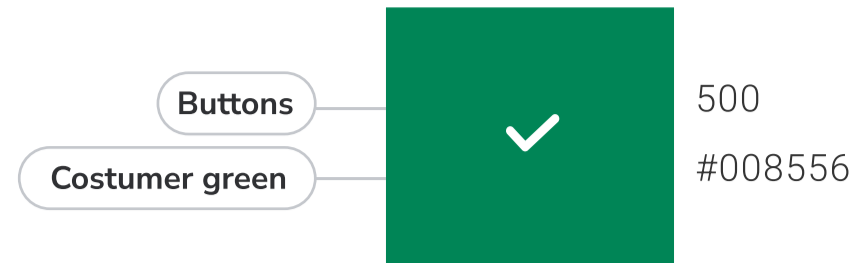


# COLORS

## Documentation goal

The goal of this doc is to show all color possibilities and some practical examples, in each type of component's document (buttons, fields, etc), you can find color specifications included too. Additionally, you can find tags, close to the color, indicating how to use it.



## Principles

1. The colors indicate which elements are interactive, how they relate to other parts and their level of prominence. The main elements should stand out the most.
2. Text and icons, should meet legibility standards when appearing on colored backgrounds. Preferably AA+
3. Show brand colors at memorable moments that reinforce your brand's style.

## Brand colors

<b>Consumer Green</b> Pantone 7725 C CMYK 87 / 24 / 83 / 9 RGB 0 / 133 / 86 HEX #008556	<b>Midnight Blue</b> Pantone 2756 C CMYK 100 / 90 / 5 / 30 RGB 2 / 22 / 96 HEX #021660	<b>Sea Green</b> Pantone 2397 C CMYK 77 / 0 / 30 / 0 RGB 39 / 189 / 190 HEX #27BDBE
<b>Dark Green</b> Pantone 567 C CMYK 85 / 51 / 70 / 54 RGB 21 / 62 / 53 HEX #153e35	<b>Sunshine</b> CMYK 6 / 29 / 100 / 0 RGB 239 / 181 / 27 HEX #EFB51B	<b>Pale Teal</b> CMYK 29 / 0 / 12 / 0 RGB 175 / 226 / 227 HEX #A4E2DE
<b>Text Gray</b> CMYK 0 / 0 / 0 / 80 RGB 84 / 86 / 90 HEX #54565A		

## Gray Scale

Gray is the main neutral color. We should use it, especially in text, unclickable components, and secondary elements, like lines. Don't use any color in buttons and clickable components, but tables.

- A white check mark indicates when white text is legible on a background color
- A black check mark indicates when black text is legible on a background color
- Image icon indicates that the color is not able to be used with text, just icons.

Titles		Text Gray Subtitle		Icons	Border		Lines		Background
900	800	700	600	500	400	300	200	100	50
#2F3033	#424346	#54565A	#656769	#82858B	#CACDD4	#D7DBE3	#E8ECF2	#F6F8FC	#FFFFFF

## Primary colors

A primary color is the color displayed most frequently across the screens and components.

Dark green	Background icons			Buttons Costumer green			Tag/Icon background		Buttons
900	800	700	600	500	400	300	200	100	50
#153E35	#153E35	#0A5238	#096746	#008556	#67C3A3	#A9E1CD	#D4F3E6	#E7F4ED	#E7F4ED

Midnight blue								Tag/Icon background	
Covetrus Buttons	Background icons								Tag/Icon background
900	800	700	600	500	400	300	200	100	50
#021660	#1D3487	#2A3F8E	#3C509D	#4F65B4	#7084D1	#8E9FDF	#B2C0F4	#CCD6FC	#E1E6F9

## Secondary colors

A secondary color provides more ways to accent and distinguish components details.

		Sea Green				Pale Teal	Tag/Icon background	Background	
900	800	700	600	500	400	300	200	100	50
#0F9D9E	#26ADAE	#27BDBE	#55C8C9	#6FD2D2	#8CDDD8	#A4E2DE	#B6EFEB	#D8FDFB	#E9F5F5

			Sunshine				Tag/Icon background	Background	
900	800	700	600	500	400	300	200	100	50
#AC7E04	#BC8B0A	#DCA511	#EFB51B	#F3C039	#FBD265	#FFE08E	#FFE9AD	#FFF2CE	#FFF9F0

		Background
900   Error	100	50
#C62D2D	#F4D5D5	#F9EAEA

# SHAPE

## Documentation goal

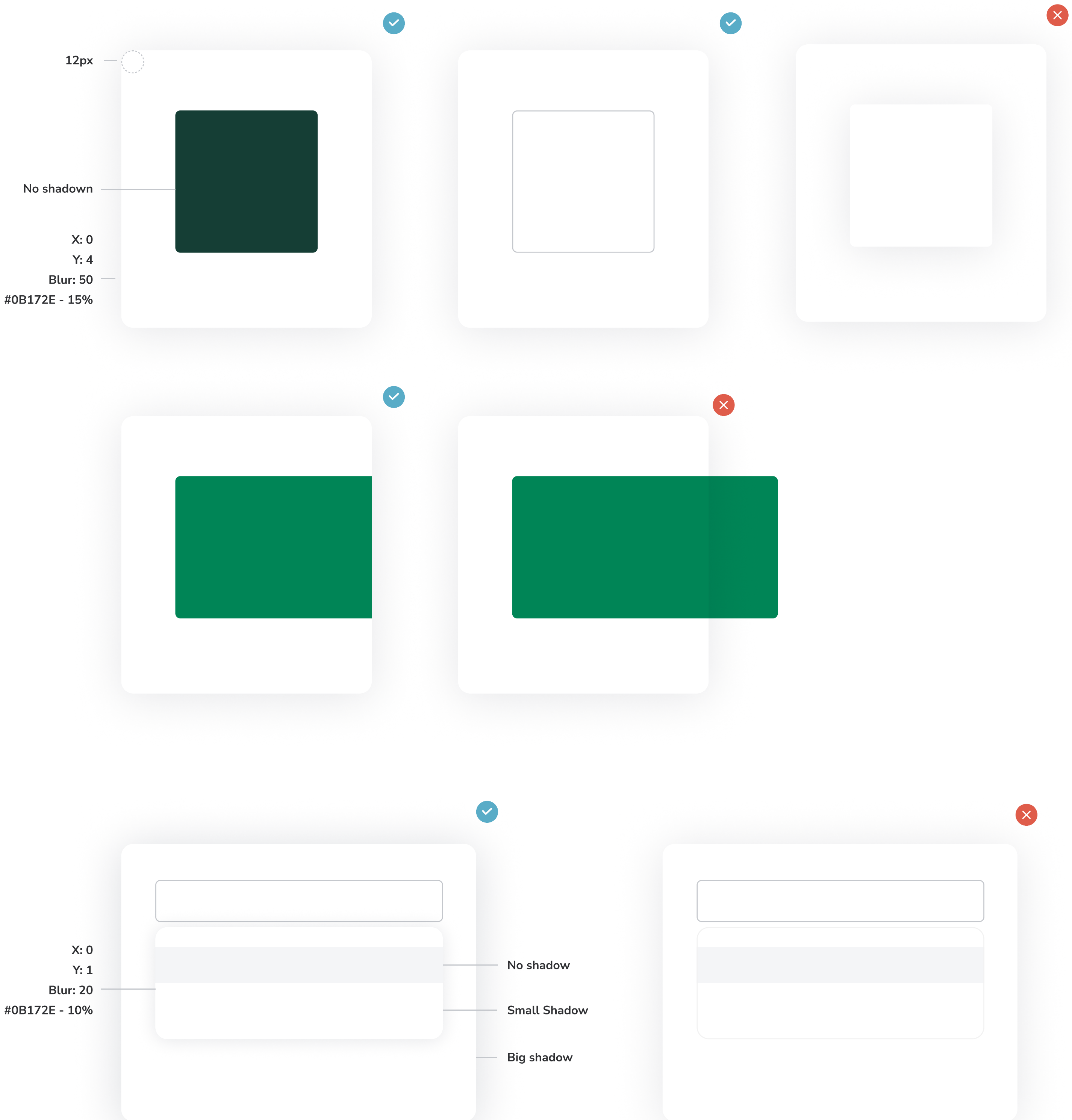
The goal of this doc is to show the shapes guides and examples, in boxes's documentation you can find more details and applied examples.

## Principles

1. Boxes have shadows and this is the main responsible to create contrast from the background.
2. Sections with shadows are highlighted more than sections without shadows.
3. The section can have multiple box elements with shadow or a box with various elements inside without shadow.
4. Suspense elements, such as side menus or dropdowns, can overlap boxes with shadow, but the elements inside this type of component also don't have a shadow.

## Anatomy

The elements inside the boxes don't have shadows.  
The boxes with shadow are solid, the elements inside cannot pass through it.  
The boxes with shadow can overlap similar boxes just temporary, as dropdown or sidemenu.





# FONTS

## Documentation goal

The goal of this doc is to show all typography possibilities and some practical examples, in each type of component's document (buttons, fields, etc), you can find type specifications included too.

## Principles

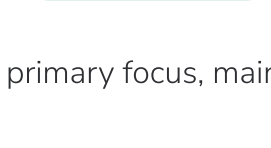
1. Keep related text aligned and closer together to create visual groupings. For most languages, the majority of text should be left-aligned.
2. Pair font weight, size, and color together to create hierarchy. Use a lighter color or font-size to de-emphasize secondary content.

	Use	Font	Weight	Size	Letter spacing	Line height
<b>Headline 1</b>	Pages titles	Nunito Sans	Black	28	2%	130% (36px)
<b>Headline 2</b>	Big components title	Nunito Sans	Black	24	2%	140% (28px)
<b>Headline 3</b>	Small components titles	Nunito Sans	Bold	20	0%	130% (22px)
Headline 4	Hyperlinks/Tabs	Nunito Sans	Light	16	2%	130% (22px)
<b>Headline 5</b>	Fields title	Nunito Sans	Black	14	0%	130% (18px)
Subtitle	Subtitle	Nunito Sans	Light	16	0%	140% (22px)
Body 1	Bigger copies	Nunito Sans	Light	14	0%	140% (20px)
<b>Body 1</b>	Bigger copies	Nunito Sans	Bold	14	0%	140% (20px)
Body 2	Smaller copies	Nunito Sans	Light	12	0%	140% (17px)
<b>Body 2</b>	Smaller copies	Nunito Sans	Bold	12	0%	140% (17px)
<b>Buttons</b>	Buttons	Nunito Sans	Semibold	16	0%	160% (26px)
Menu	Menu	Nunito Sans	Regular	16	2%	160% (26px)

# BUTTONS

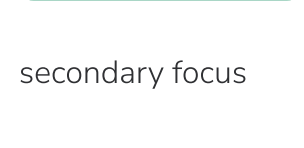
## Types

### 1. High emphasis | contained button



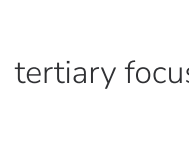
primary focus, main activity

### 2. High emphasis | outlined button



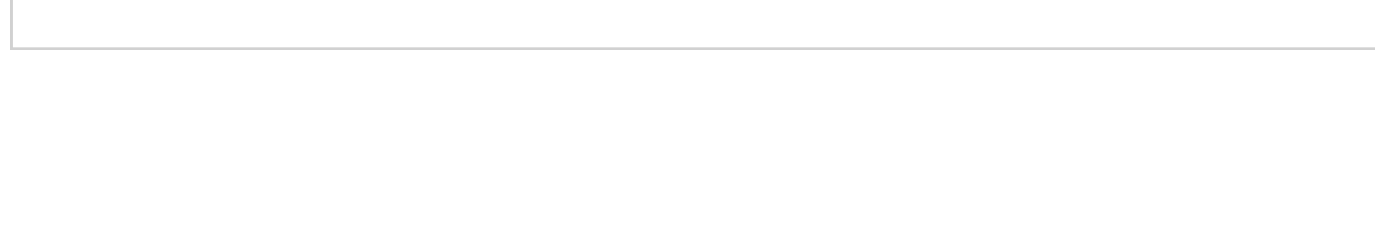
secondary focus

### 3. Text button | low emphasis



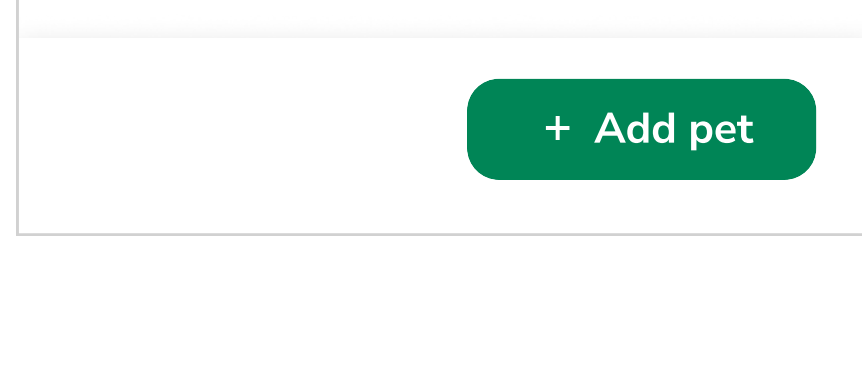
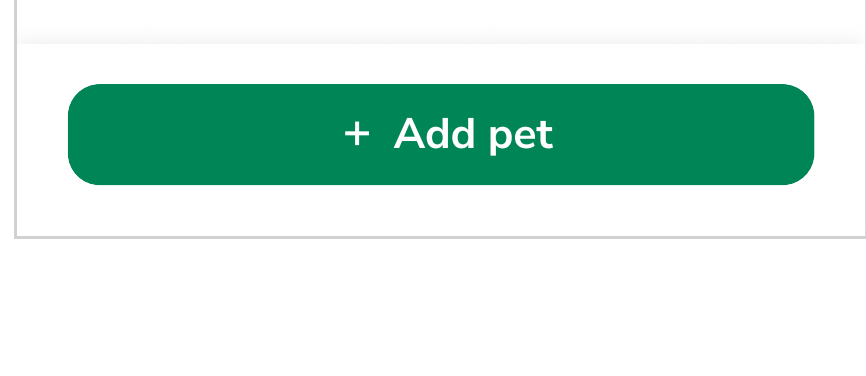
tertiary focus or multiple buttons

It's possible to use more than one button on the same page, so a high-emphasis button can be accompanied by medium- and low-emphasis buttons that perform less important actions. When using multiple buttons, ensure the available state of one button doesn't look like the disabled state of another.

