



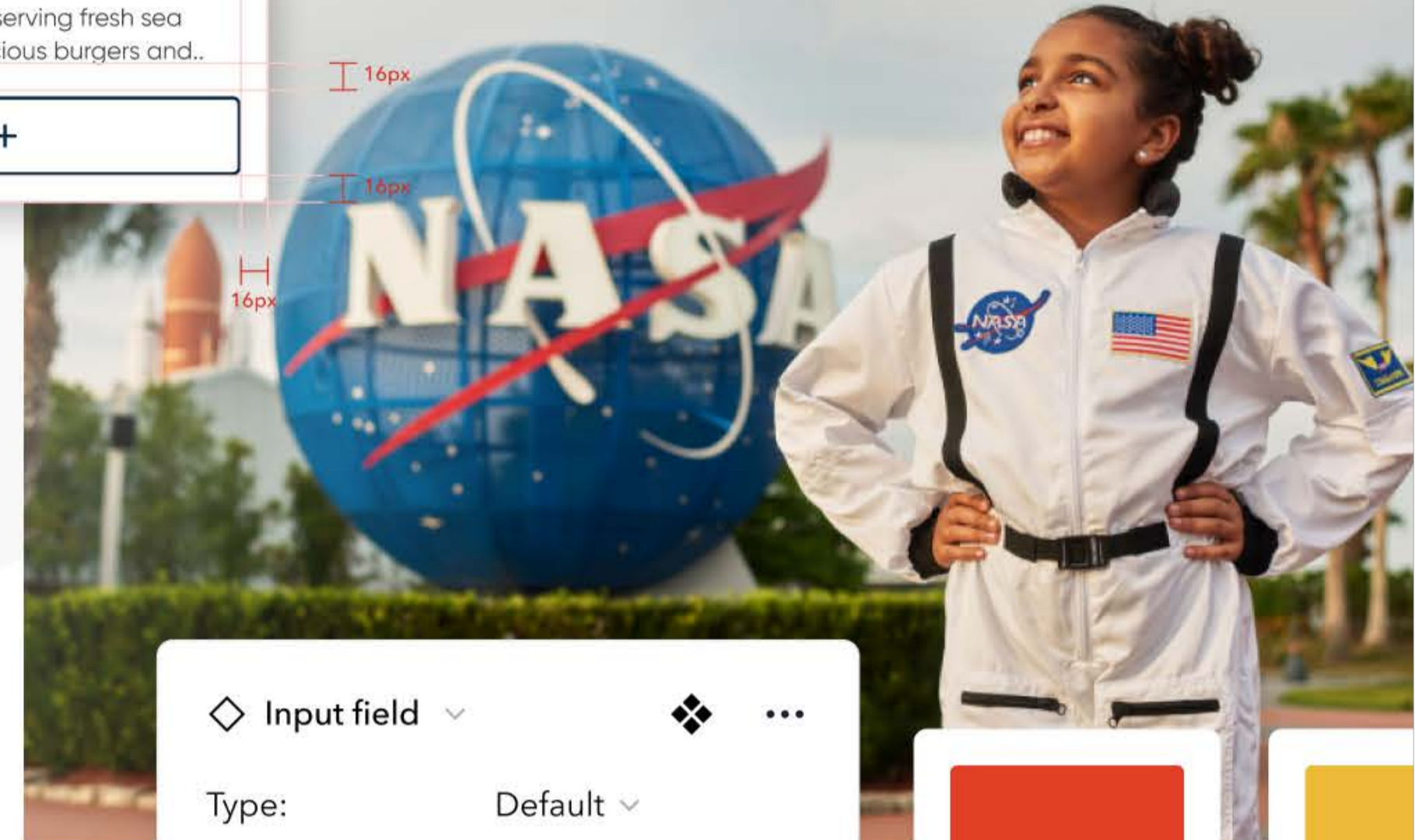
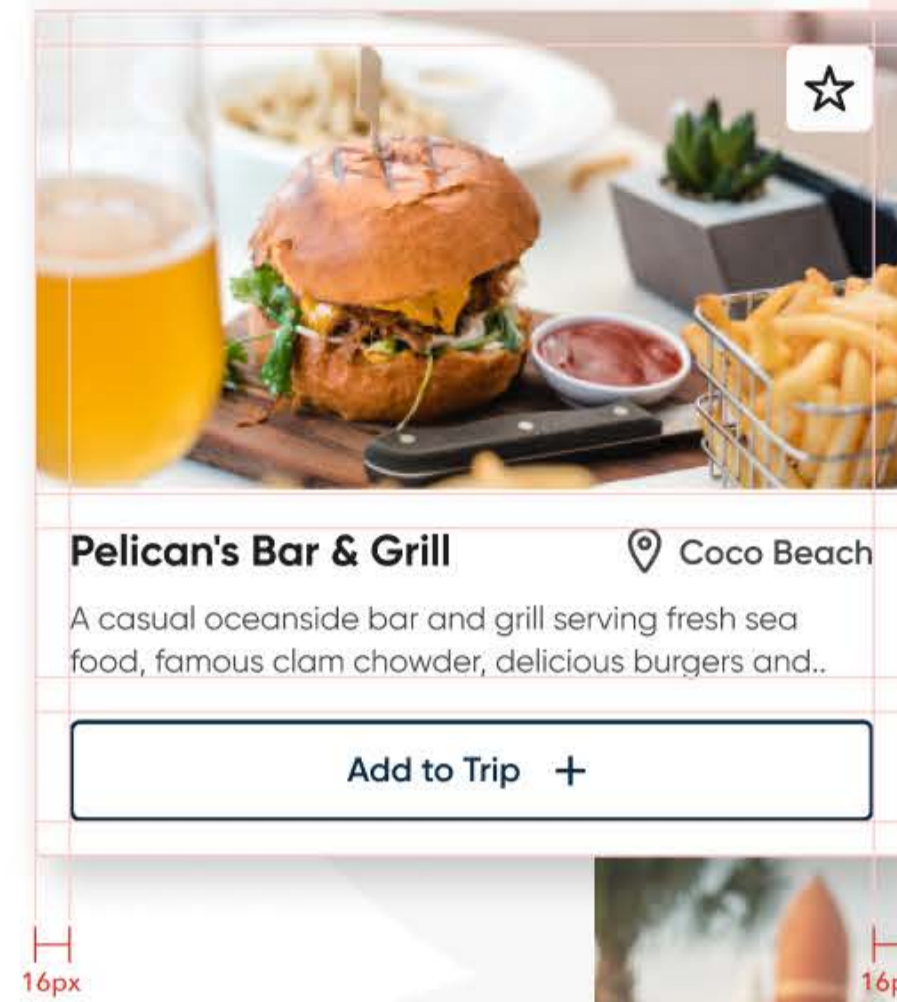
Space Coast

# Space Coast Website + Design System

✓ Auto Layout 4.0

✓ Grids & Spacing

✓ Variants



◇ Input field ▾

Type: Default ▾

Leading icon:

Label:

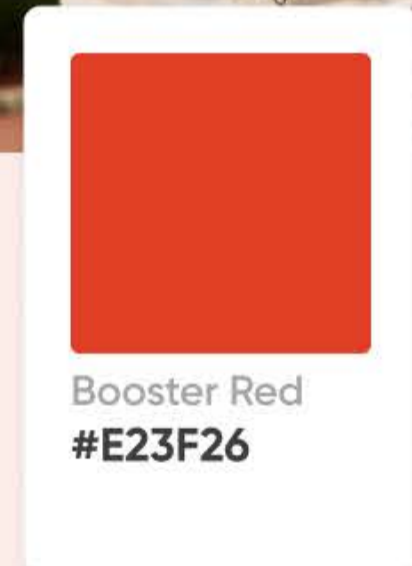
Hint text:

Help icon:

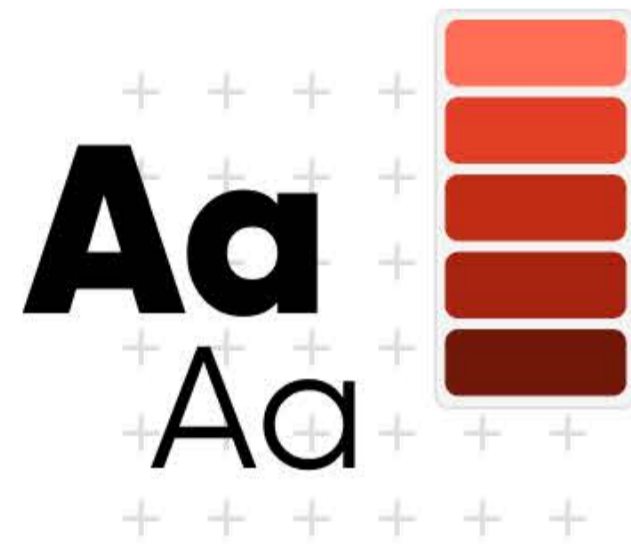
Destructive:

Size: Filled ▾

100% auto layout



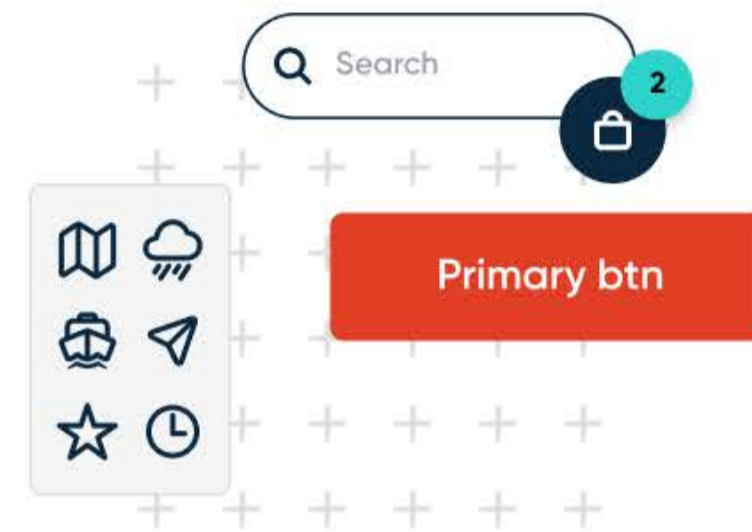




# 1 Foundation

Foundations are the visual elements needed to create engaging user experiences. This includes guidance on iconography, typography, color, layout and structure.

