

Welcome to SafeTrack UI

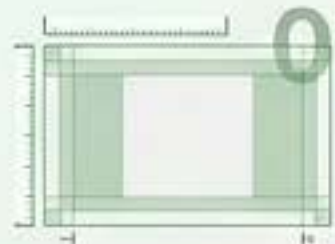
The 12-Step Playbook for Building
Perfect Passenger Screens

v1.3.2

iOS & Android

For Devs & Designers

Phase 1: The Foundation



Step 01: Canvas & Safe Zones

Establish a consistent layout structure with defined strike areas, margins, and padding for optimal readability.



Step 02: 8-Pt Grid System

Align all elements to an 8pt baseline and column grid for precise rhythmic layout and scalability.

Phase 2: The Styling

Step 03: Brand & Status Colors



Define and utilize the core brand colors and semantic palette for clear functional feedback.

Step 04: Typography Scale

H1 - Header 1
H2 - Header 2
Body - Large
Body - Default
Caption

Establish a clear, modern typographic hierarchy with defined base and weights for flexibility.

Phase 3: The Building Blocks

Step 05:



Step 05: Buttons & Inputs

Develop a comprehensive library of button styles and input fields for consistent interaction.

Step 06:



Step 06: Cards & Chips

Create modular card containers and compact chip elements to organize and highlight content.

Step 07:



Step 07: Top & Bottom Navigation

Design primary navigation patterns for consistent movement and feature access.

Step 08:



Step 08: Bottom Sheets & Panels

Utilize bottom sheets and panels for secondary actions, filters, or contextual details.

Phase 4: The Polish

Step 09: 2-Axis Elevation



Apply layered elevation and frosted glass effects to create depth and hierarchy.

Step 10: Dark Mode Translation



Create seamless transitions to dark mode with appropriate color adjustments for accessibility.

Step 11: Motion & Easing



Step 11: Motion

Integrate smooth, guided motion and easing to guide user attention and provide feedback.

Step 12: Accessibility Standards



Step 12: Accessibility

Adhere to accessibility guidelines for inclusive design, ensuring usability for all users.

Side Margins:
16pt min on left and
right edges.