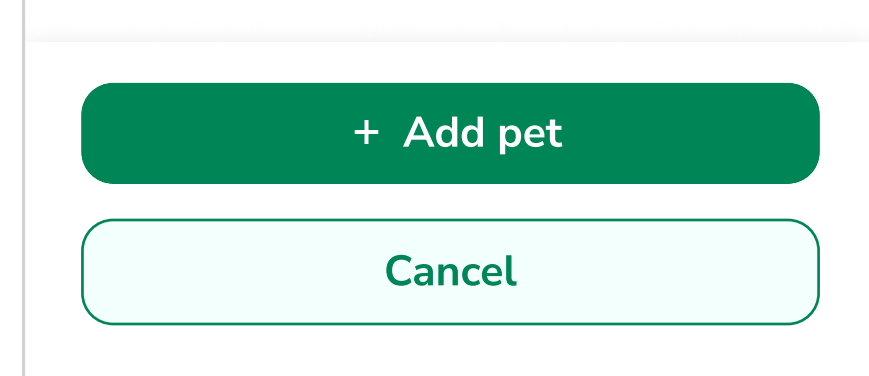
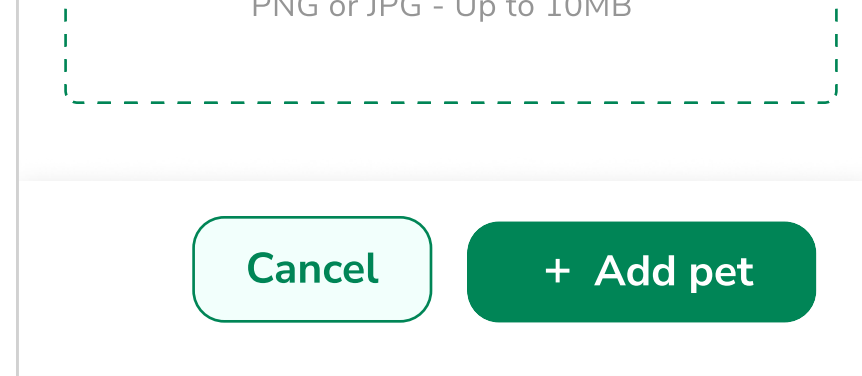
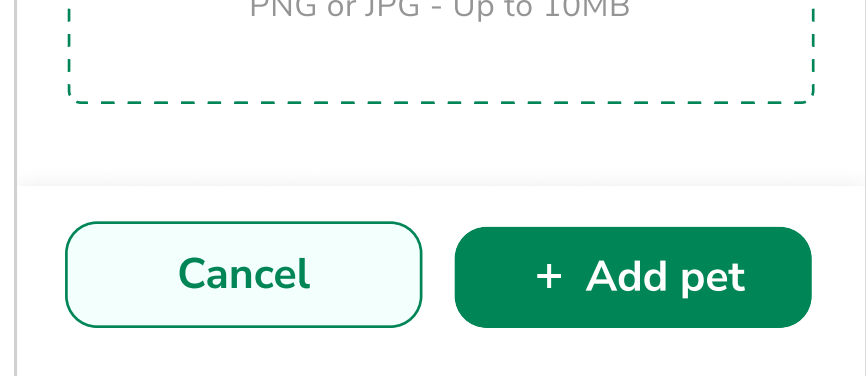


## Mobile

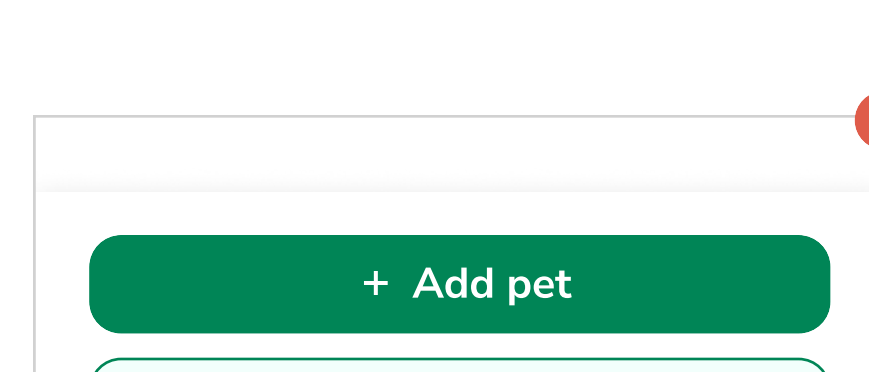
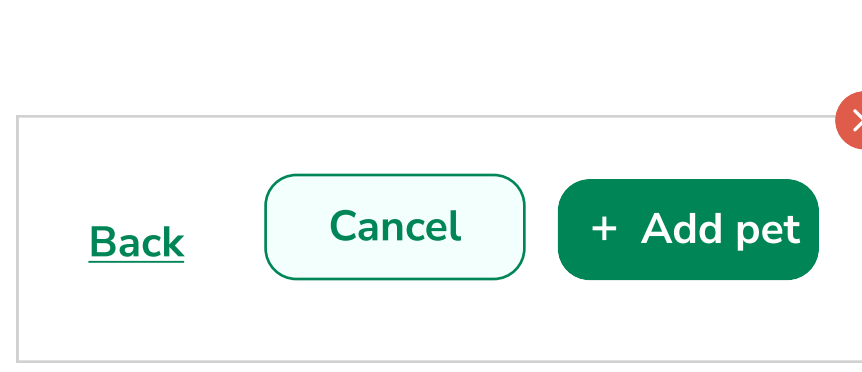
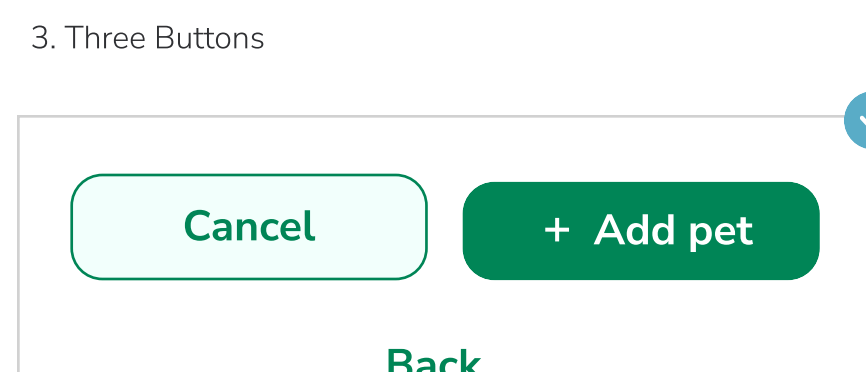
### 1. One Button



### 2. Two Buttons

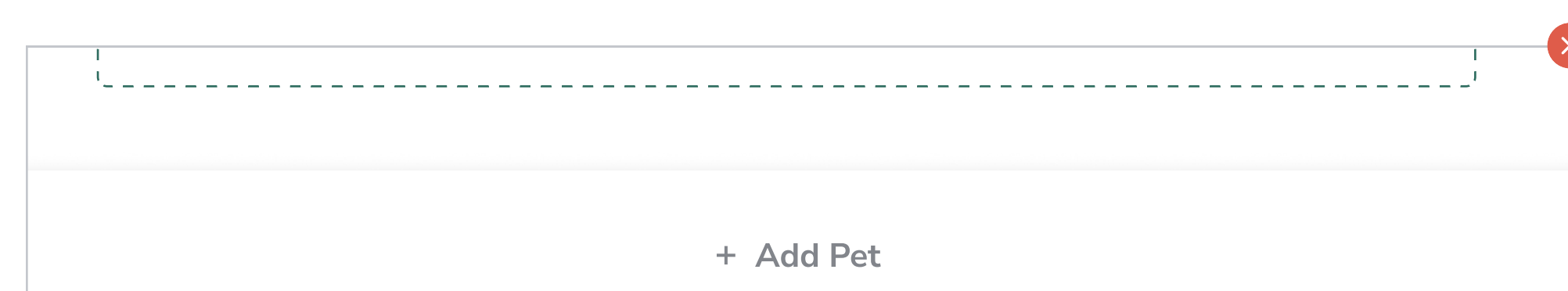
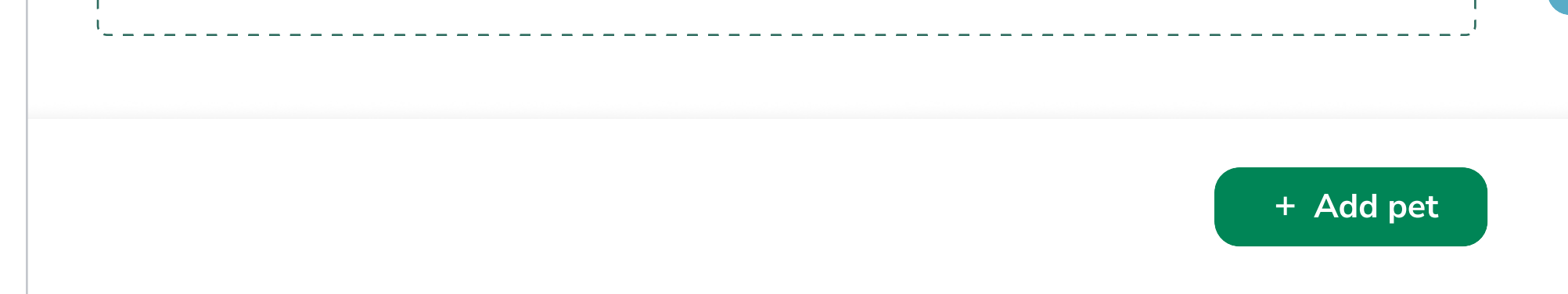


### 3. Three Buttons

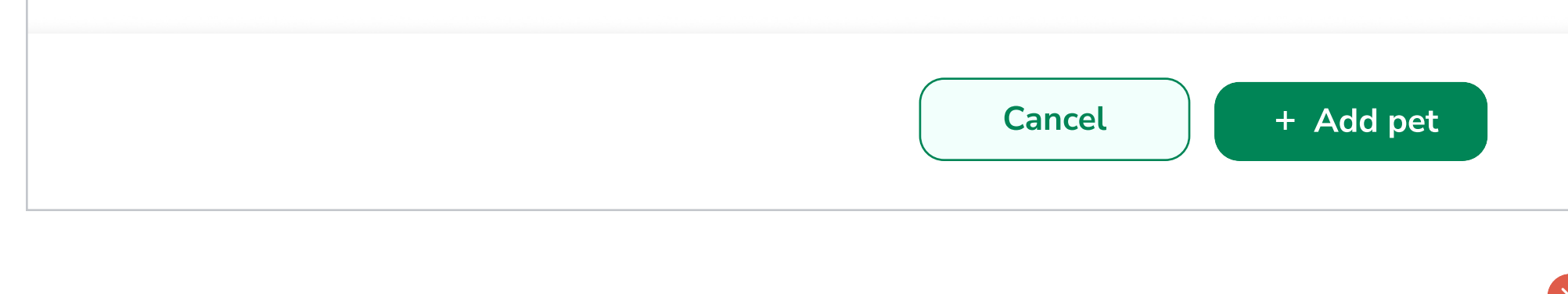
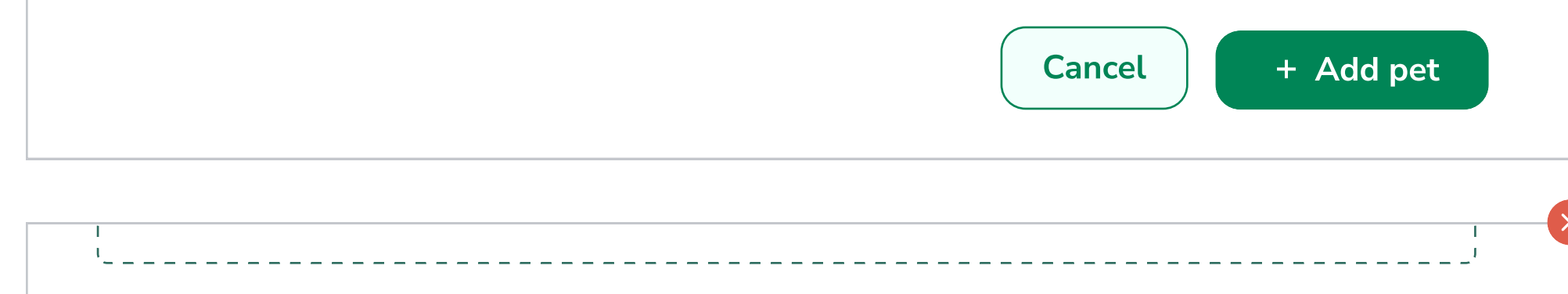
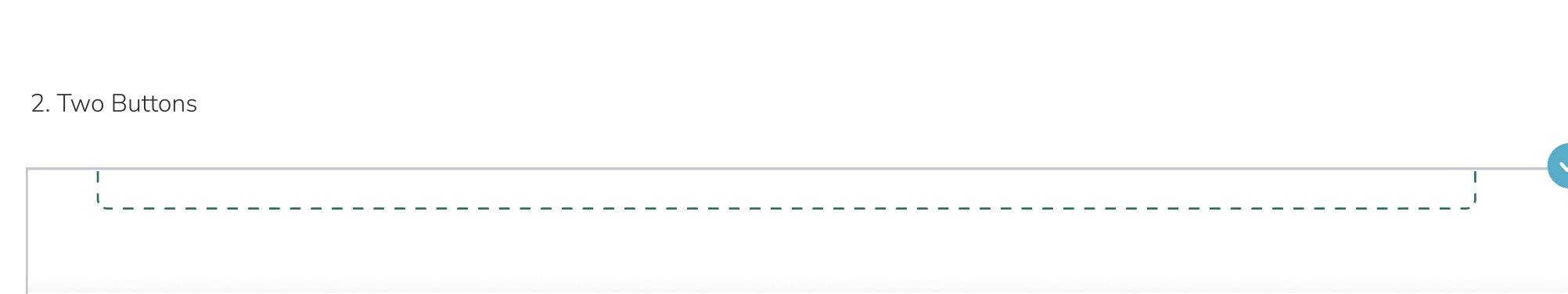