As we document the foundations, we are creating the Atoms of the design system.



# 2 Components

The component library forms the Molecules of the design system.

Composed of a set of reusable, modular building blocks that allows for rapid designing and iteration at large scale. Stateful components are created with use cases built in and ready for development.



# 3 Patterns

As we use the component library as the foundation, we can now structure the design into Organisms. This will define larger structures such as patterns.

Repeating patterns allow for fast and consistent designs. Patterns include navigation, footer, cards, forms and more.

# Color System

Space Coast's color system is split into primary, secondary, neutral, action, warning, error and success.

Creating multiple color ranges for different function are documented for its use within the website. For each color, a hex color is accessible with design tokens for developers.

## Design Tokens

#E23F26

red-400

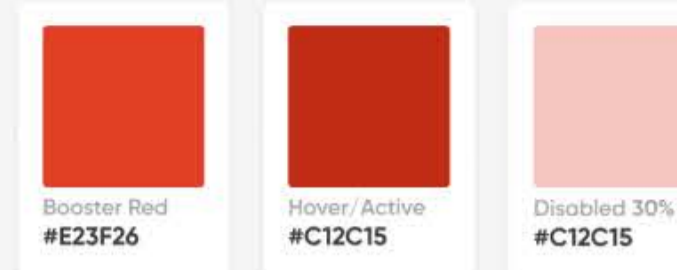
cta-background-color

button-cta-background-color

Primary btn

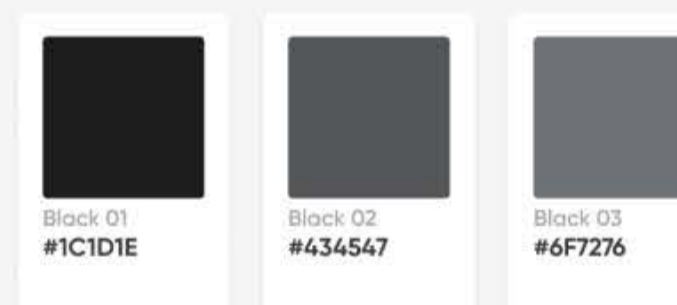
### Primary

The primary color palette is used across all the interactive elements such as CTAs, links, inputs, active states, etc.



### Secondary

The secondary color palette is used alongside the primary to indicate to the user it's the secondary focus.



### Neutral

These colors are used as supporting secondary colors in backgrounds, text colors, separators, models, etc.



### Color styles

#### Primary

Booster Red

Active Red

Disabled Red

Navy Eclipse

Active Blue

Disabled Blue

#### Secondary

Titusville Tangerine

Brevard Green

Turquoise Cruise

Seaside Cyan

Milky way Purple

#### Black

Black 01

Black 02

Black 03

Black 04

Black 05

#### Gray

Gray 01

Gray 02

Gray 03

Gray 04

#### White

White01

White02

#### Error

Error

Warning

#### Success

Success



# Type System

Space Coast type scale includes a range of contrasting styles that supports the needs of the product and its content.

This type system is organized into display, primary and body styles. Gilroy, being the primary font across the whole site, has been created into a cohesive typography experience.

Hierarchy within the site is communicated through font weight (Italic, Bold, Regular), size, letter spacing, and case.

04 Typography

**Gilroy**  
**Ag**  
ABCDEFGHIJKLMNOPQRSTUVWXYZ  
abcdefghijklmnopqrstuvwxyz  
0123456789 !@#\$%^&\*()

<p>Display Large Font size: 90   Line height: 100%   Tracking: 0%</p> <p><b>Display Heading Type</b></p>	<p>Display Med Font size: 72   Line height: 100%   Tracking: 0%</p> <p><b>Display Heading H1</b></p>	<p>Mobile Display Small Font size: 45   Line height: 100%   Tracking: 0%</p> <p><b>Display H1</b></p>
<p>H1 Font size: 36   Line height: 100%   Tracking: 0%</p> <p><b>Heading 1 font style</b></p>	<p>H1 - Med Font size: 32   Line height: 100%   Tracking: 0%</p> <p><b>Medium heading 1 font style</b></p>	<p>H1 - Sm Font size: 24   Line height: 100%   Tracking: 0%</p> <p><b>Small heading 1 font style</b></p>
<p>H2 Font size: 30   Line height: 100%   Tracking: 0%</p> <p><b>Heading 2 font style</b></p>	<p>H2 - Sm Font size: 24   Line height: 100%   Tracking: 0%</p> <p><b>Small heading 2 font style</b></p>	
<p>H3 Font size: 24   Line height: 100%   Tracking: 0%</p> <p><b>Heading 3 font style</b></p>	<p>H3 - Sm Font size: 18   Line height: 100%   Tracking: 0%</p> <p><b>Small heading 3 font style</b></p>	
<p>H4 Font size: 20   Line height: 100%   Tracking: 0%</p> <p><b>Heading 4 font style</b></p>	<p>H4 - Sm Font size: 16   Line height: 100%   Tracking: 0%</p> <p><b>Small heading 4 font style</b></p>	
<p>H5 Font size: 18   Line height: 100%   Tracking: 0%</p> <p><b>Heading 5 font style</b></p>	<p>H5 - Sm Font size: 14   Line height: 100%   Tracking: 0%</p> <p><b>Small heading 5 font style</b></p>	
<p>H6 Font size: 16   Line height: 100%   Tracking: 0%</p> <p><b>Heading 6 font style</b></p>	<p>H6 - Sm Font size: 12   Line height: 100%   Tracking: 0%</p> <p><b>Small heading 6 font style</b></p>	

Text styles

- Display Heading
  - Ag** Large · 90/118
  - Ag** Medium · 72/118
  - Ag** Small · 45/118
- H1
  - Ag** Large · 76/118
  - Ag** Med · 65/118
  - Ag** Sm · 40/118
- H2
  - Ag** Large · 65/118
  - Ag** Sm · 35/118
- H3
  - Ag** Large · 50/118

- H4
  - Ag** Large · 42/118
  - Ag** Small · 30/118
- H5
  - Ag** Large · 35/118
  - Ag** Small · 25/118
- H6
  - Ag** Large · 25/118
  - Ag** Small · 20/118
- Body
  - Ag** Body · 16/170
  - Ag** Body Bold · 16/170
  - Ag** Body Small · 15/128
- Subhead
  - Ag** Subhead · 16/128
  - Ag** Subhead Italic · 16/128

**Gilroy**  
**Ag**  
ABCDEFGHIJKLMNOPQRSTUVWXYZ  
abcdefghijklmnopqrstuvwxyz  
0123456789 !@#\$%^&\*()

# Grid + Breakpoints

Creating a grid is one of the most crucial parts when it comes to breakpoints, consistency and organization. When designing on your grid, the UI will turn out looking clean and tidy.

My go-to is the classic 8 point grid, which can be applied to almost any digital design project, but especially product design. It provides a visual hierarchy for elements and drives consistent scalability with fewer decisions to make while maintaining a quality rhythm.

01 Grid + Breakpoints

Grid Breakpoints

- 1920px XL
- 1440px L
- 1280px M
- 768px S
- 393px XS

Grid Style

- XS (<393)
- XS + S (↔394 to 768)
- M (↔769 to 1280)
- L (↔1281 to 1440)
- XL (↔1441 to 1920 or above)

Grids

xl - breakpoints

Count 12 Margin 120 Gutter 20

## X - Large

## Large

- XS (<393)
- XS + S (↔394 to 768)
- M (↔769 to 1280)
- L (↔1281 to 1440)
- XL (↔1441 to 1920 or above)



# Shadow System

Shadow styles were created and documented on how and when to use them. The shadows were designed to promote user understanding. They bring additional information on the interface and more specifically, on the targeted components. This indicates possible interactions or reactions triggered by a user's action.

# Spacing System

As we follow our 8pt grid – a strict spacing system was created so every component is spaced evenly with padding and margins.

When using an 8pt spatial system, the rhythm becomes predictable and visually pleasing. For users, the experience is polished and predictable. This increases trust and affection for the brand.

