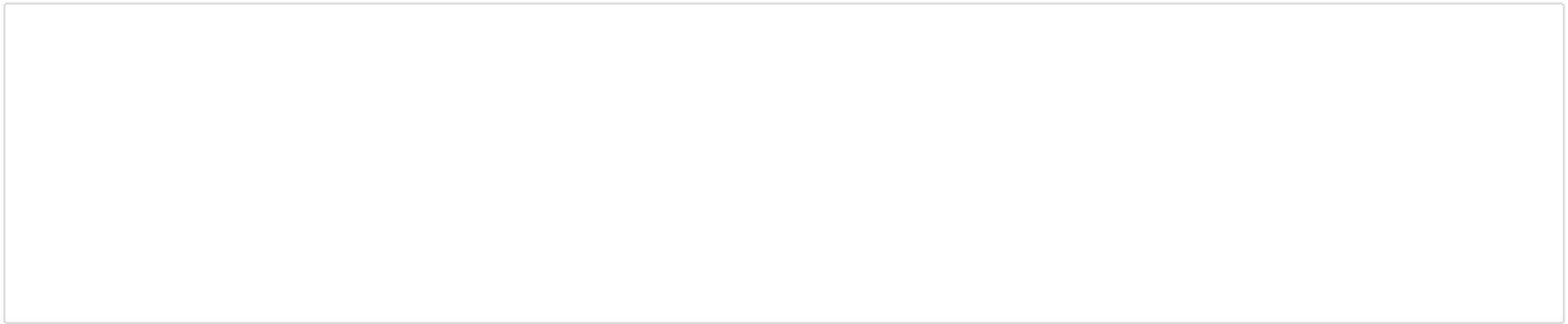
Last name

Name

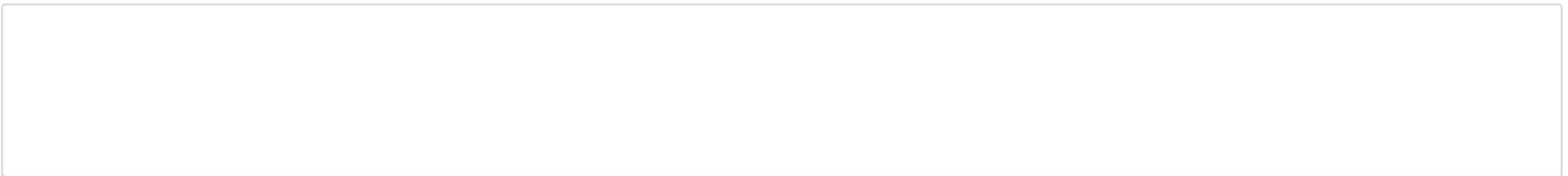
Text Area

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

Text Area Label

A large, empty rectangular text area with a thin gray border, intended for extended user input.

Short text

A wide, short rectangular text area with a thin gray border, intended for short text input.

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 filed.



Service

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



Service

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

Data Tables

Cell Text	Cell Text	Cell Text	Cell Text	Cell Text	
Cell Text	Cell Text	Cell Text	Cell Text	Cell Text	
Cell Text	Cell Text	Cell Text	Cell Text	Cell Text	
Cell Text	Cell Text	Cell Text	Cell Text	Cell Text	
Cell Text	Cell Text	Cell Text	Cell Text	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	Cell Text	Cell Text	Cell Text	Cell Text
Cell Text	Cell Text	Cell Text	Cell Text	Cell Text
Cell Text	Cell Text	Cell Text	Cell Text	Cell Text
Cell Text	Cell Text	Cell Text	Cell Text	Cell Text
Cell Text	Cell Text	Cell Text	Cell Text	Cell Text

Cell Text	Cell Text	Cell Text
Cell Text	Cell Text	Cell Text
Cell Text	Cell Text	Cell Text