## Desktop

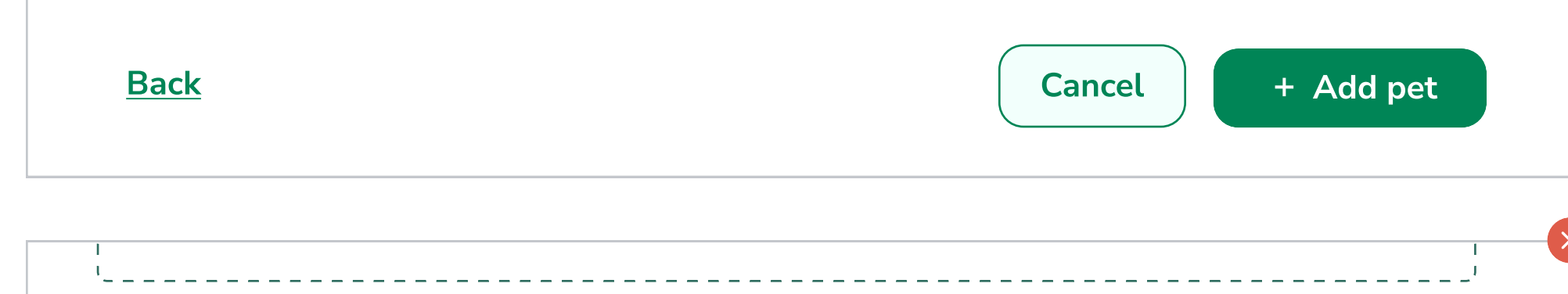
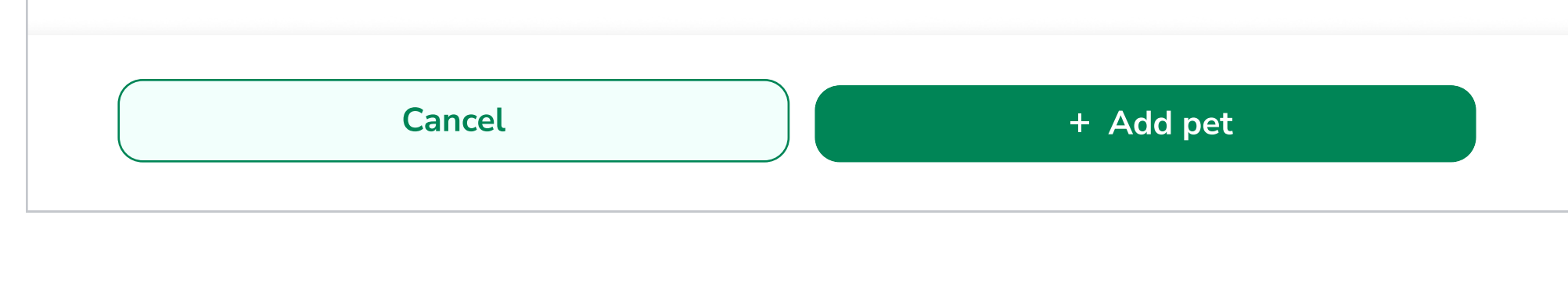
### 1. One Button



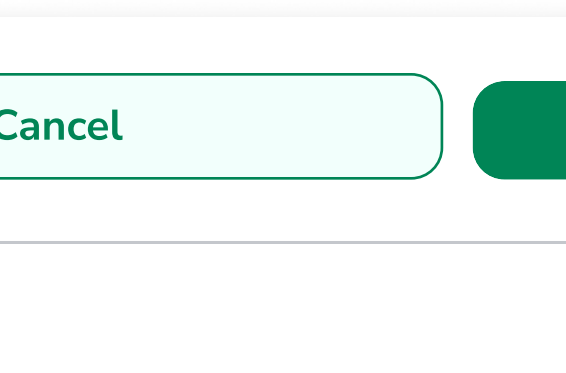
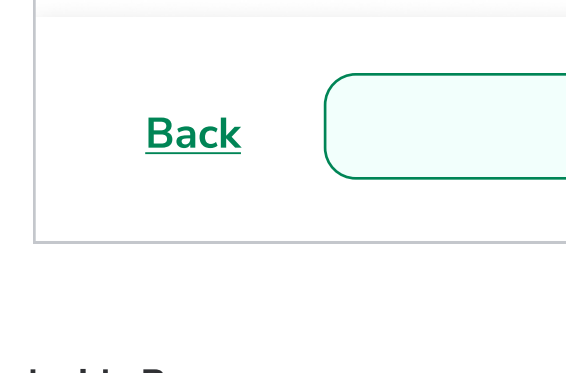
### 2. Two Buttons



### 3. Three Buttons



## Inside Box



## More than three buttons

To use a list of buttons, the recommendation is to the lists and tables [click here](#) to see. The icons help the user to identify each button.

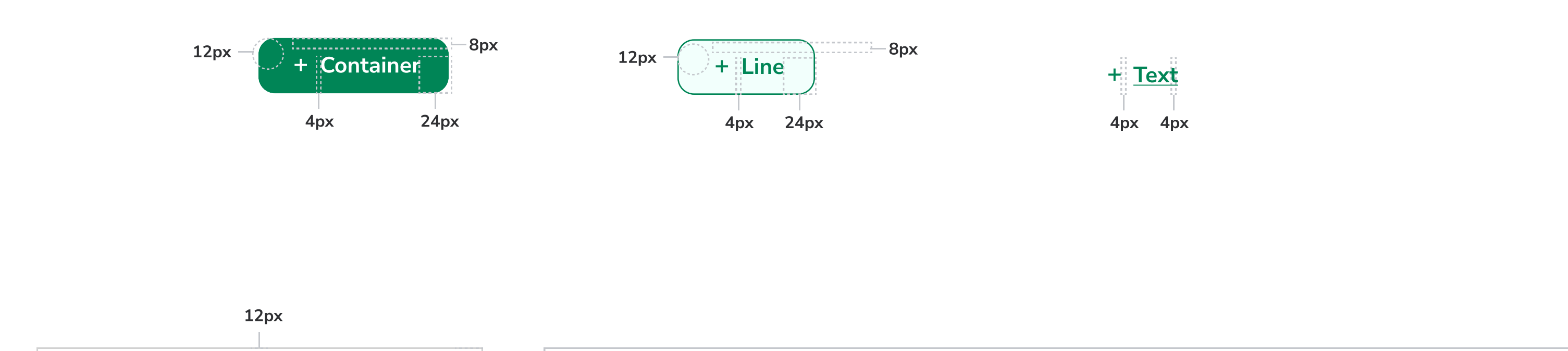
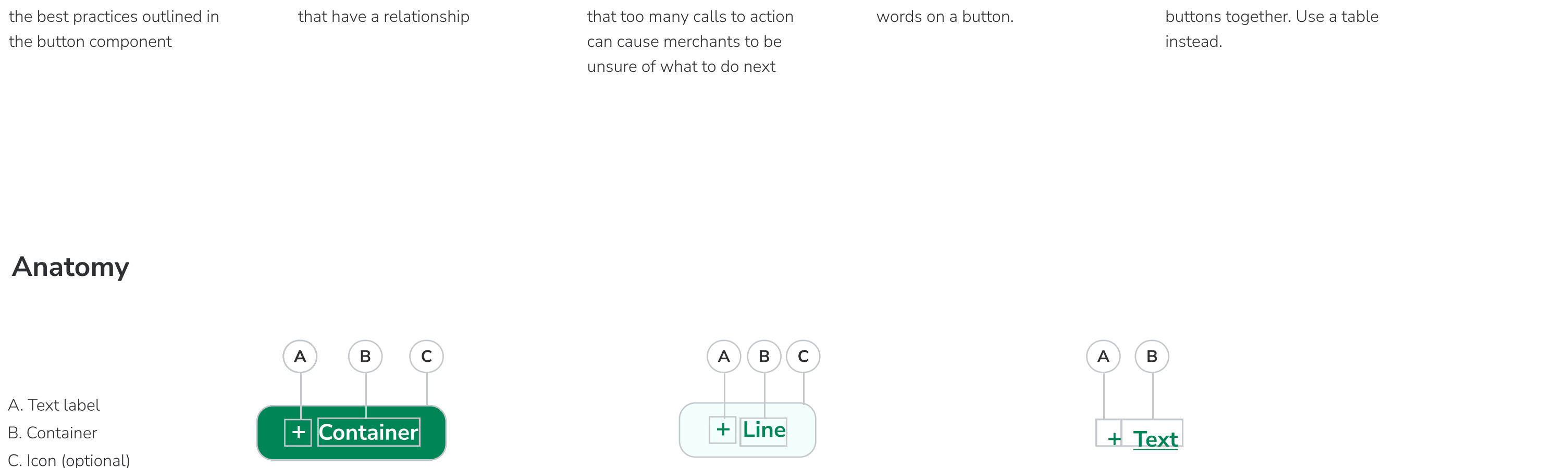
Avoid using two contained buttons next to one another if they don't have the same fill color.



## Principles

- Only use buttons that follow the best practices outlined in the button component.
- Group together calls to action that have a relationship.
- Be used with consideration that too many calls to action can cause merchants to be unsure of what to do next.
- Use a maximum of three words on a button.
- Don't use more than three buttons together. Use a table instead.

## Anatomy



## Copy

- For labels, titles, and microcopy, avoid articles to keep content short and actionable. This increases readability, encourages immediate action, and avoids being very specific and excluding actions.
- Buttons should always lead with a verb that encourages action. To provide enough context to merchants, use the VERB + NOUN content formula on buttons except in the case of common actions like "Yes," "Close," "Cancel," or "OK."

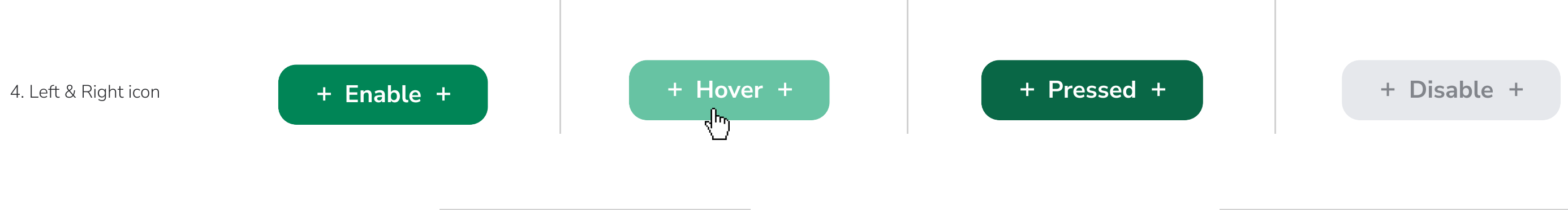
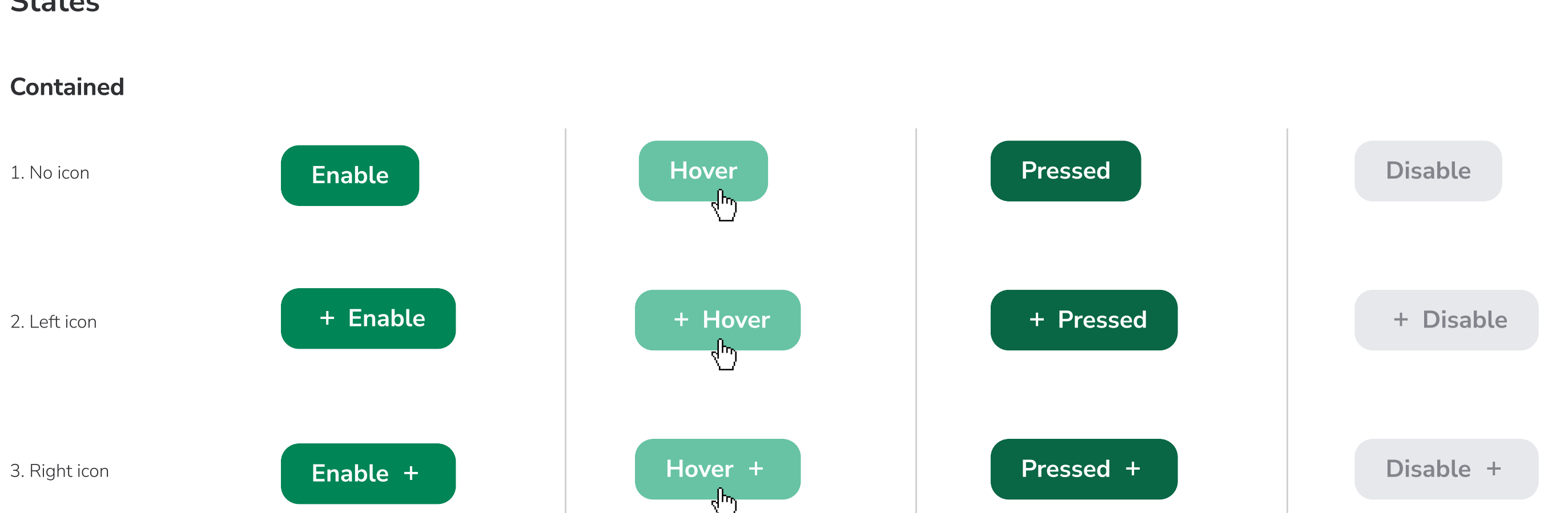


- Don't wrap text. For maximum legibility, a text label should remain on a single line.
- Use capitalization on the first letter of the first word.