07 Drop Shadow

Approved 1/2/23 AL

**Shadow (None)**  
Blur: 0, Y:0, A: 0%

**Shadow (XS)**  
Blur: 8, Y:4, A: 10%

**Shadow (SM)**  
Blur: 12, Y:6, A: 10%

**Shadow (MD)**  
Blur: 16, Y:8, A: 10%

**Shadow (LG)**  
Blur: 20, Y:10, A: 10%

**Shadow (XL)**  
Blur: 24, Y:12, A: 10%

Effect styles

- Shadow (XS)
- Shadow (SM)
- Shadow (MD)
- Shadow (LG)
- Shadow (XL)

24px

16px

32px

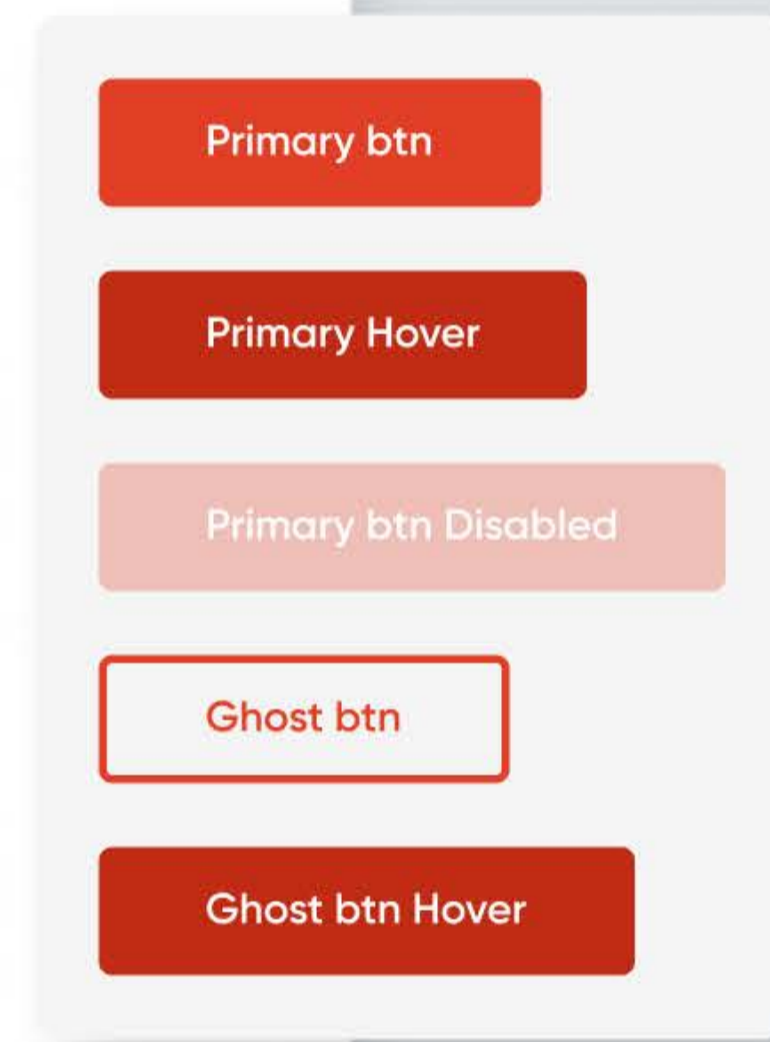
32px

# Buttons

Buttons are the purest atomic expression of a system's visual style. It combines the "big three" attributes— color, typography, and iconography — into a non-splittable atomic part. Each button has been created with a consistent height and padding width.

Keeping the button styles simple and limited – only two colors and variations were designed to help with design patterns and visual consistency.

	State	Icon (Right)
<b>Primary</b> (Booster Red)	Primary btn Primary Hover Primary btn Disabled	Btn with icon ↓ Btn with icon Hover ↓ Btn with icon ↓
<b>Ghost</b>	Ghost btn Ghost btn Hover	Ghost btn with icon + Ghost btn with icon Hover +
<b>Primary</b> (Navy Eclipse)	Primary btn Primary Hover Primary btn Disabled	Btn with icon ↓ Btn with icon Hover ↓ Btn with icon ↓
<b>Ghost</b>	Ghost btn Ghost btn Hover	Ghost btn with icon + Ghost btn with icon Hover +

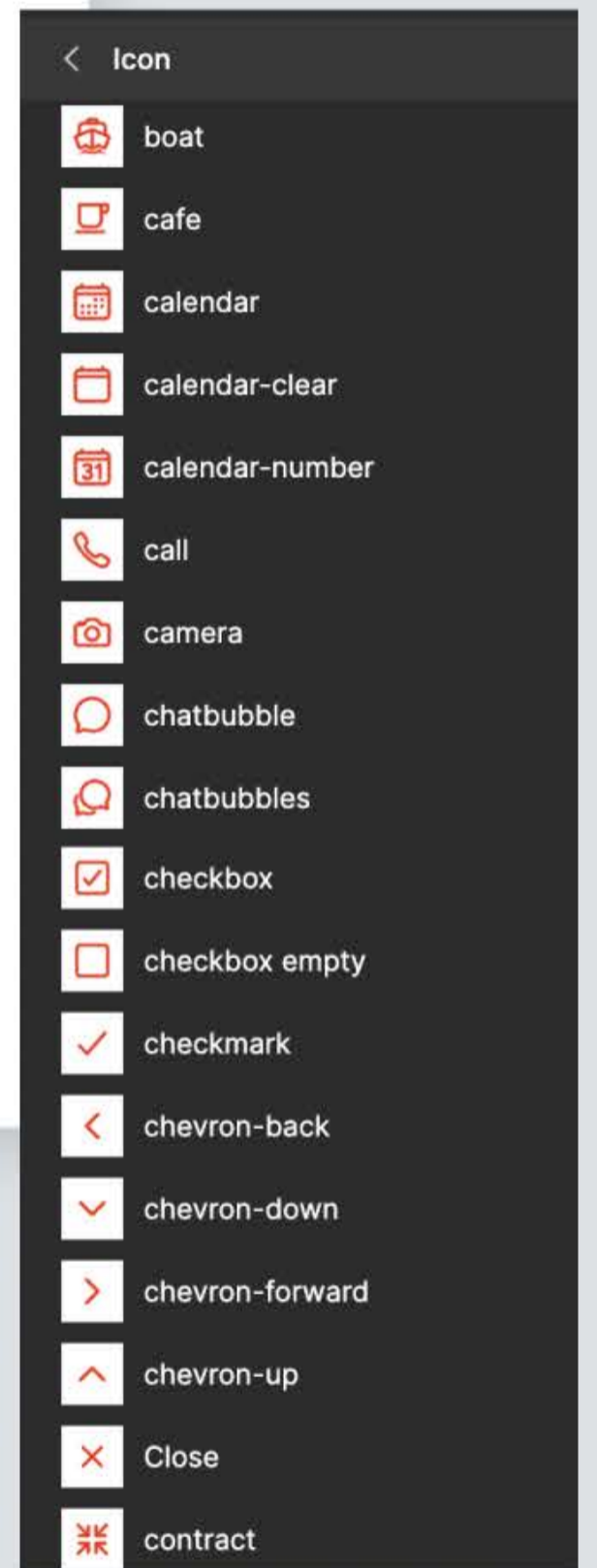
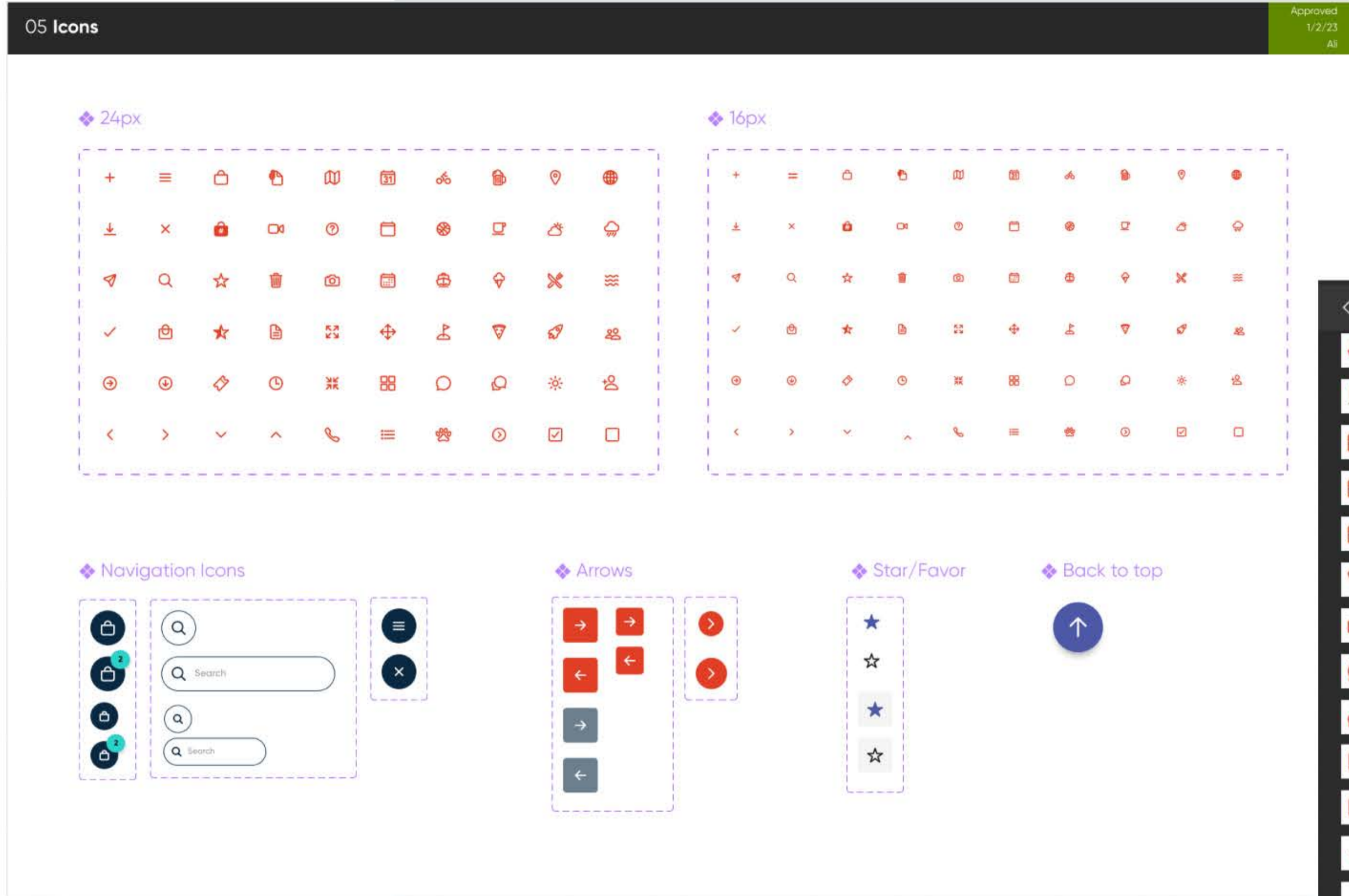