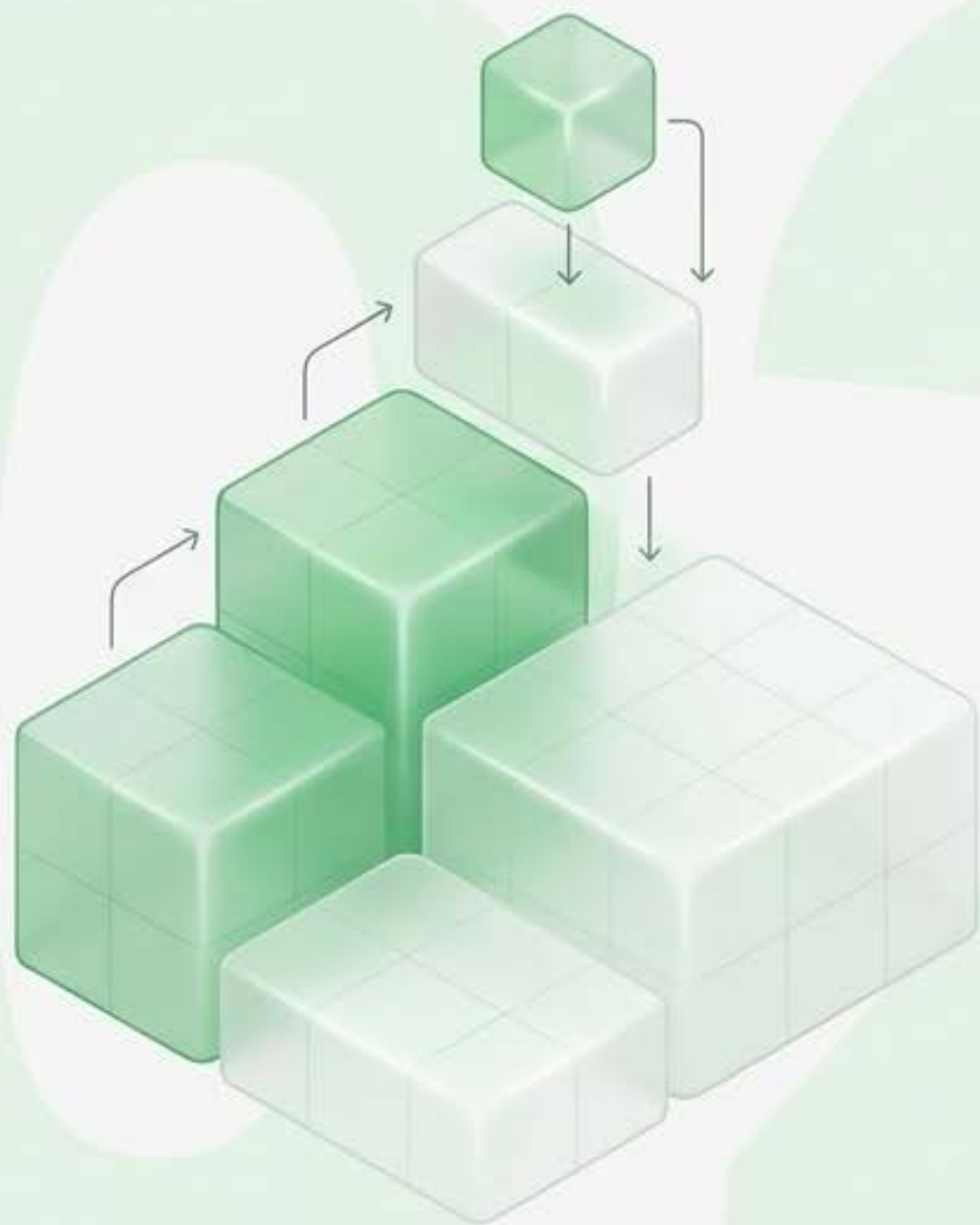
The diagram shows a mobile app screen layout with three main safety zones highlighted in orange with diagonal stripes: the top status bar area, the bottom home indicator area, and side margins on the left and right. A central green square with a black dot and crosshairs represents a touch target. Lines connect the text boxes to their respective zones on the screen.

Target Size:
Min 44x44pt
Touch Target

Top Danger Zone:
Status Bar
(44pt iOS /
24—48dp Android).

System reserved.
Never overlap.

Bottom Danger Zone:
Home Indicator
(34pt iOS / 48dp Android).



4pt

Base Unit (4pt):

Icon inner padding.

8pt

Half Unit (8pt):

Chip padding,
micro-gaps.

16pt

Single Unit (16pt):

Standard card &
button padding.

24pt

Double Unit (24pt):

Inner section spacing.

40pt

Quad Unit (40pt):

Major content blocks.

64pt

Giga Unit (64pt):

Hero & splash screens.

Brand Identity

primary-700
Core Brand Action

primary-900 (Pressed)

primary-300 (Tags)

primary-50 (Hover Wash)

Strict Semantics - 'System State Only'

success-700
success-100

warning-700
warning-100

error-700
error-100

! **Note:** Never use semantic colors for decoration.

display-xl (32sp Bold):
Splash screens.

heading-xl (24sp SemiBold):
Main titles.

body-lg (16sp Regular):
Main body copy.

label-lg (14sp Medium):
Button text.

price-md
(20sp Bold Tabular):
Standard ETA/Fare.