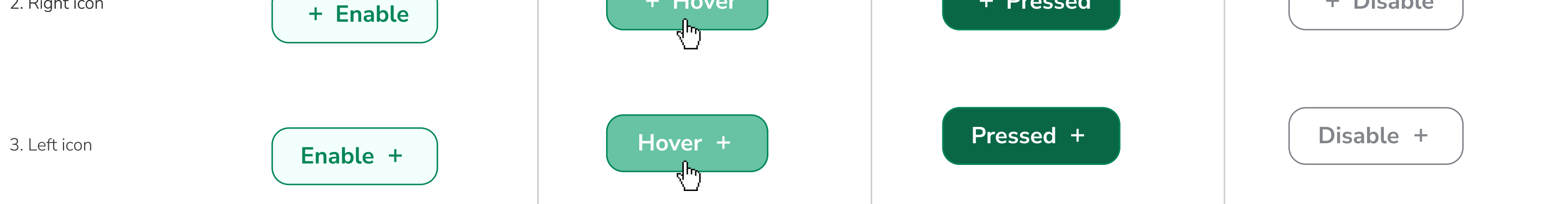
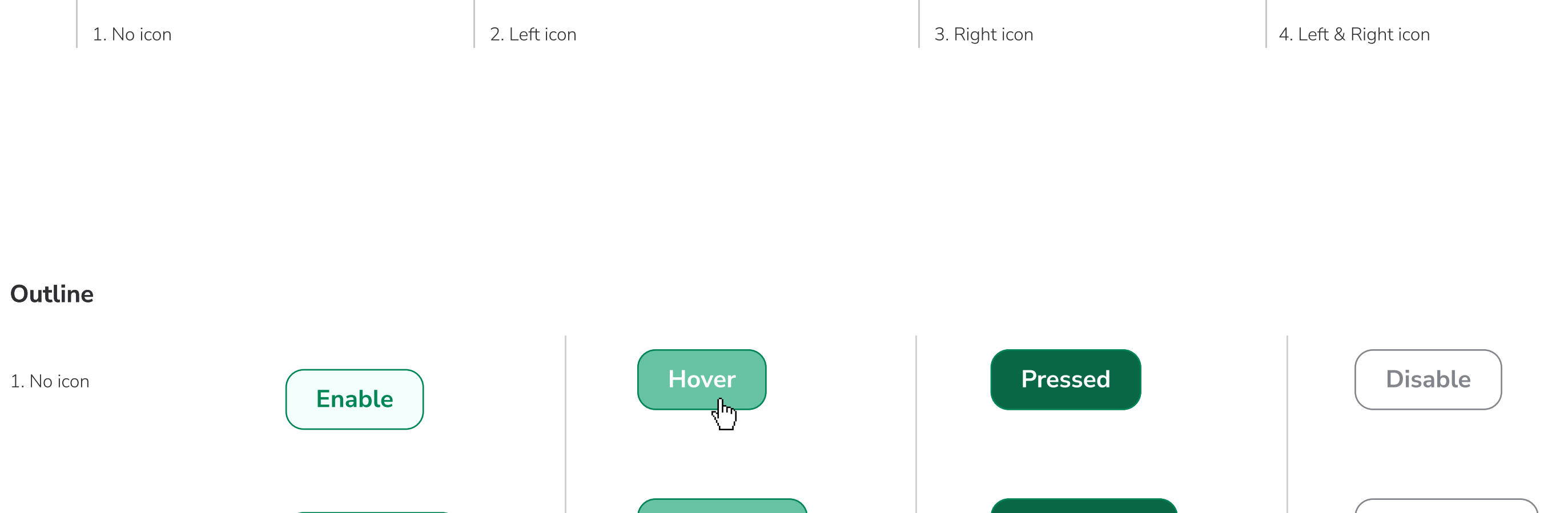


## States

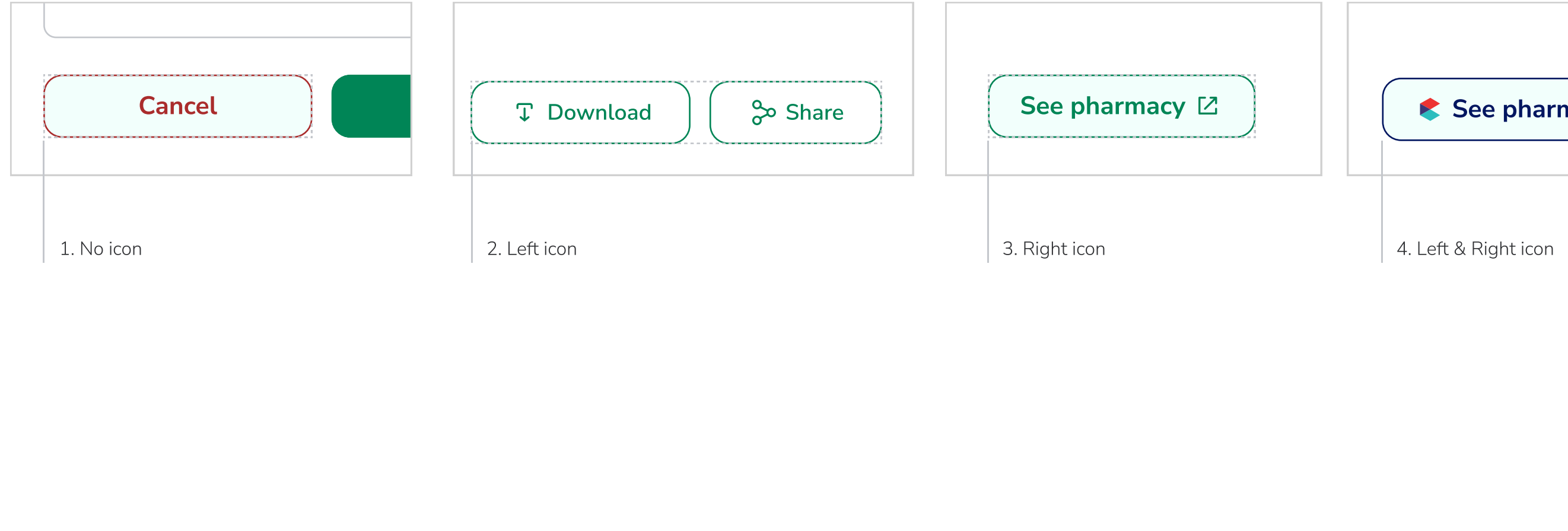
### Contained



### Outline

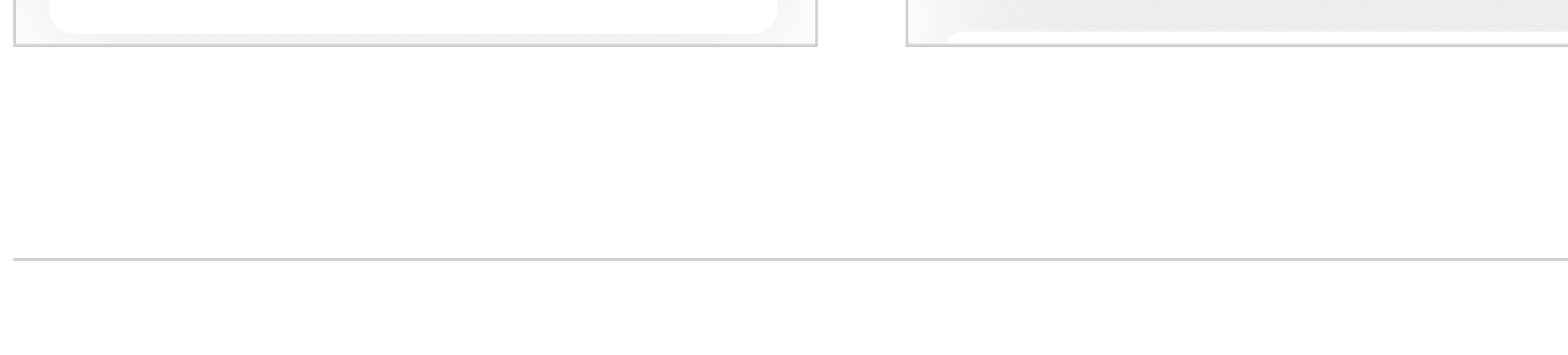
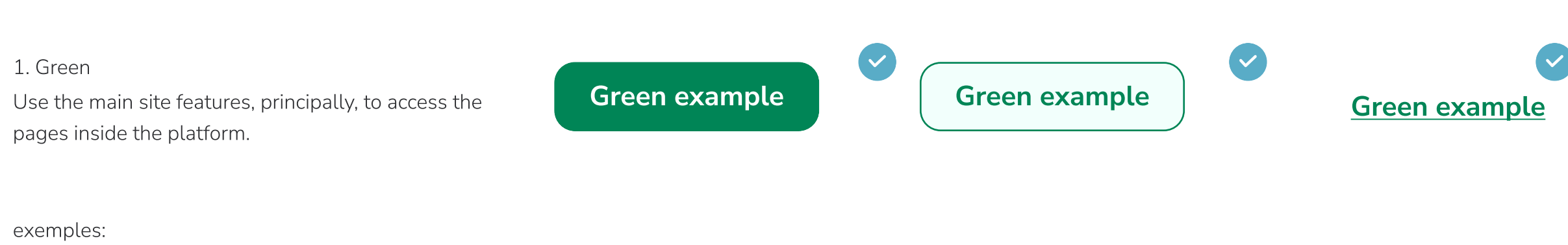
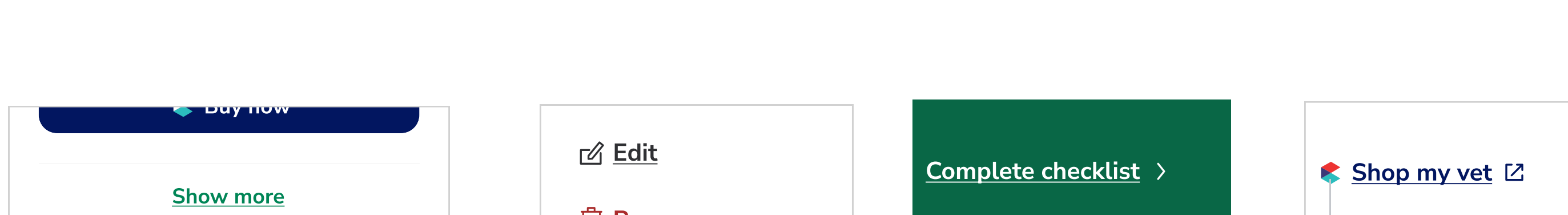


### Text



## Colours

- Green: Use the main site features, principally, to access the pages inside the platform.
- Blue: Use to shop associated with the Covetrus connections.
- Red: Warning, cancel or remove. Please avoid using the container button because it is usually as a secondary action.