# Icons

Icons are extremely important within a design system. Icons can help us quickly navigate without reading. They are language-independent and are a fundamental part of a good design system.

The icon system created here is following the 8pt grid and presented in two sizes, 16pt and 24pt. Designers can easily toggle between sizes within the asset library.





# Input

The Input component is used to collect user data such as name, emails, numbers, dates, and other values. Multiple inputs can be combined to craft easy-to-use and aesthetic forms.

Consistent 56 px tall for every input state.

	Regular	Active	Focus	Disabled
<b>Default (I-R)</b>	<input type="text" value="Placeholder"/>	<input type="text" value="Placeholder"/>	<input type="text" value="Placeholder"/>	<input type="text" value="Placeholder"/>
<b>Default (N-I)</b>	<input type="text" value="Placeholder"/>	<input type="text" value="Placeholder"/>	<input type="text" value="Placeholder"/>	<input type="text" value="Placeholder"/>
<b>Default (I-L)</b>	<input type="text" value="Placeholder"/>	<input type="text" value="Placeholder"/>	<input type="text" value="Placeholder"/>	<input type="text" value="Placeholder"/>
<hr/>				
<b>Title (I-R)</b>	<input type="text" value="Placeholder"/>	<input type="text" value="Placeholder"/>	<input type="text" value="Placeholder"/>	<input type="text" value="Placeholder"/>
<b>Default</b>	<input type="text" value="Placeholder"/>	<input type="text" value="Placeholder"/>	<input type="text" value="Placeholder"/>	<input type="text" value="Placeholder"/>
<b>Title (I-L)</b>	<input type="text" value="Placeholder"/>	<input type="text" value="Placeholder"/>	<input type="text" value="Placeholder"/>	<input type="text" value="Placeholder"/>

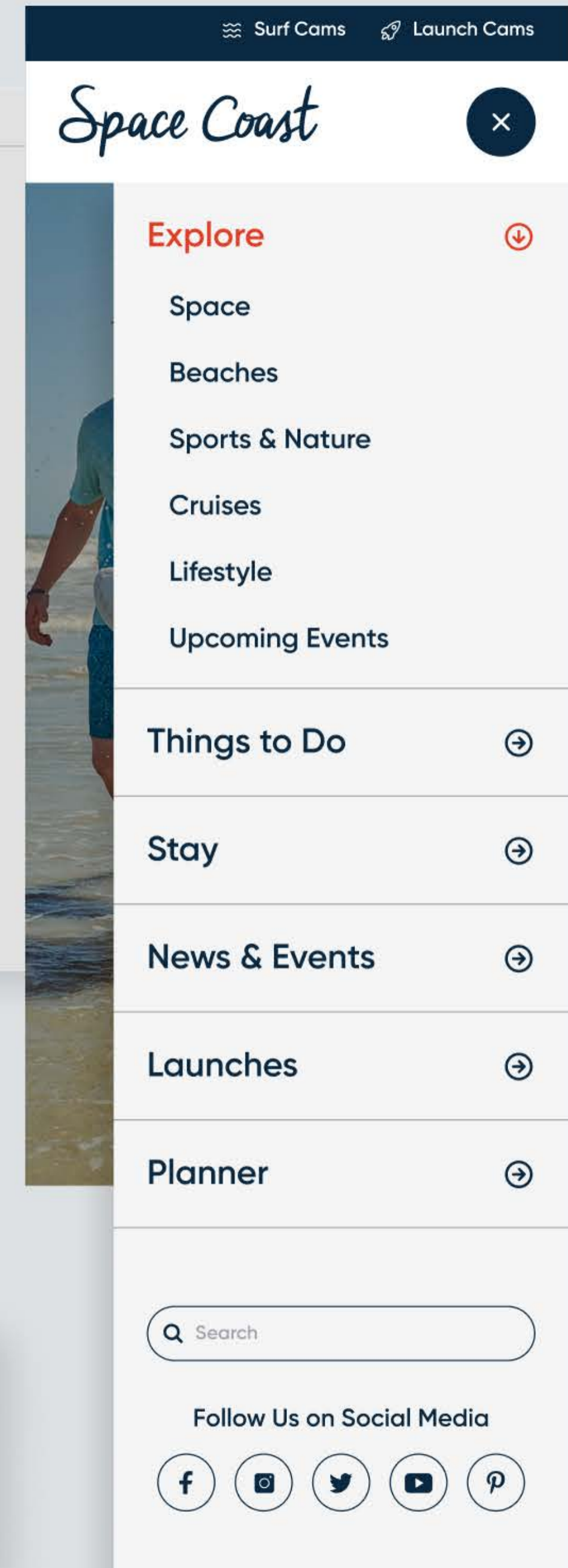
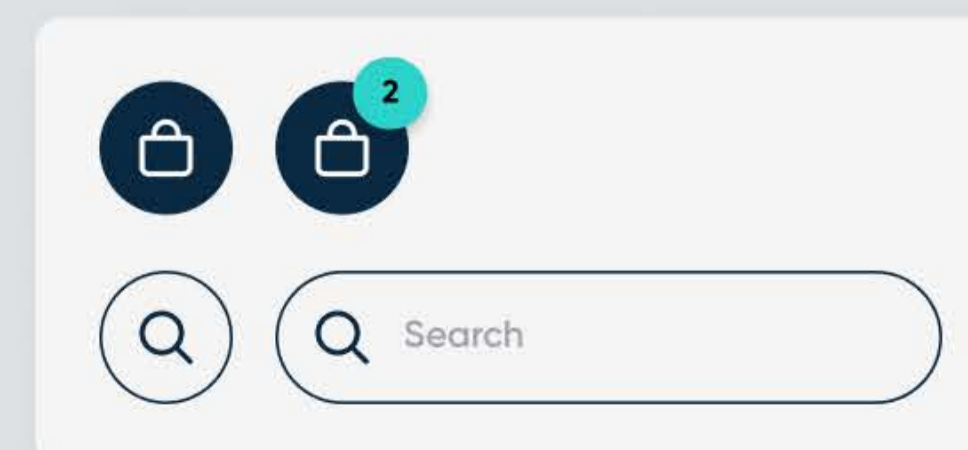
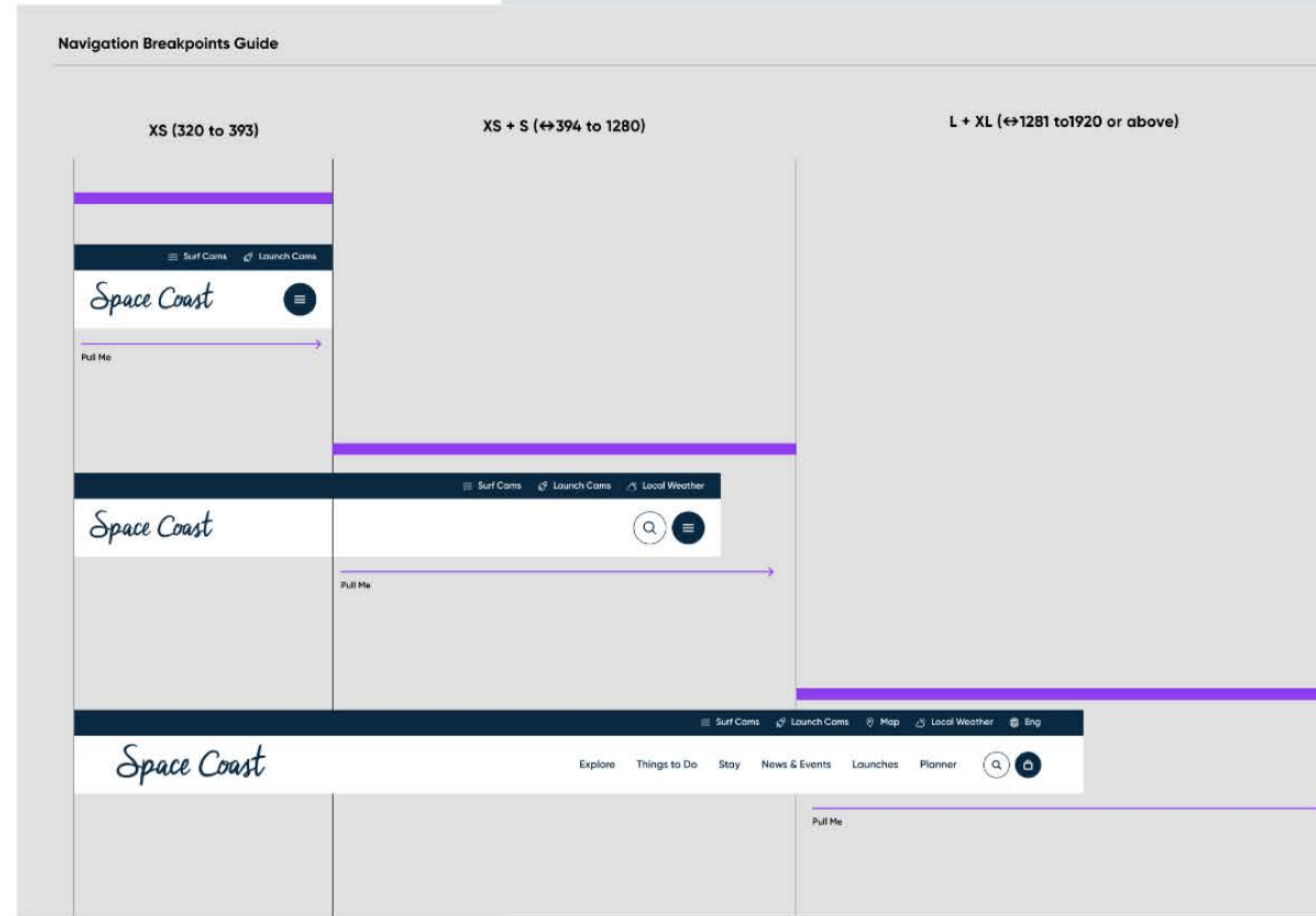
## Find A Hotel