Proportional vs. Tabular Numbers

✓ Tabular

\$ 1 2.4 5

\$ 0 9.2 0

⚠ Proportional

\$ 1 2.4 5

\$ 0 9.2 0

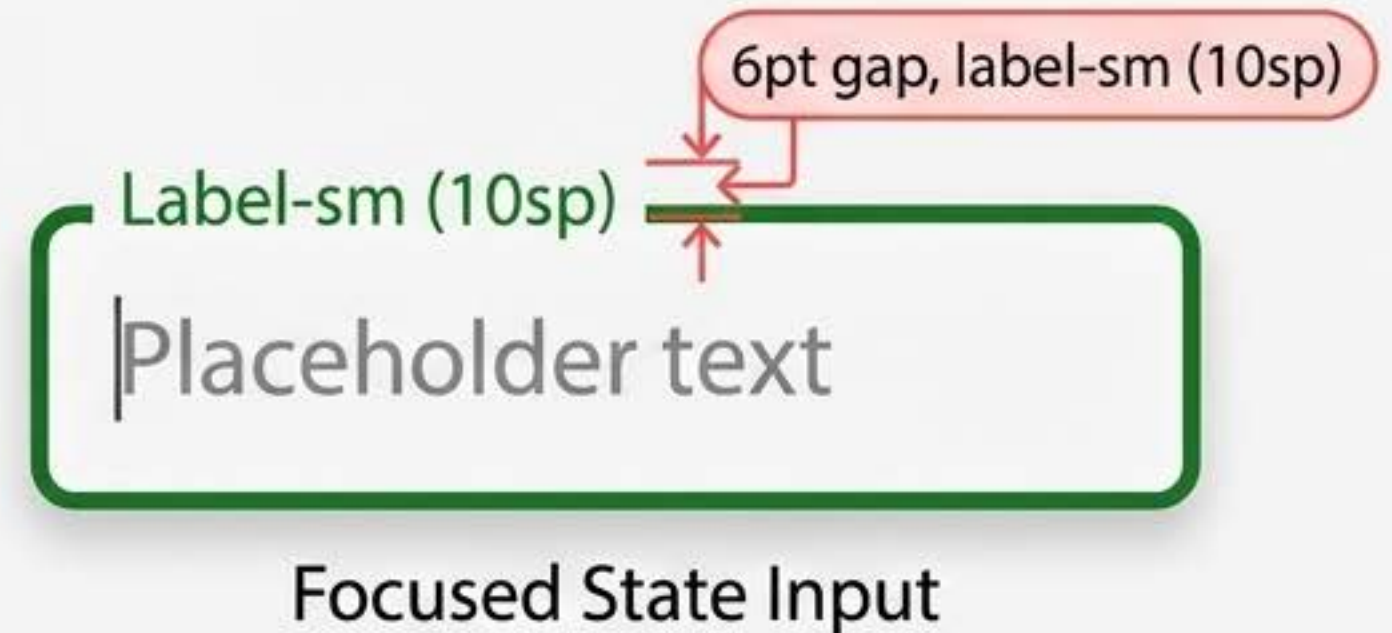
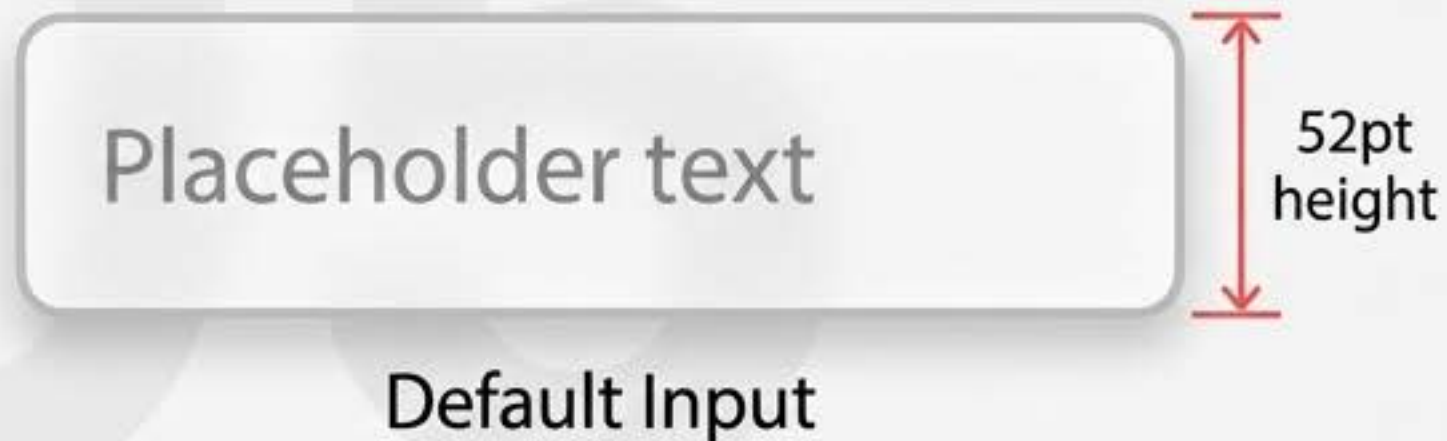