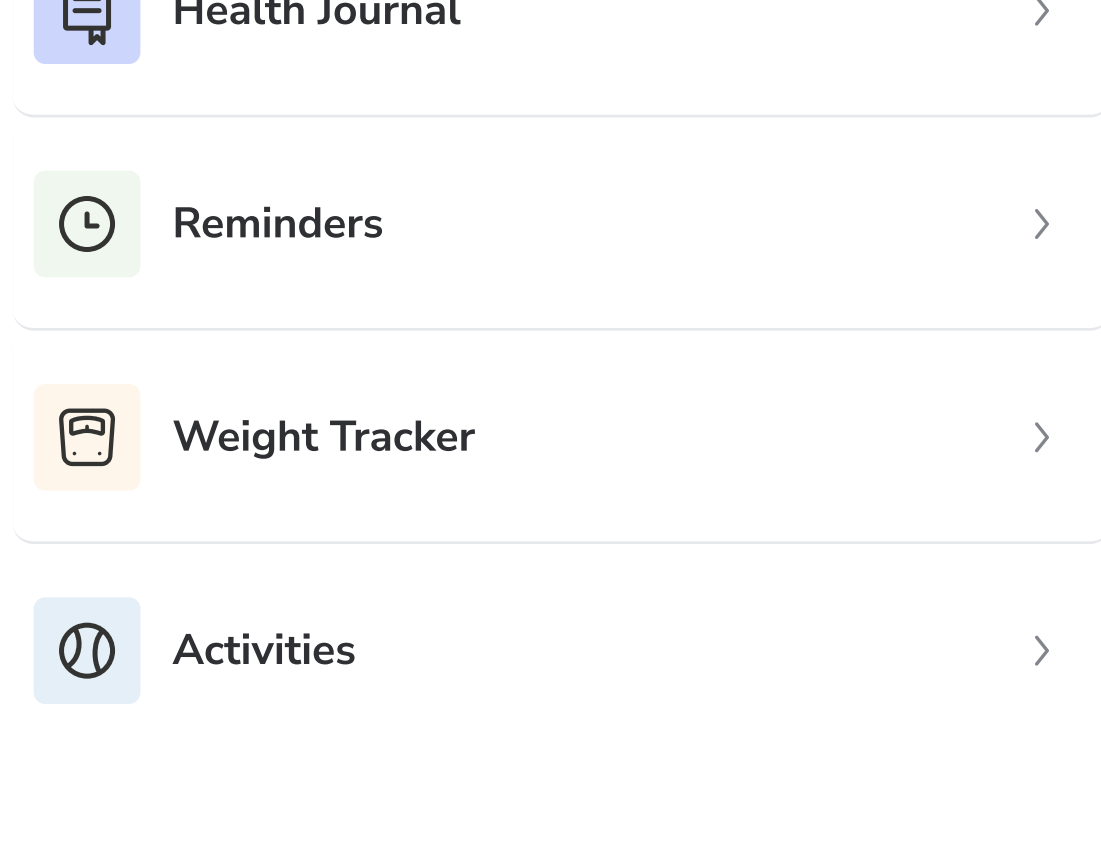


# TABLES

## Types

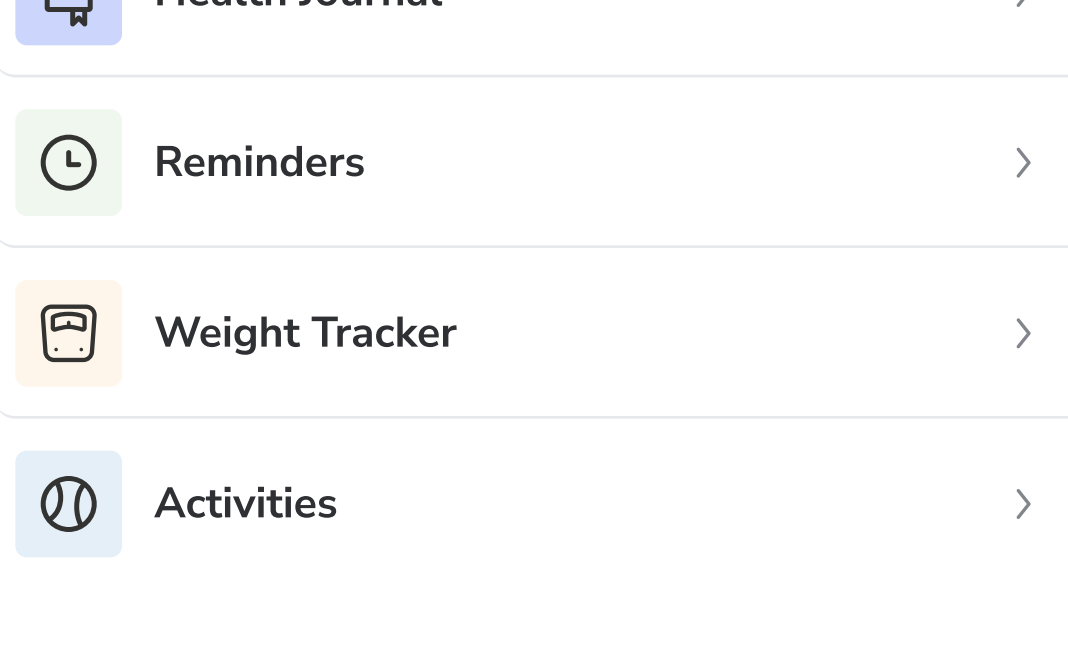
### 1. Big table

Dashboard



### 2. Medium table

Internal pages: Vet profile



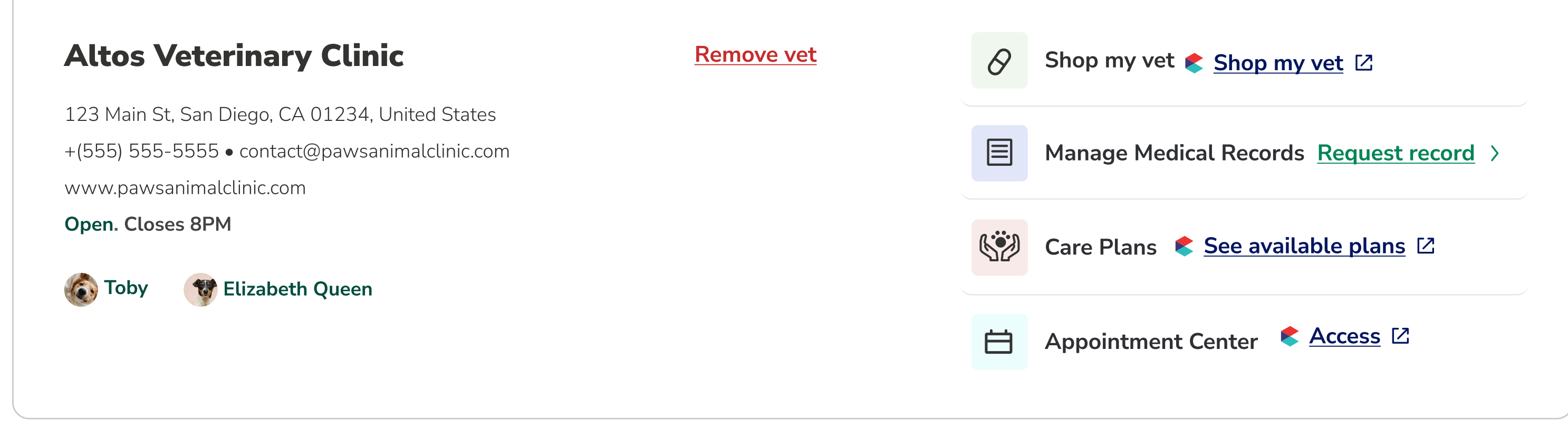
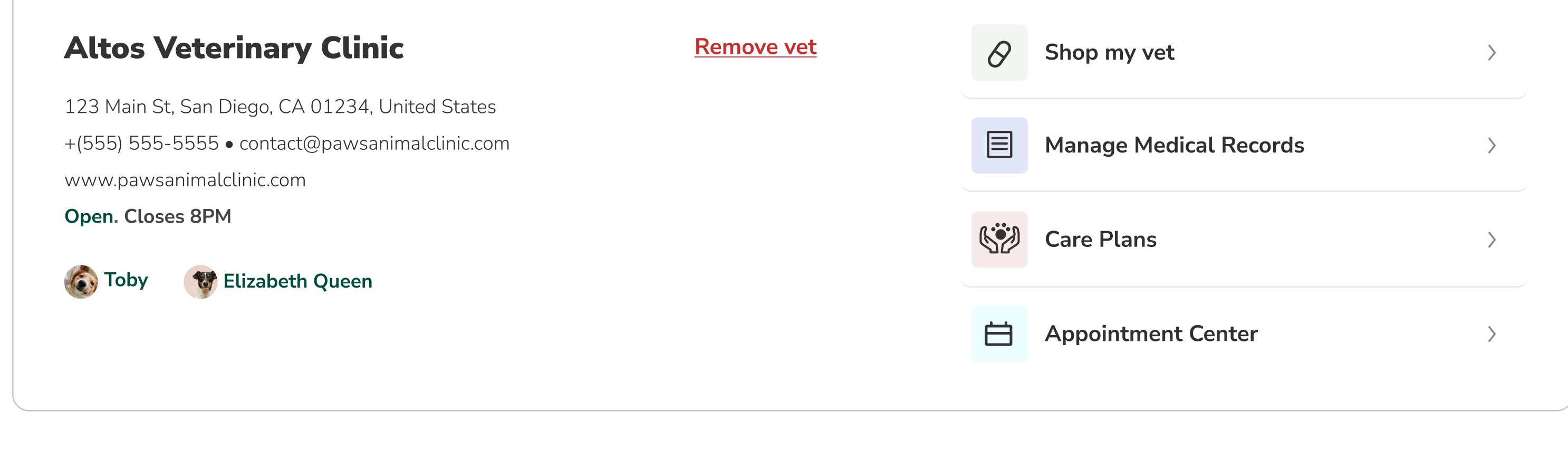
### 3. Small table vertical

Menus

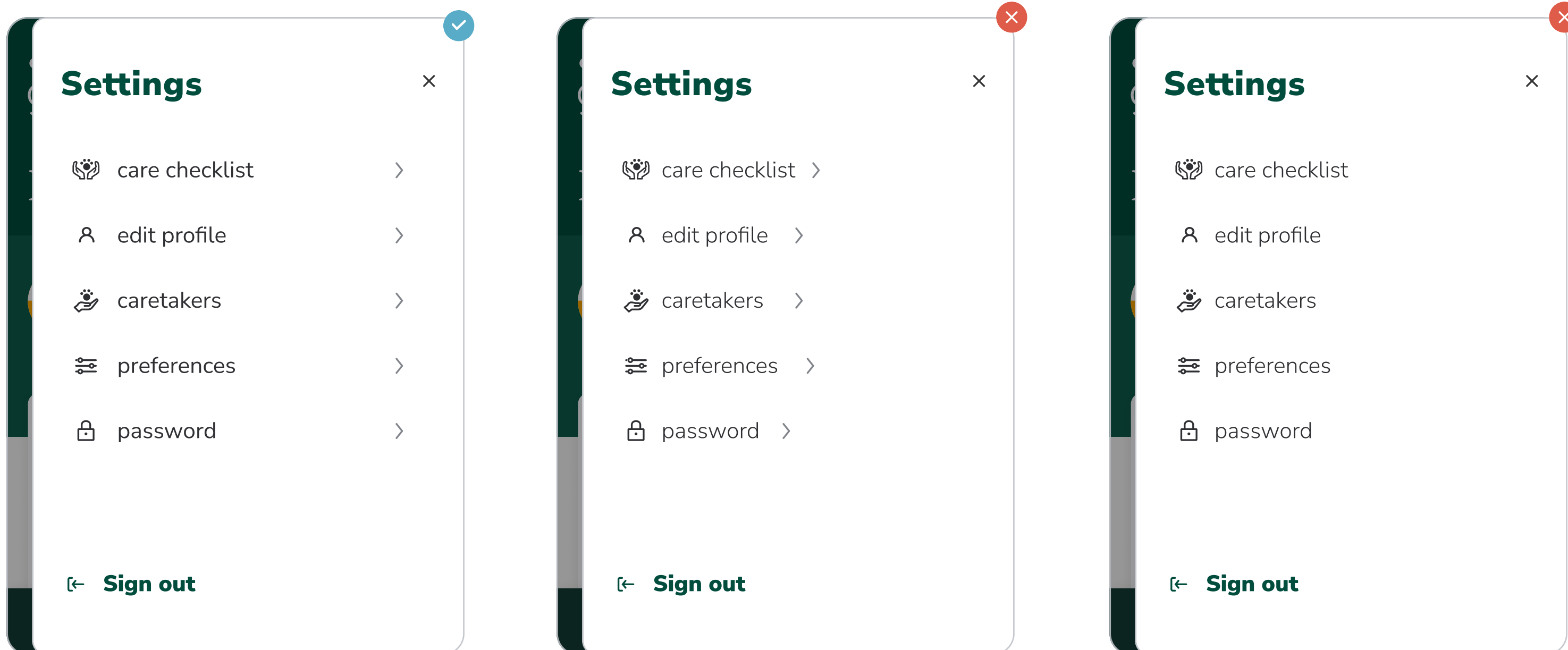


### 3. Small table horizontal

Menus



## Small Table

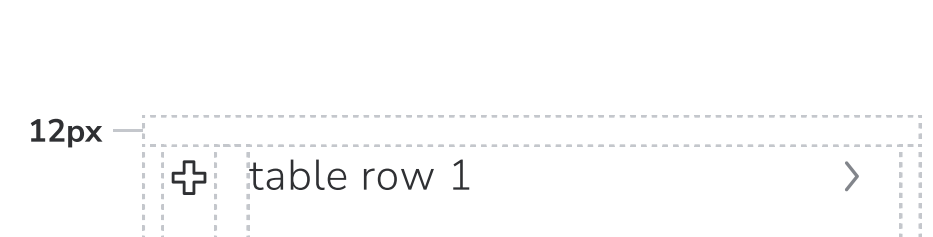
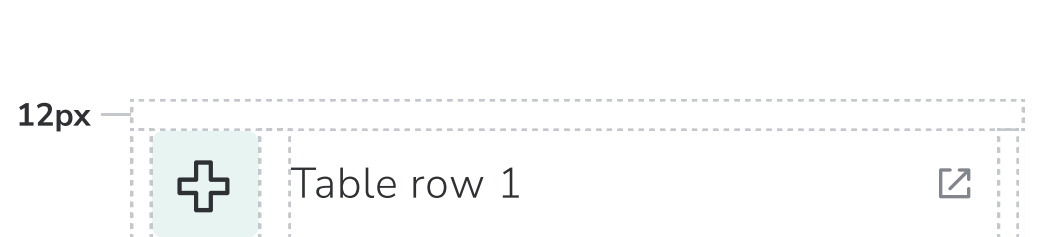
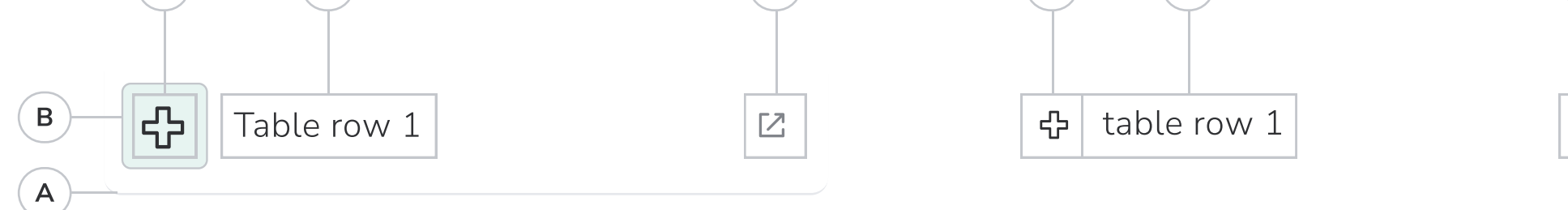


## Principles

1. Only use tables that follow the best practices outlined in the table component
2. Be used with consideration that too many calls to action can cause merchants to be unsure of what to do next
3. Be thoughtful about how multiple table rows will look and work on small screens

## Anatomy

- A. Line
- B. Icon border
- C. Icon
- D. Title
- E. Text Button Icon Right



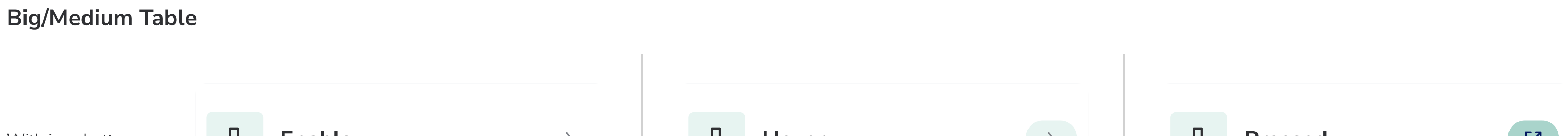
## Copy

1. Don't wrap text. For maximum legibility, a text label should remain on a single line.
2. Use capitalization on the first letter of the first word.