Check In	Check Out	Rooms	Adults	Kids
<input type="text" value="Check In"/>	<input type="text" value="Check Out"/>	<input type="text" value="Rooms"/>	<input type="text" value="Adults"/>	<input type="text" value="Kids"/>
<input type="button" value="Check Availability"/>				

# Global header

Users rely on the global header to navigate and orient themselves in the UI. This pattern outlines some of the qualities that make Space coast's global header consistent, familiar, and easy to use.

This global header is designed to hit all major breakpoints smoothly. Documenting the responsive breakpoints helps for easy development handoff.

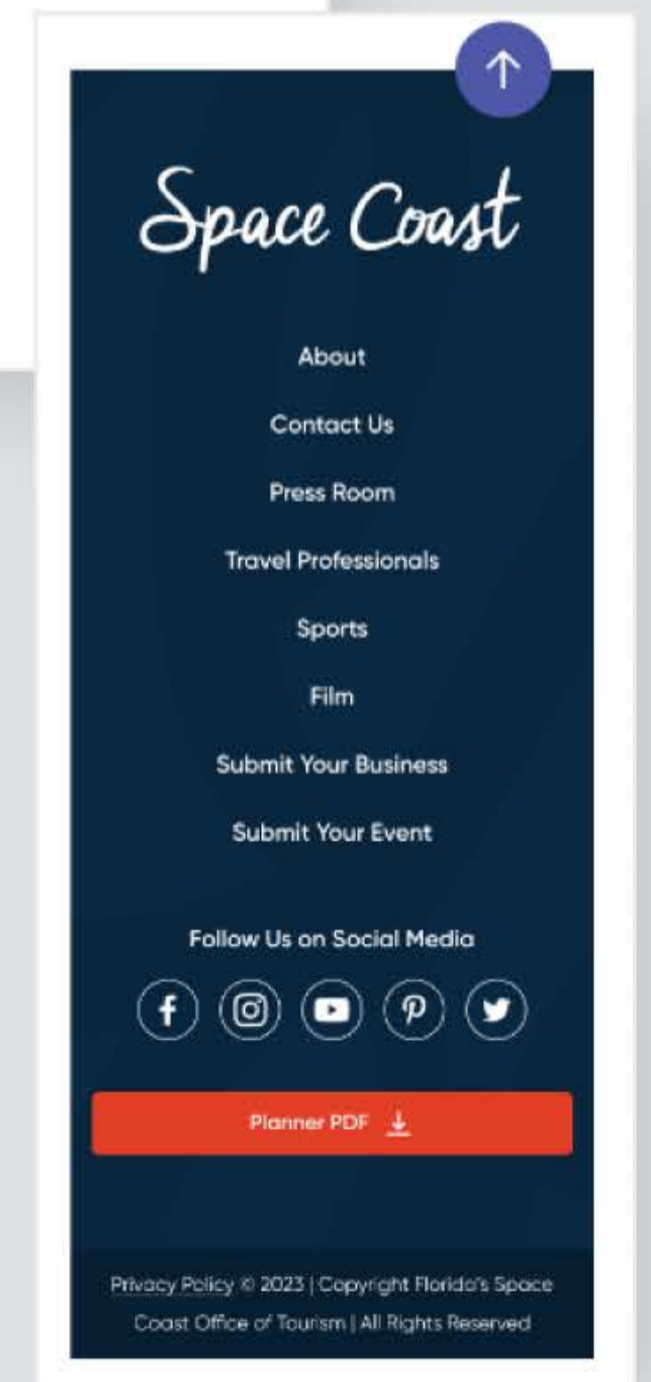
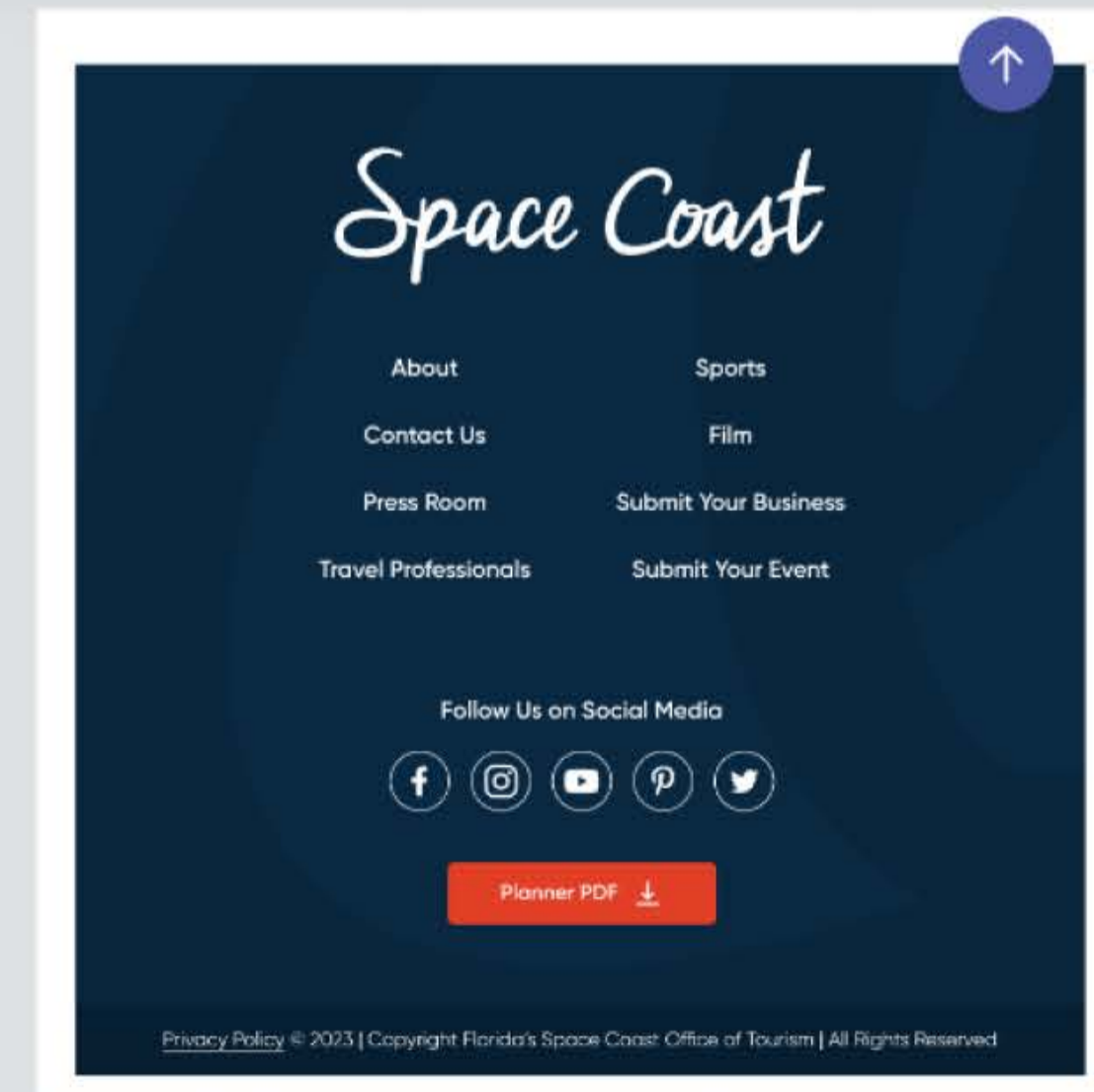
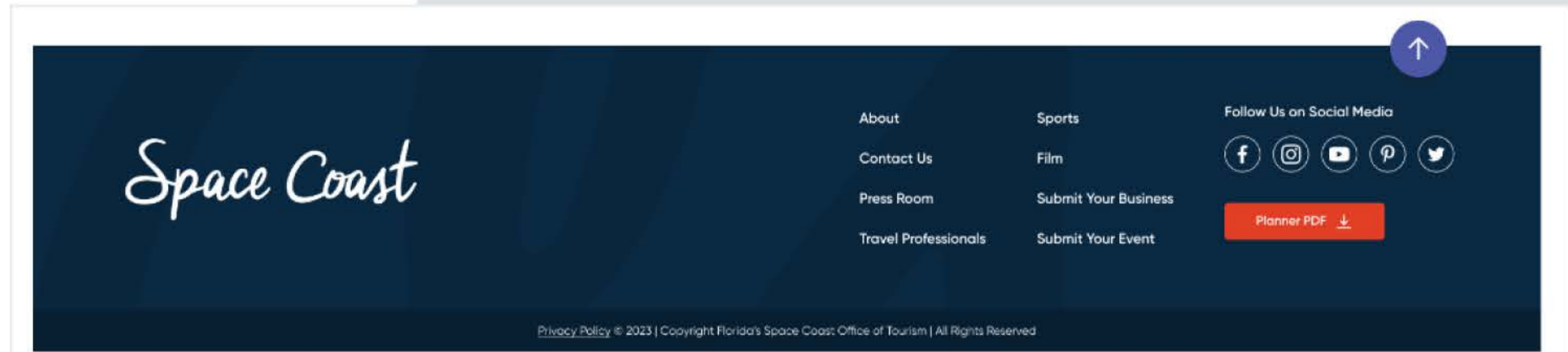