Rule: 12sp absolute
minimum for readability.

Buttons

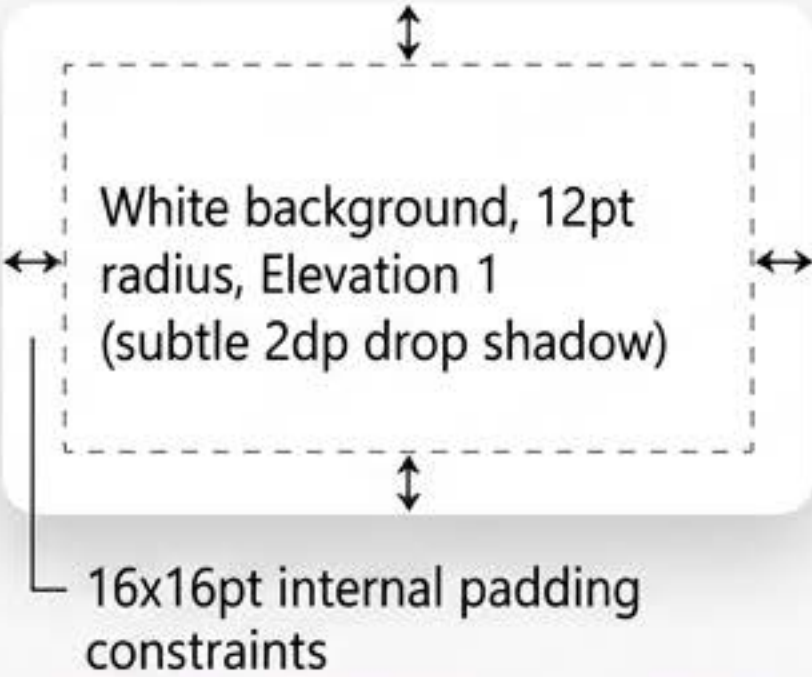


Inputs



Card Anatomy

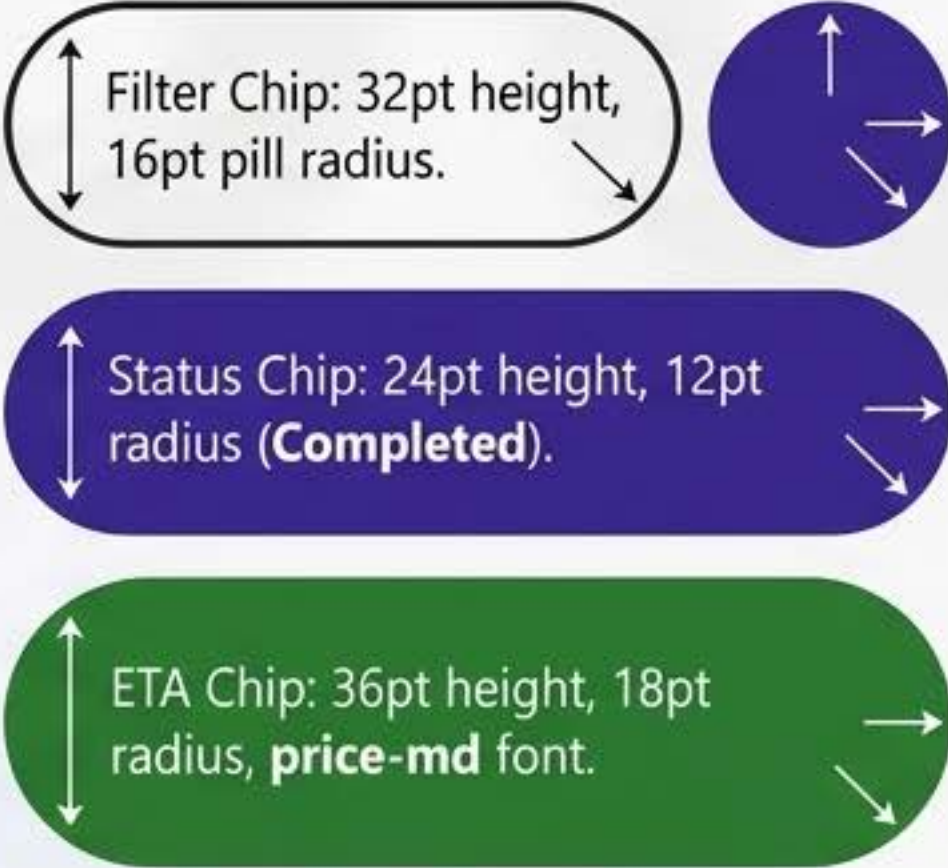
Standard Card



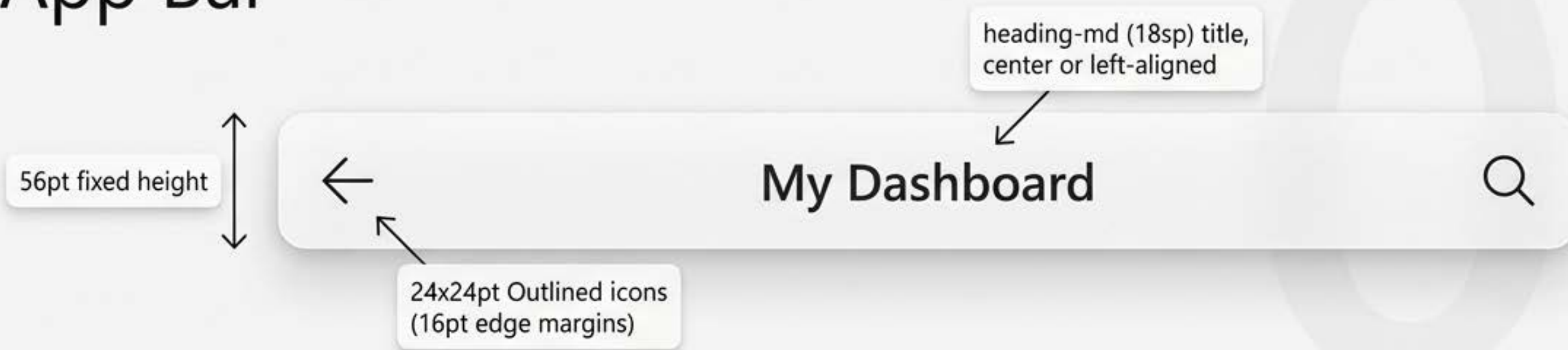
Active Card

Emphasize a 2pt primary green border and a pale #E8F5E9 background fill

Chip Catalog



App Bar



Bottom Navigation Bar



Map Screen Anatomy





Level 5 (Top): 24dp.
Toasts, full-screen overlays.

Level 4 (Modal): 16dp.
Dialog boxes.

Level 3 (Overlay): 8dp.
Bottom sheets.

Level 2 (Floating): 4dp.
FABs, floating headers.

Level 1 (Raised): 2dp.
Standard cards, inputs.

Level 0 (Flat): 0dp.
Dividers, map tiles.

Base Rule: **NO PURE BLACK (#000000)**. It causes OLED burn-in.

Primary Card Surface

This is standard content on a light background.

Dark Mode Surface

Content adapts for reduced eye strain.

ACTION BUTTON

Background: #FAFAFA maps to dark-bg #0D0D0D.

Card Surface: #FFFFFF maps to dark-surface-1 #1A1A1A.

Primary Text: #1A1A1A maps to dark-text-pri #F5F5F5.

Brand Green: #2E7D32 maps identically to #2E7D32.