## States

### Big/Medium Table



### Small Table



About disable.  
To disabled table items, please remove them from the table.  
To buttons, to able it probably the user has to complete a task, but the tables are usually related to access features, so if it is not available to a user, we don't want to show it to them.

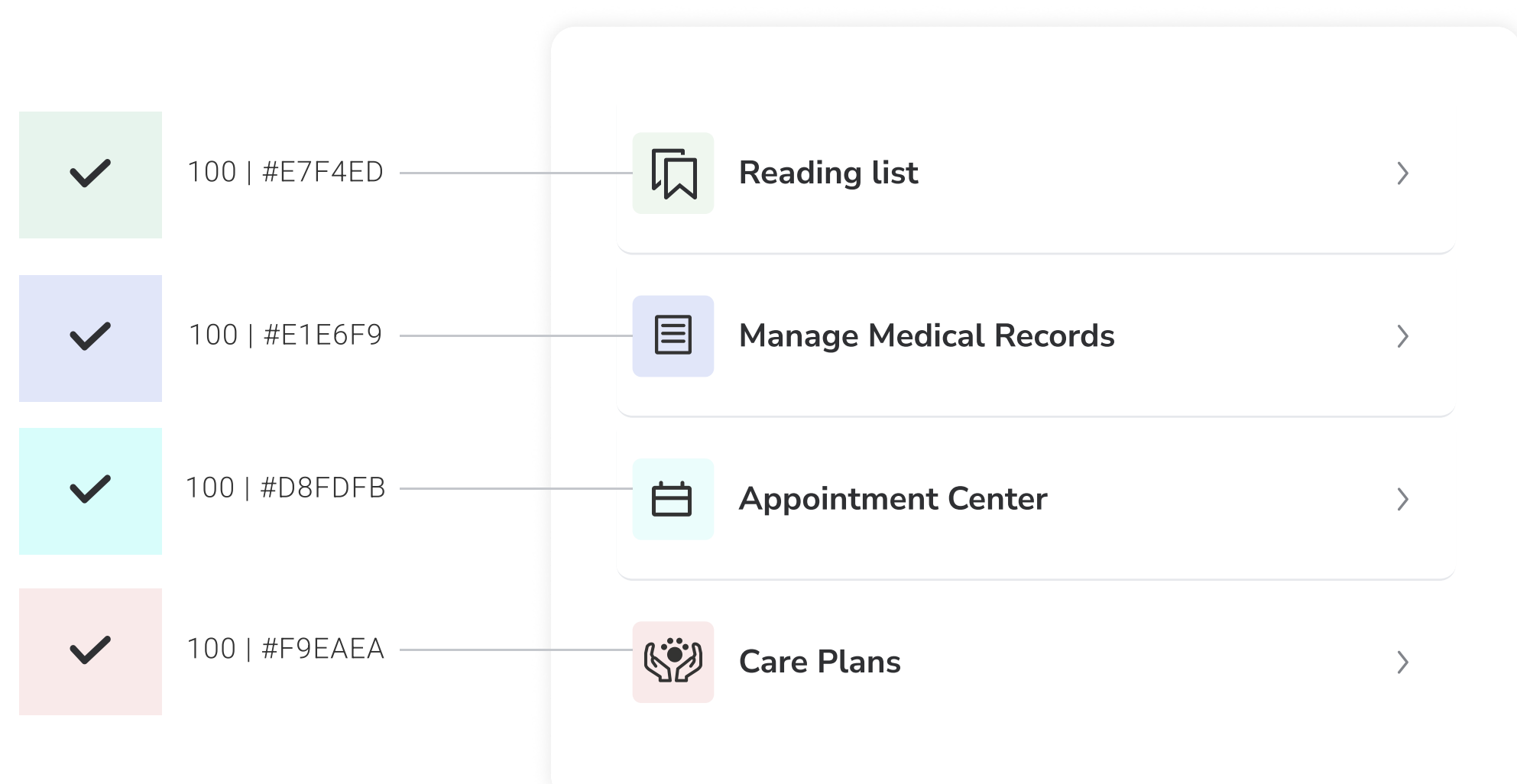
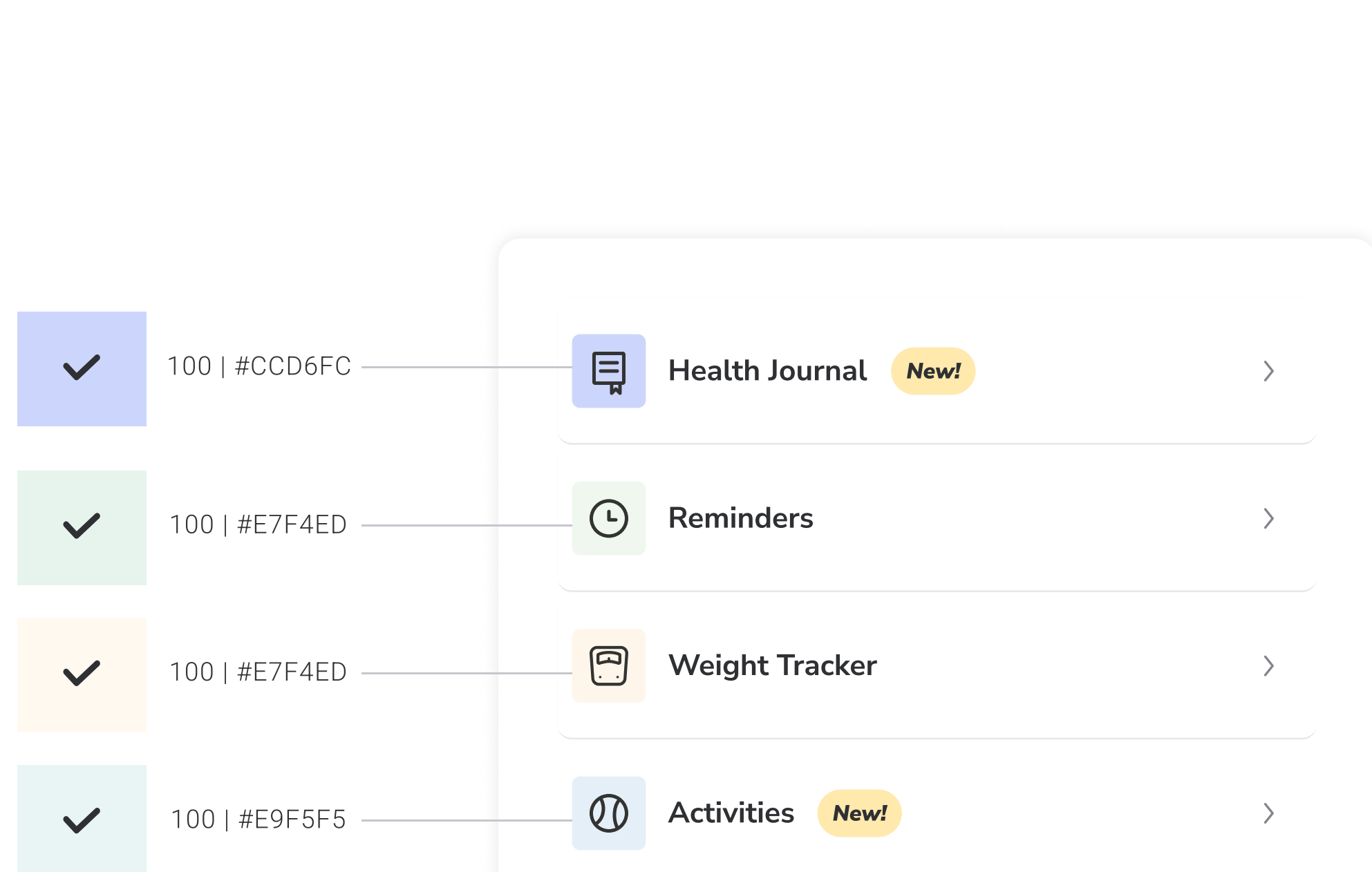
## Colours

### 1. Right icons

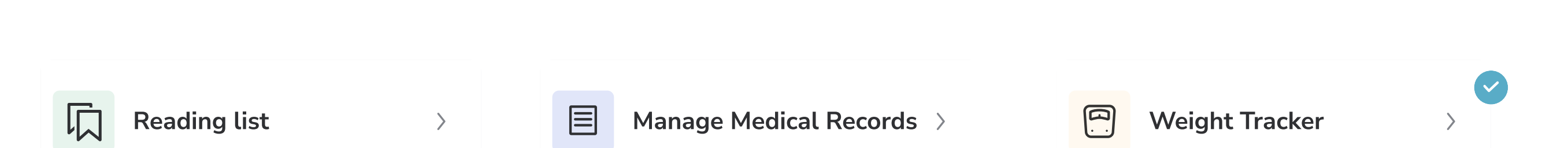
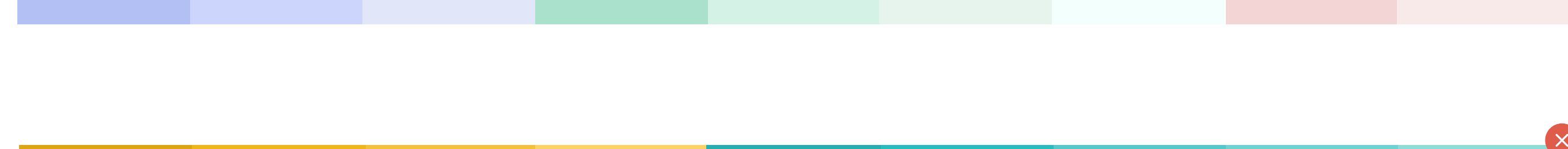


### 2. Left icons

Colorful



More possibilities  
Use the lighter color variations to use on the left icon background. Avoid use darker color to keep all icons with the same color #F9EAEA and visual hierarchy.