# Footer

Footer component were designed to used as the global footer for all views. Designed in dark navy eclipse, it provides the perfect background for a bright-colored CTA that pops and grabs people's attention.

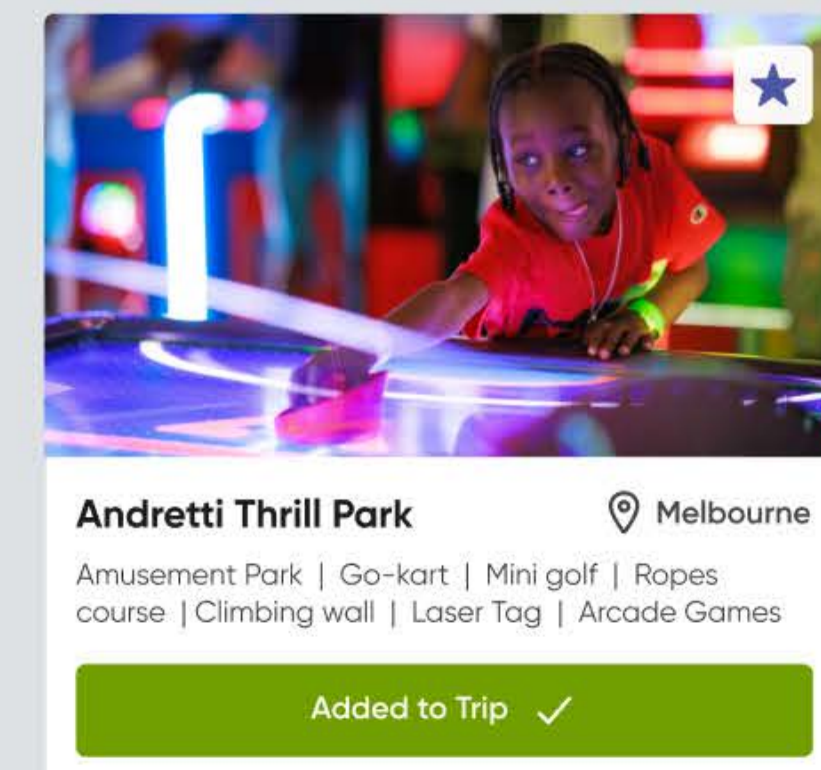
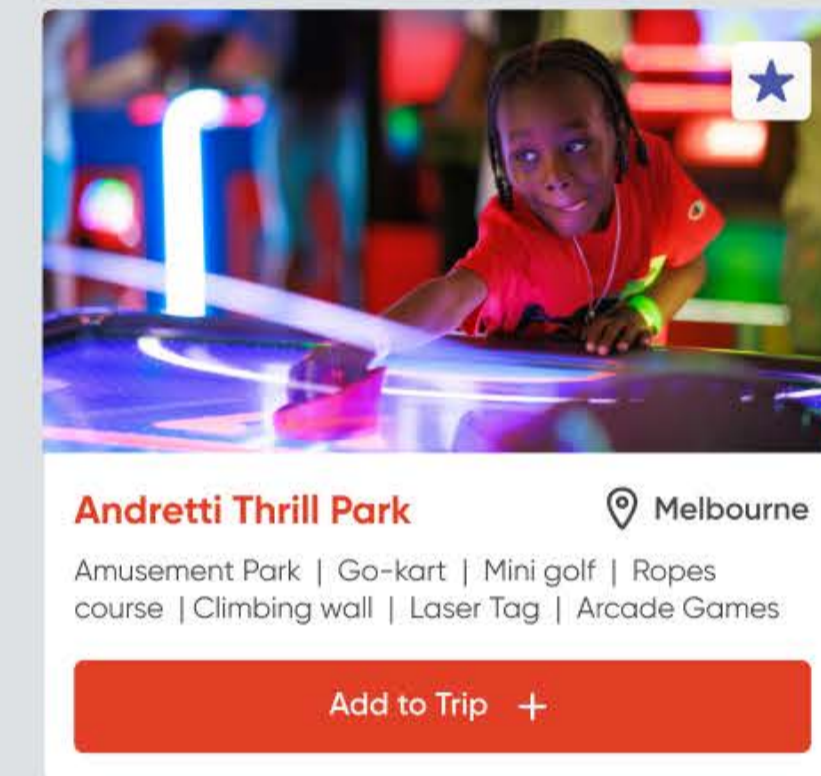
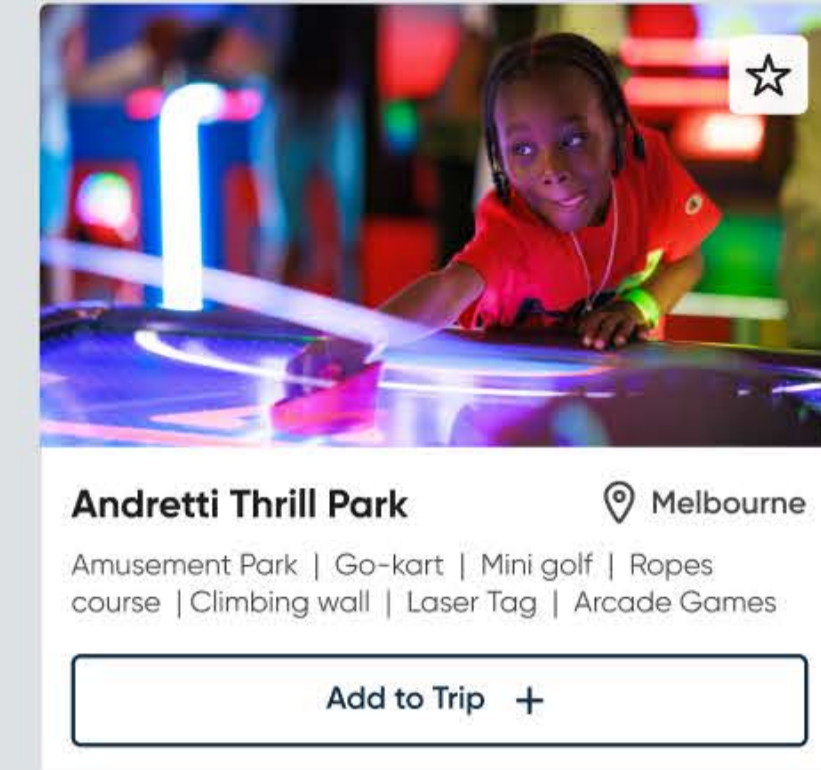
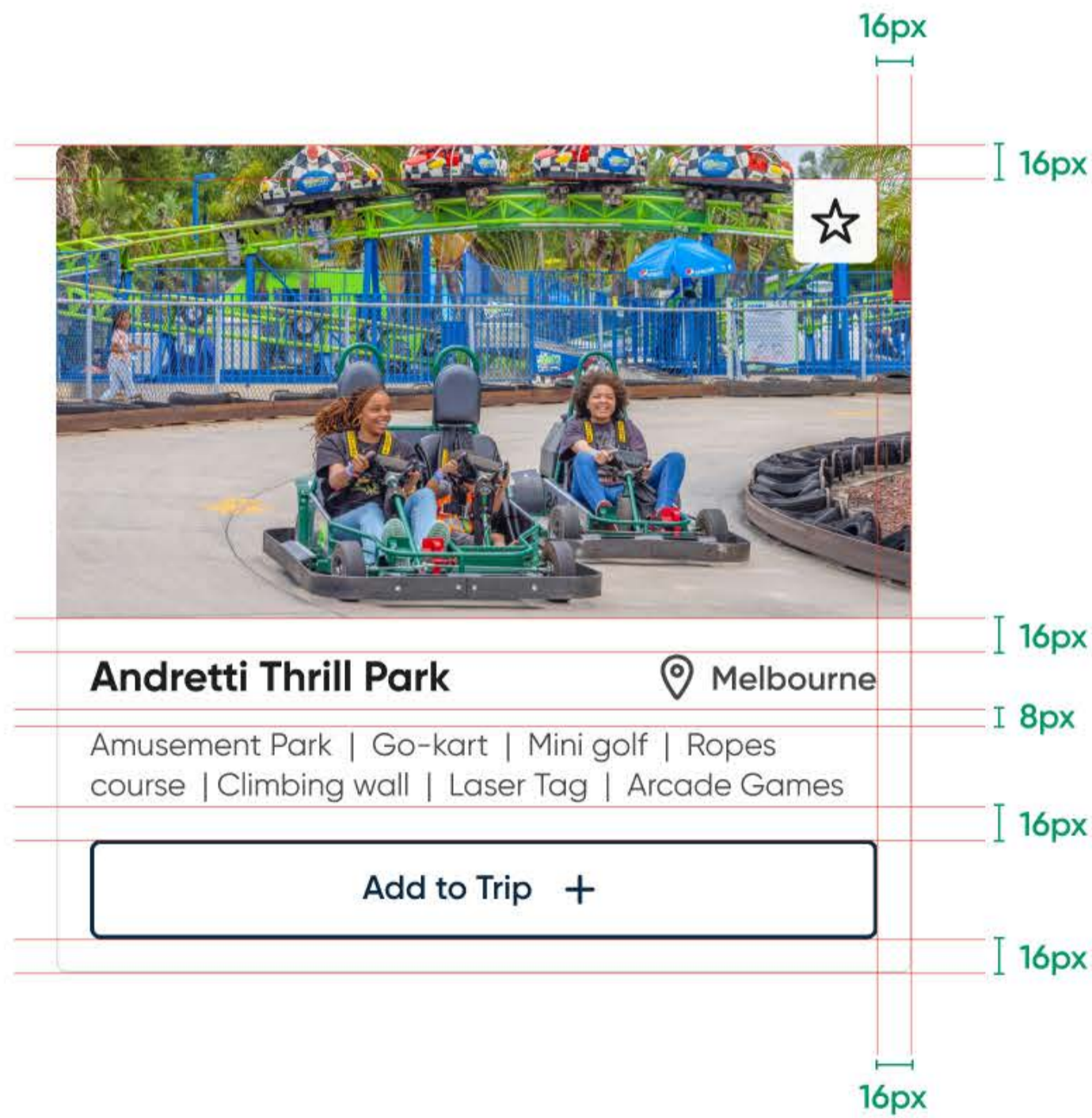
Space Coast's footer includes popular content, links, social media, and a single CTA to help guide visitors to a downloadable pdf.