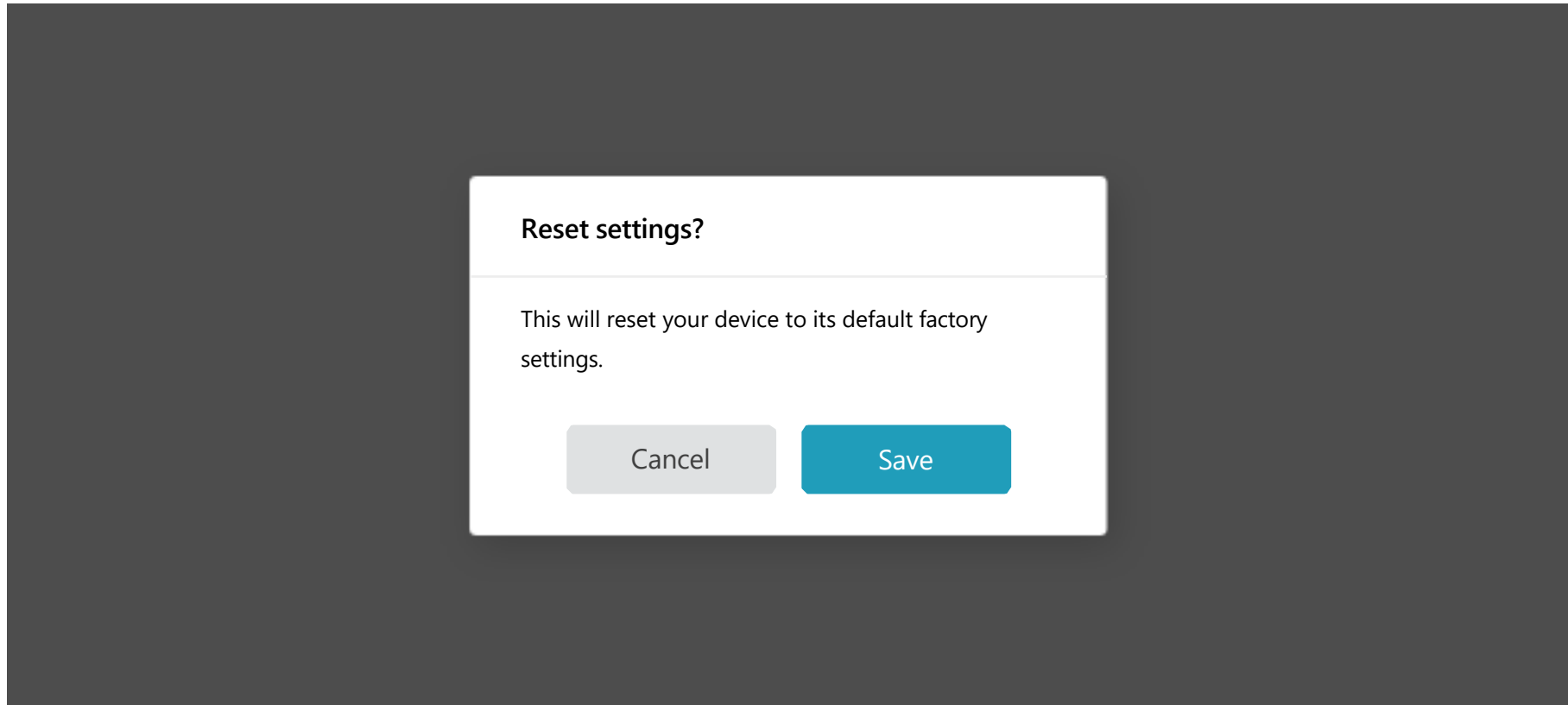
0123456

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

Taco Meat ▾

All

Carne

Pollo

Veggie

2 × filter are selected ▾

☒ Tacos

☒ Breakfast

☐ Not a taco

☐ Sides

Reset Filters

Type 2 ×

☒ 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



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 FiltersApply Filters

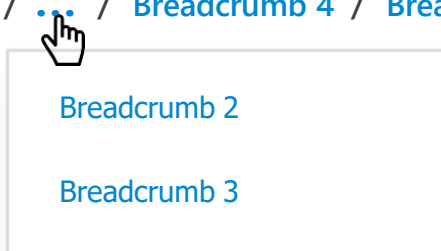
Overflow Content

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