# CHECKBOX

## Types

### 1. Checkbox



Multiple select, agree or disagree

### 2. Radio buttons

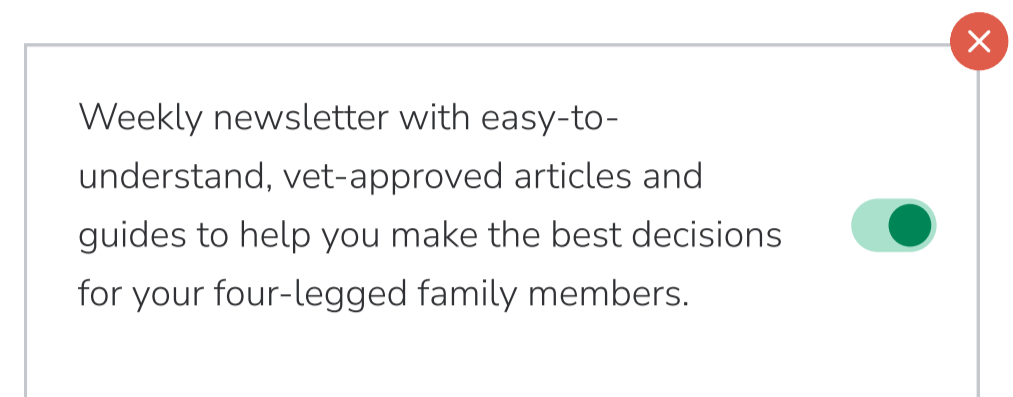
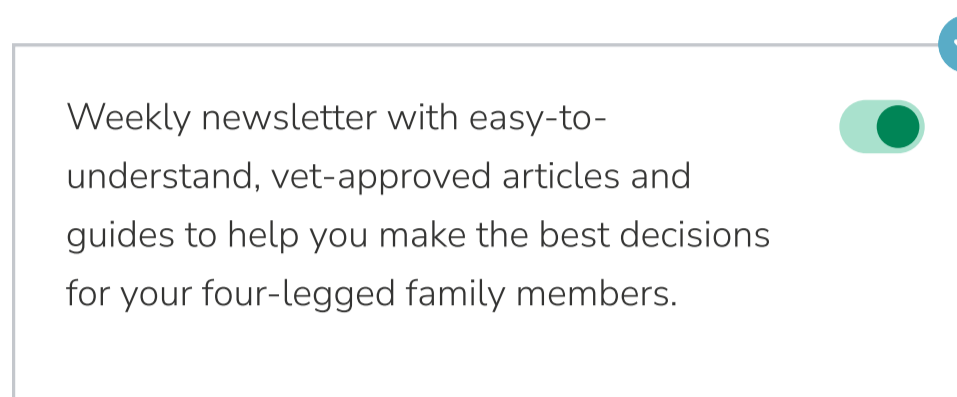
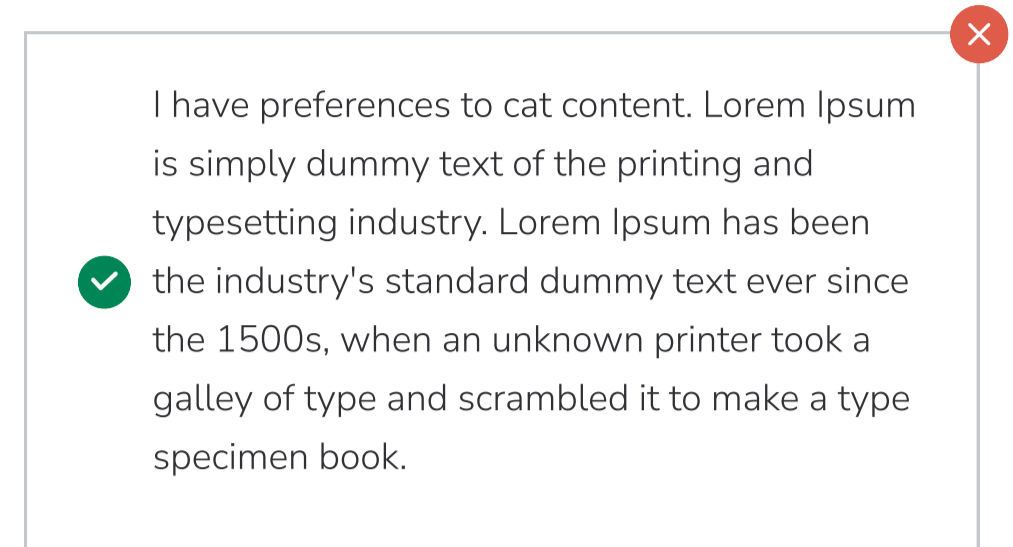
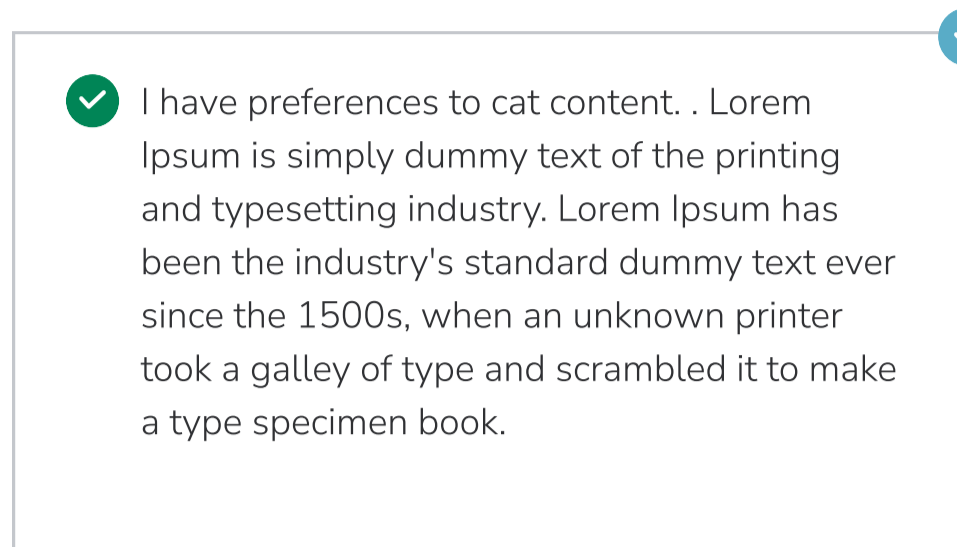
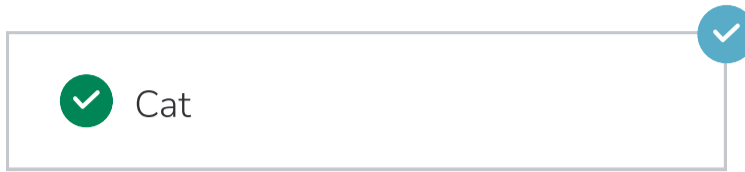
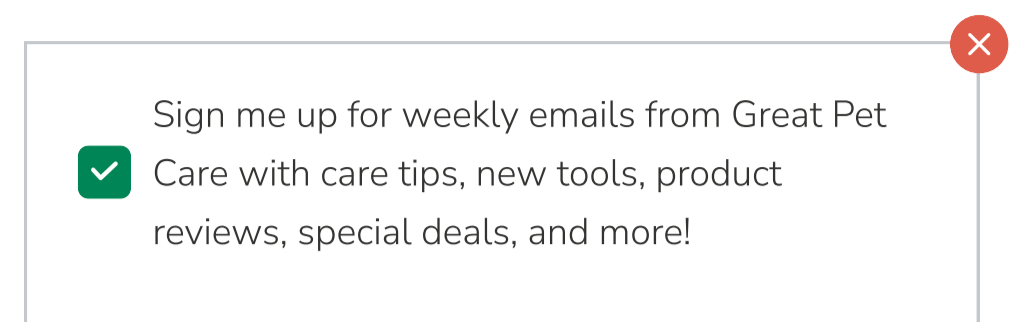
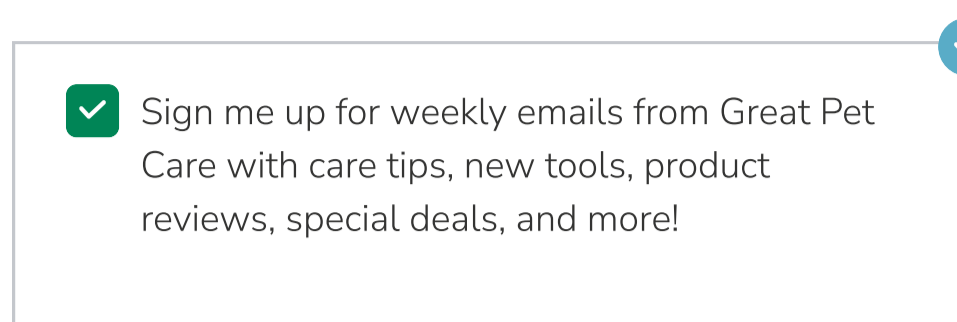
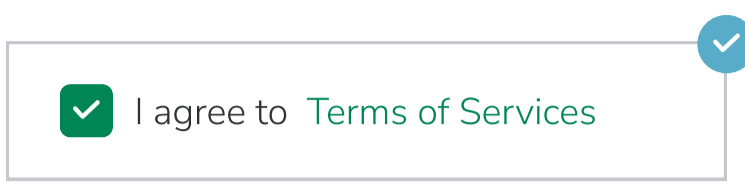


Single choice select, selected the best option

### 3. Switches



Active or disable functions



## Principles

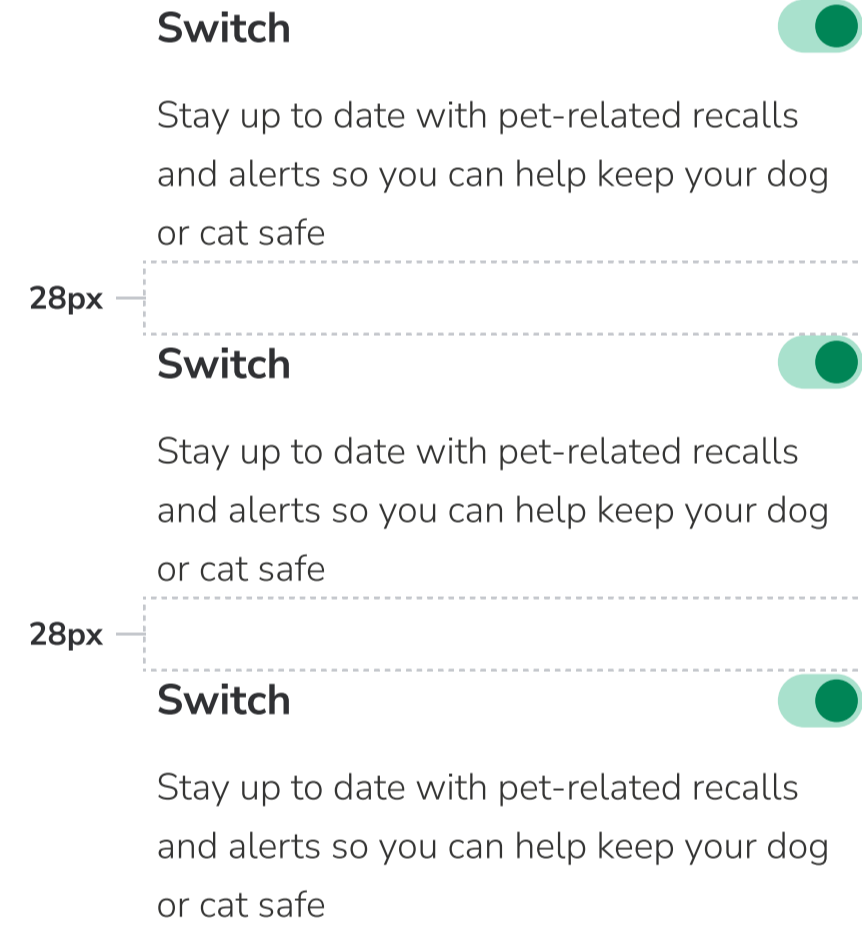
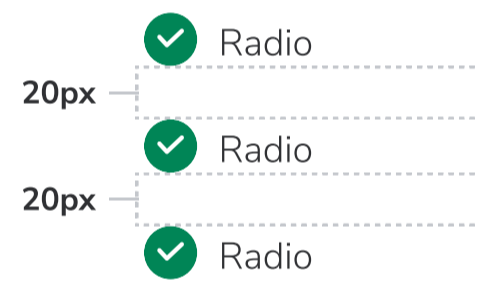
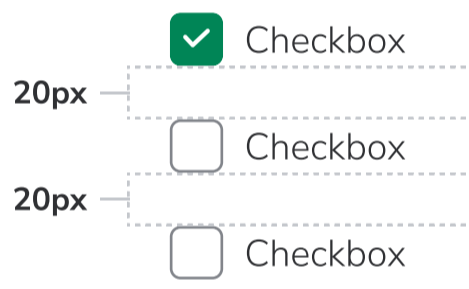
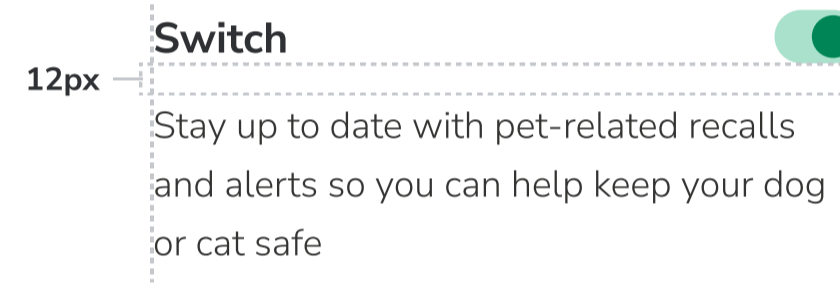
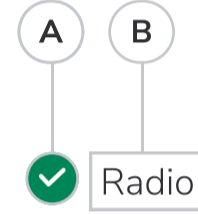
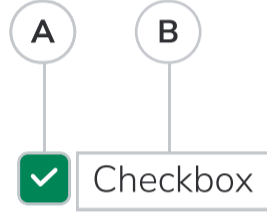
1. Checkboxes are a common component in interfaces so should be used as expected.

2. It should be visible at a glance if a checkbox has been selected, and selected items should be more visually prominent than unselected items.

3. Checkboxes make it easy to compare available options.

## Anatomy

A. Icon  
B. Title  
C. Text (optional)

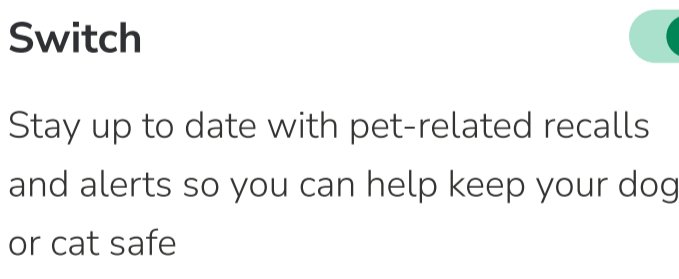
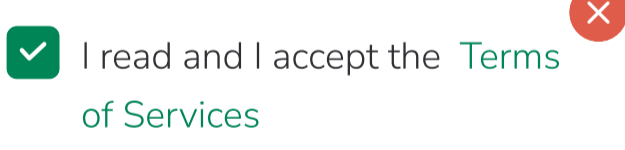


## Copy

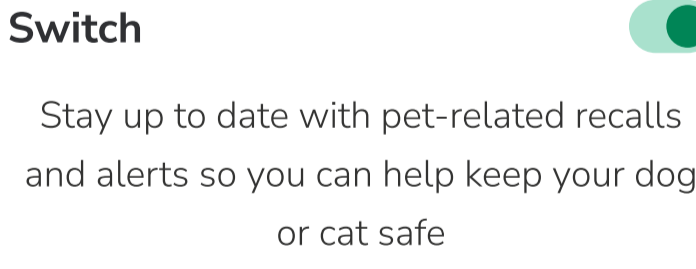
1. For labels, be clear and direct about the action.

2. Align the text left.

3. Use capitalization on the first letter of the first word.



Special offers



Special Offers

## States

### Checked



### Empty





# HEADER

## Documentation goal

The goal of this doc is to show main headers possibilities and some practical examples. In each type of component's document (buttons, fields, etc), you can find type specifications included too.

## Principles

1. Top app bars appear at the top of each screen in an platform, and don't disappear upon scroll.
2. The headers have a consistent position and content to increase familiarity.

## Types

### 1. Main pages



## Title

Get your pet's medical records directly from your vet in a few simple steps.