# Cards

Cards serve as an entry point to more detailed information. Our cards often change size depending on the device. The image and type scale on any device at any size. View below to see hover and active states.

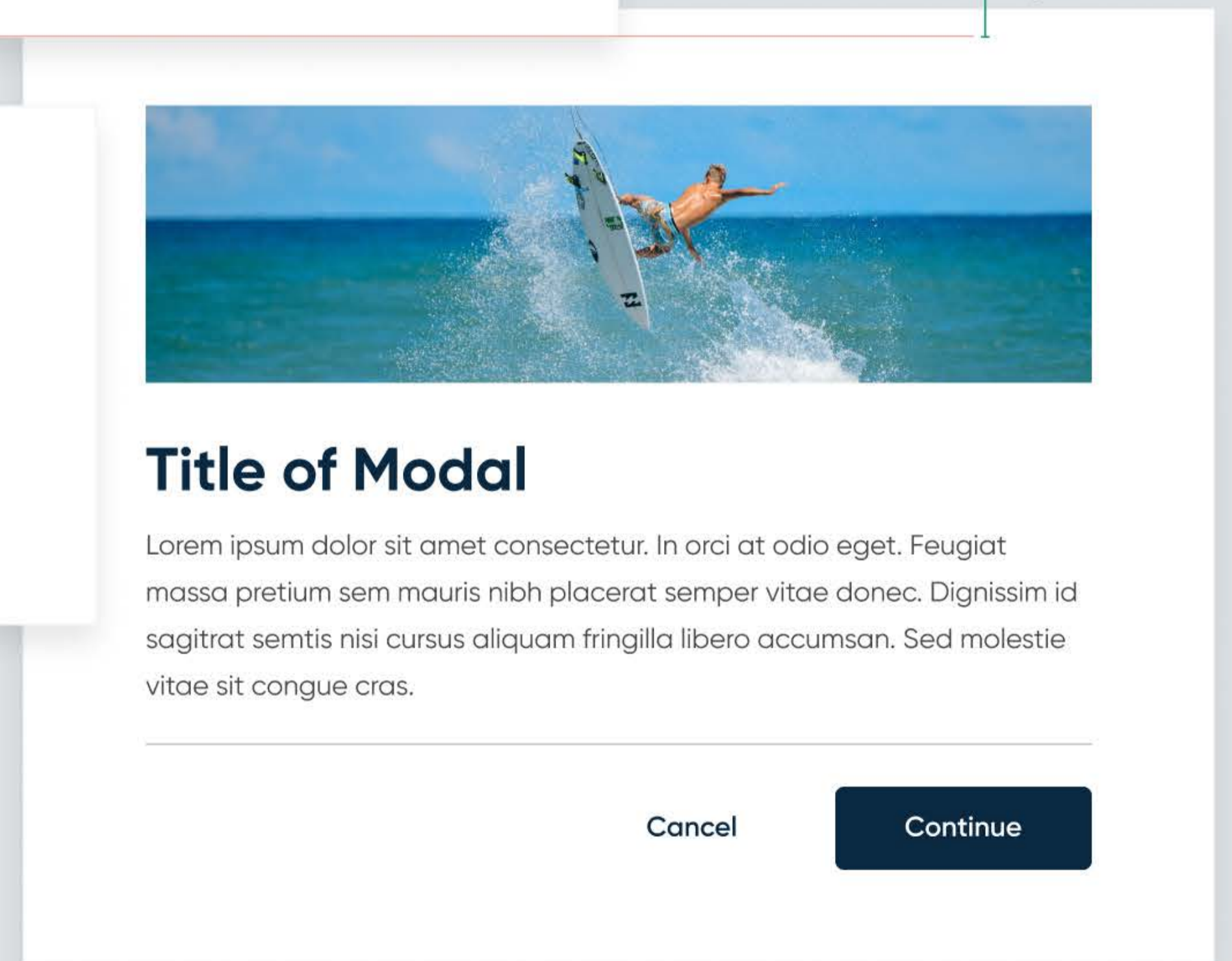
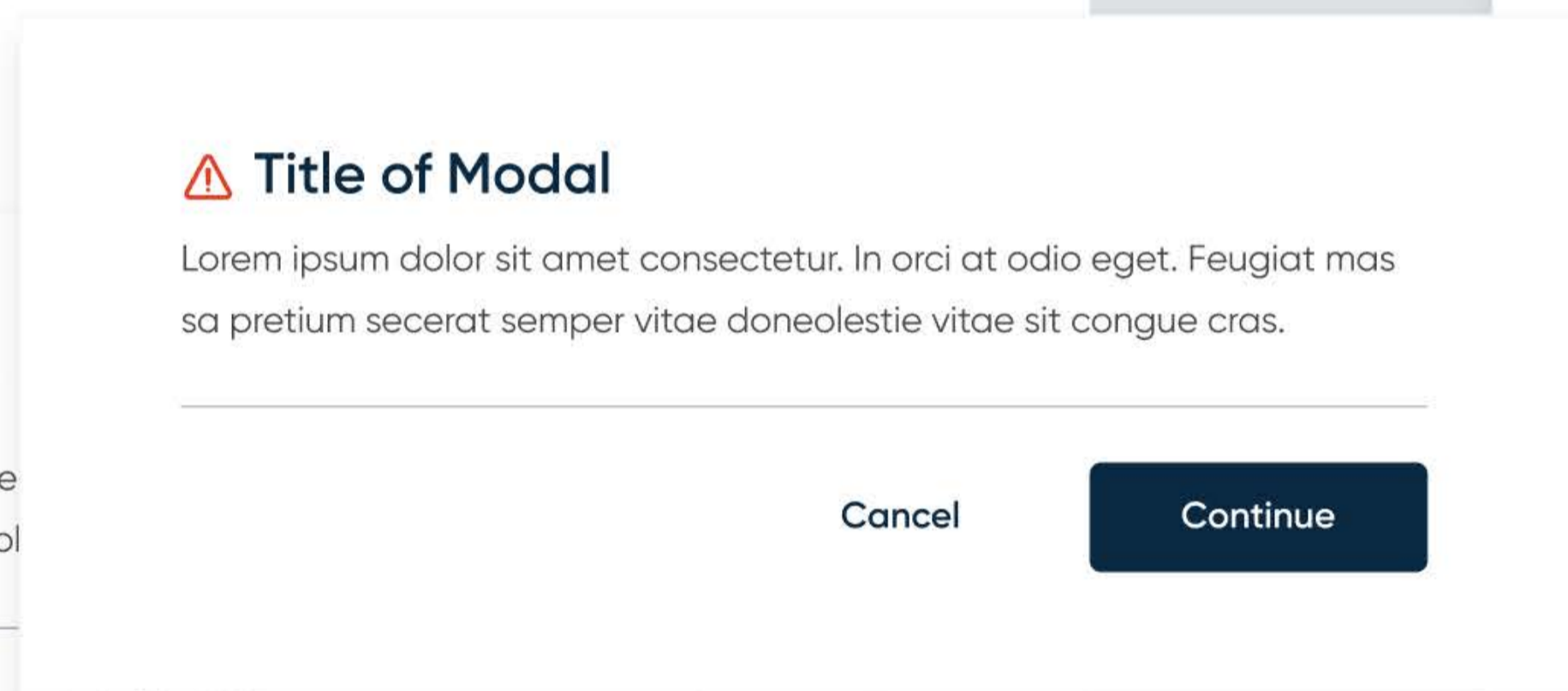
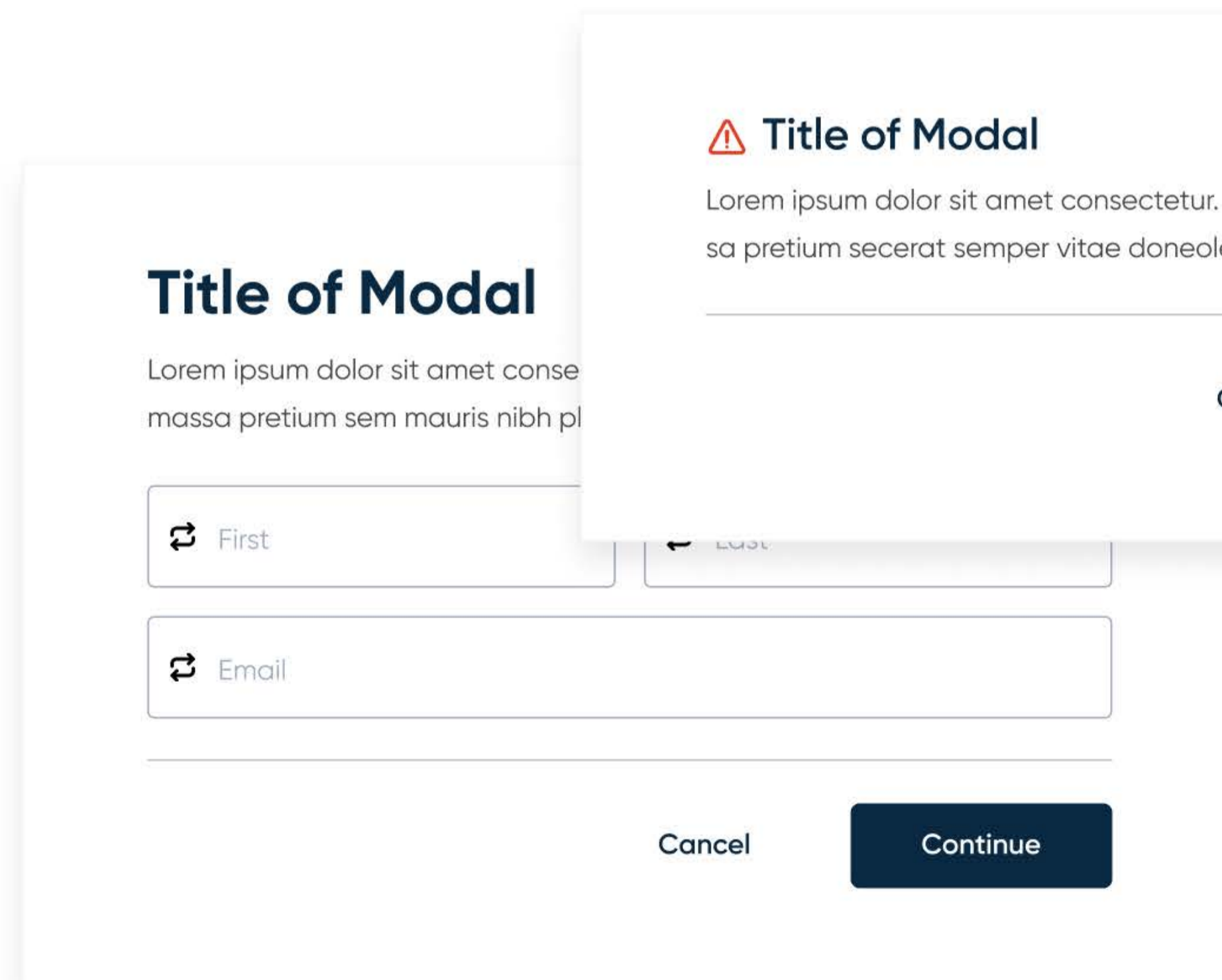
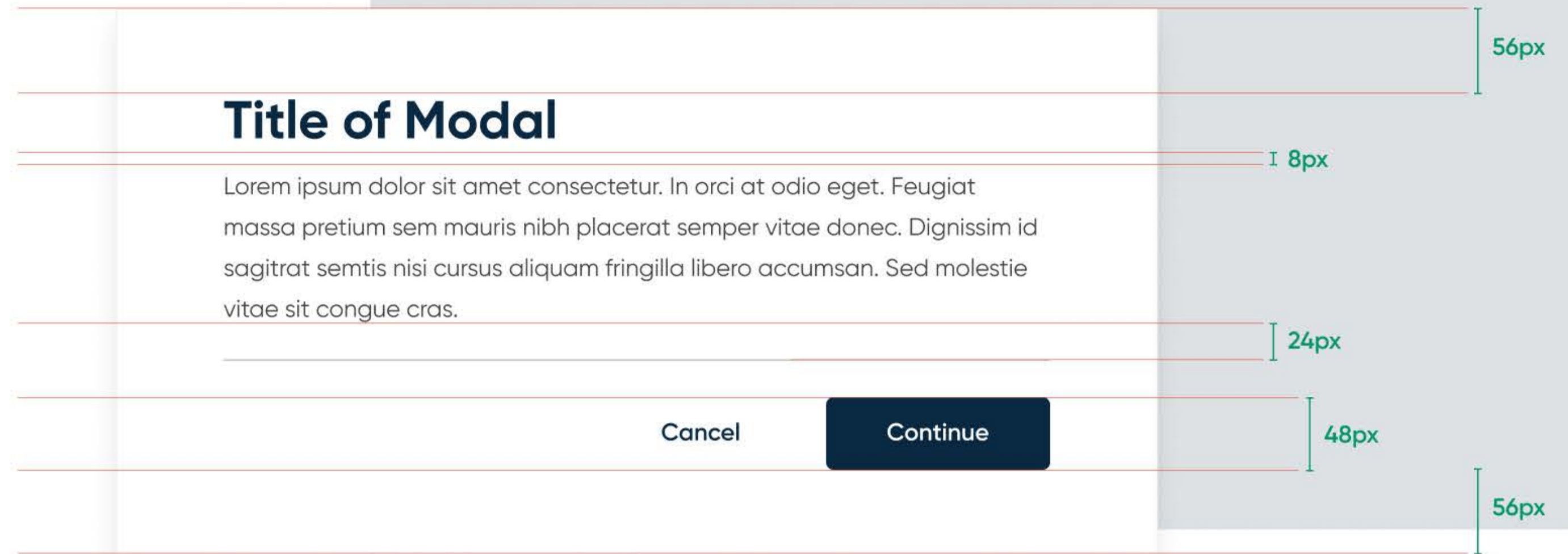




# Modal dialog

A modal dialog displays content that requires user interaction, in a layer above the page.

Space Coast modal dialog is available in five orderly variations.





# Conclusion

Apart from looking sharp and consistent, the design system created is to make it easy to make quickly iterations – keeping our design and development teams in sync.





# Thank You



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