### 2. Intern pages



## Title

Vets > Altos Veterinary Clinic

### 3. Intern pages | Flows

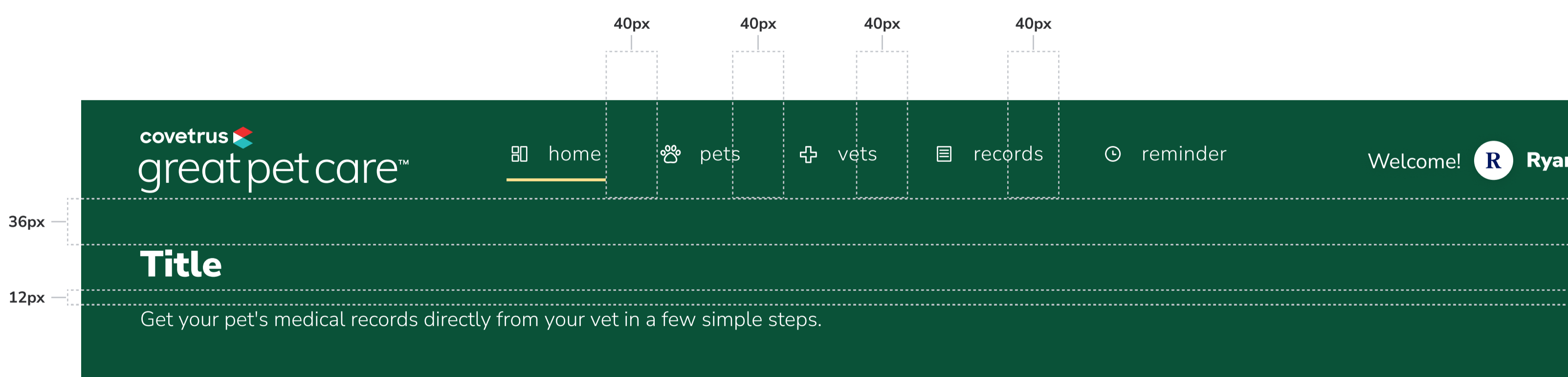
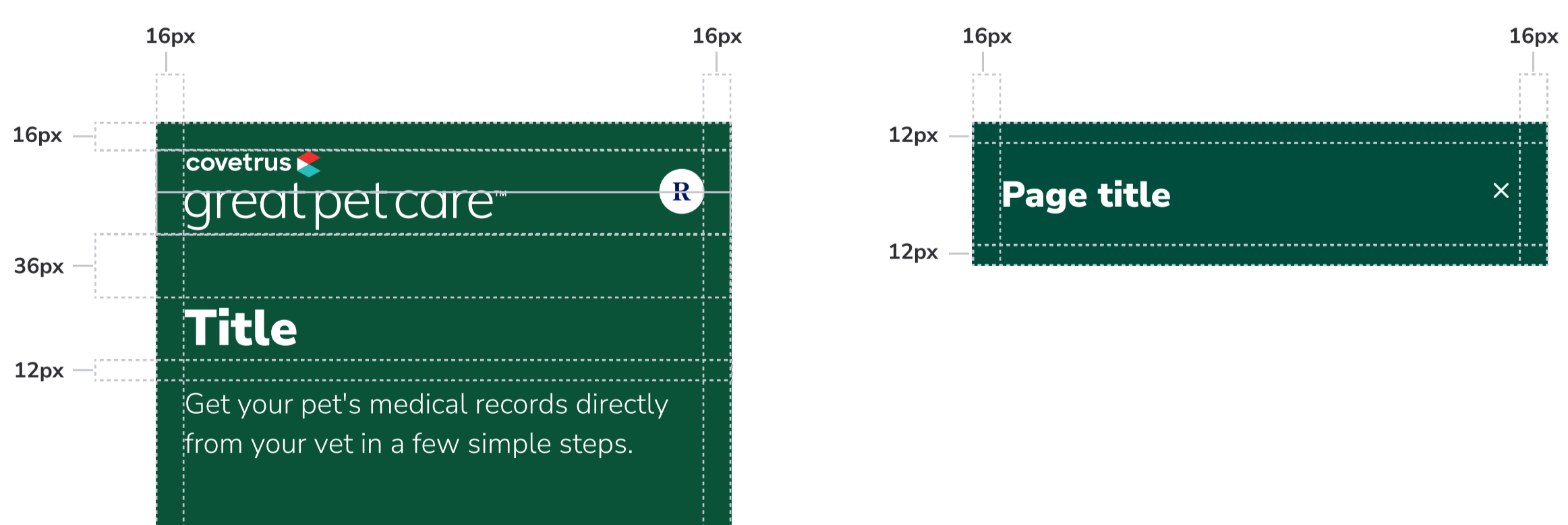
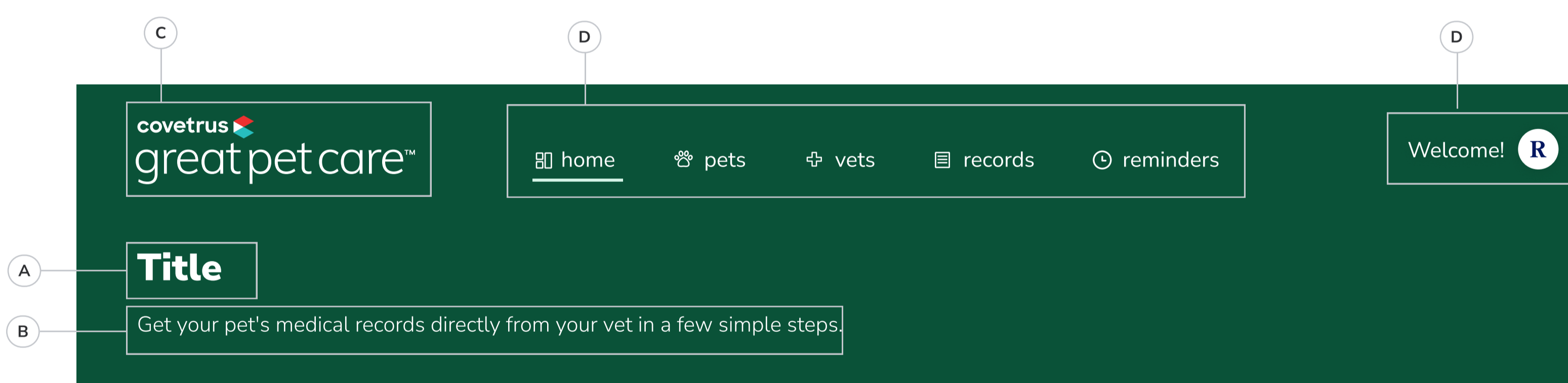
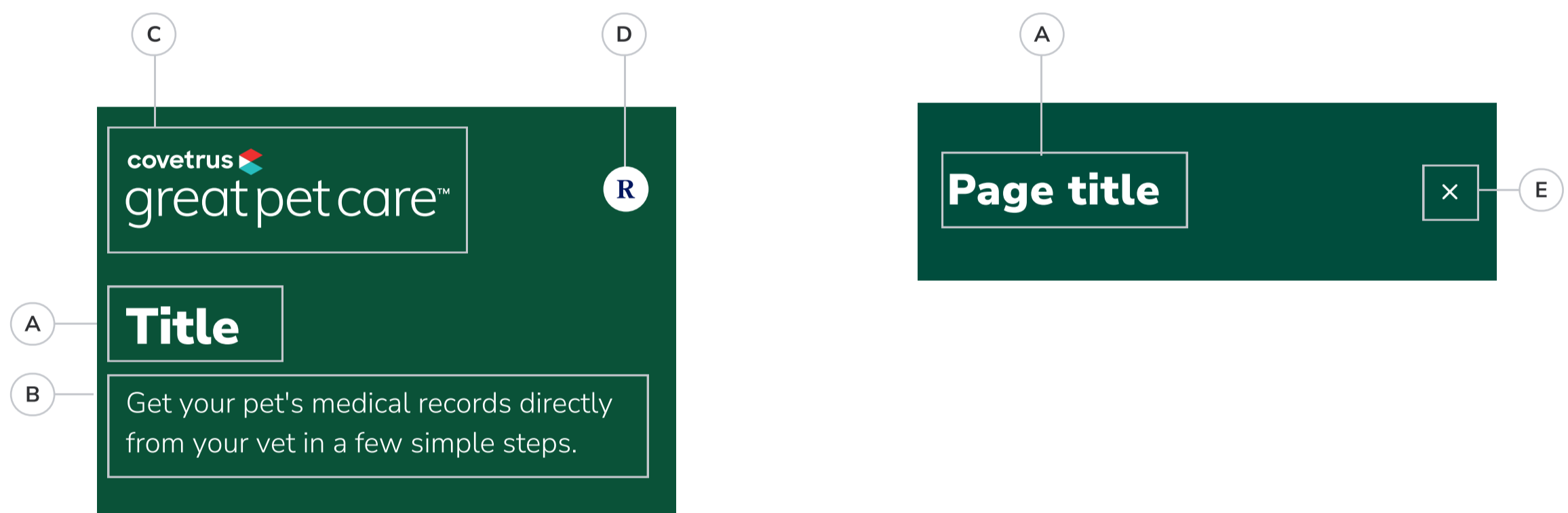
## Page title

Cancer



## Anatomy

- A. Title
- B. Subtitle (optional)
- C. Logo
- D. Button
- E. Icon



## Copy

1. For long titles, wrap the title. Prioritize short titles.
2. Use capitalization on the first letter of the first word.



# ICONS

## Principles

1. Focus on simplicity to help merchants understand the concept the icon represents and recognize icons on smaller screens.
2. Literal symbols are easier to understand than abstract symbols. When possible, use symbols that represent the most basic idea or concept instead of a metaphorical one.
3. Prioritize representing the function, rather than how nice it looks.

## Anatomy

System icons are designed to be simple, modern, friendly, and sometimes quirky. Use outline icons instead filled icons.



## Grid



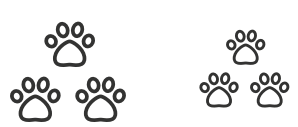
## 20px



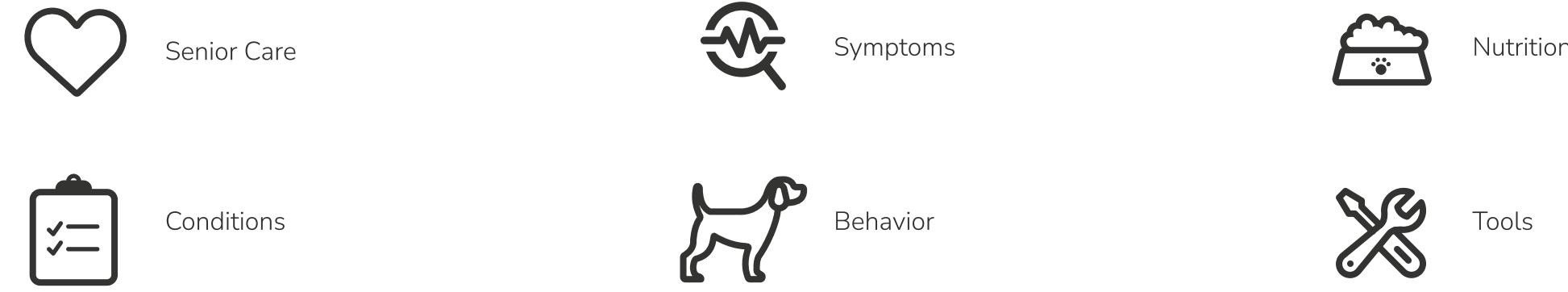
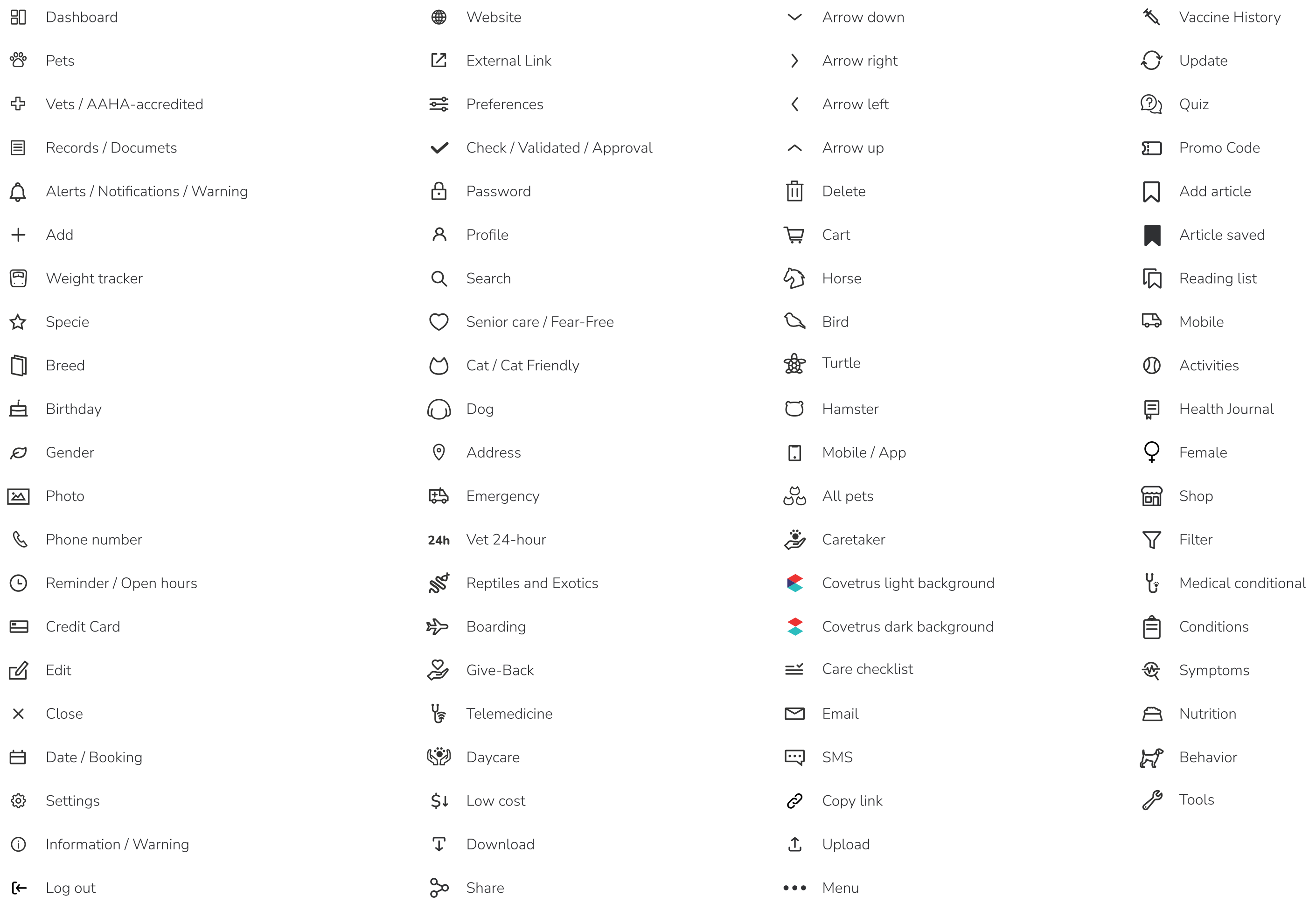
## 25px



## 45px



## Library - GreatPetCare icons



## Library - Covetrus icons