Borders: #E0E0E0 maps to dark-border #3A3A3A.



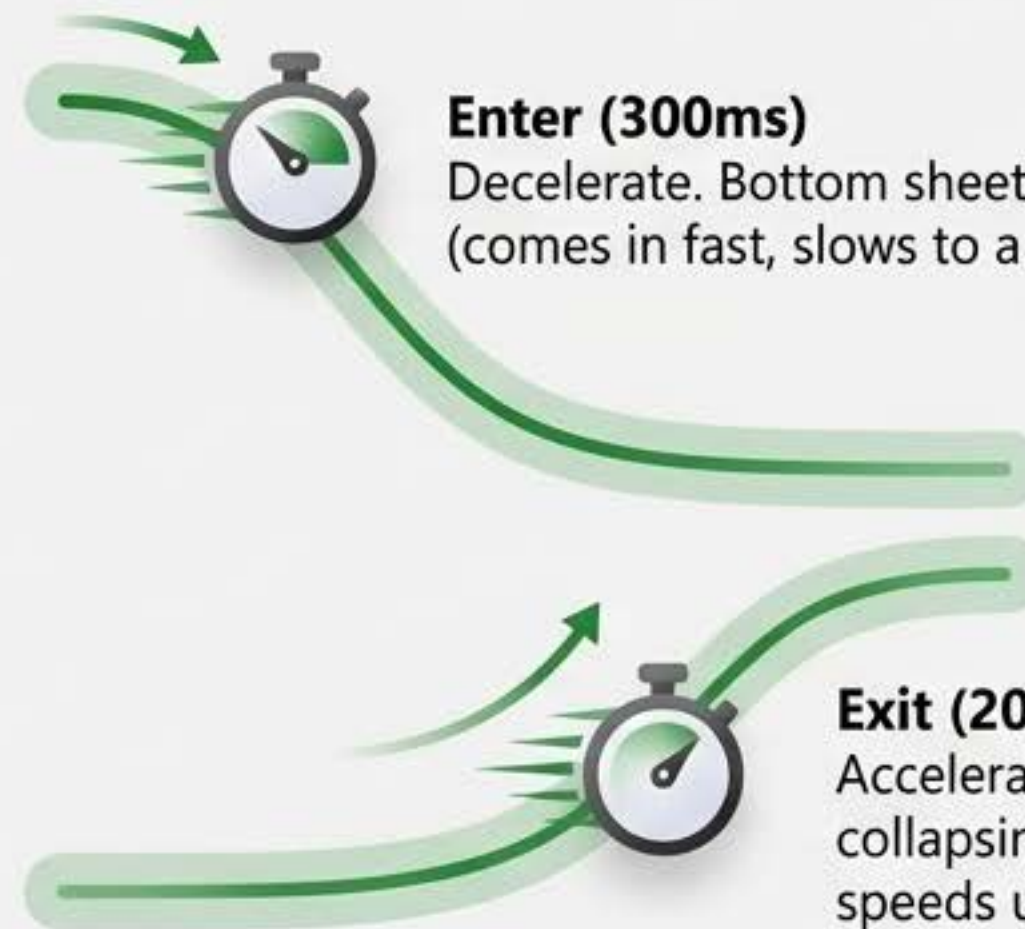
Micro (80ms)

Tap ripples, button press feedback.



Standard (250ms)

Cross-fades.



Enter (300ms)

Decelerate. Bottom sheets expanding (comes in fast, slows to a stop).

Exit (200ms)

Accelerate. Bottom sheets collapsing (starts slow, speeds up to exit).

Micro (80ms):

Tap ripples, button press feedback.

Standard (250ms):

Ease-in-out.
Cross-fades.

Enter (300ms):

Decelerate.
Bottom sheets expanding (comes in fast, slows to a stop).

Exit (200ms):

Accelerate. Bottom sheets collapsing (starts slow, speeds up to exit).



Hard Rule:

Never animate layout recalculations. Only opacity and transform (translate, scale).

STEP 12: ACCESSIBILITY DIAGNOSTICS

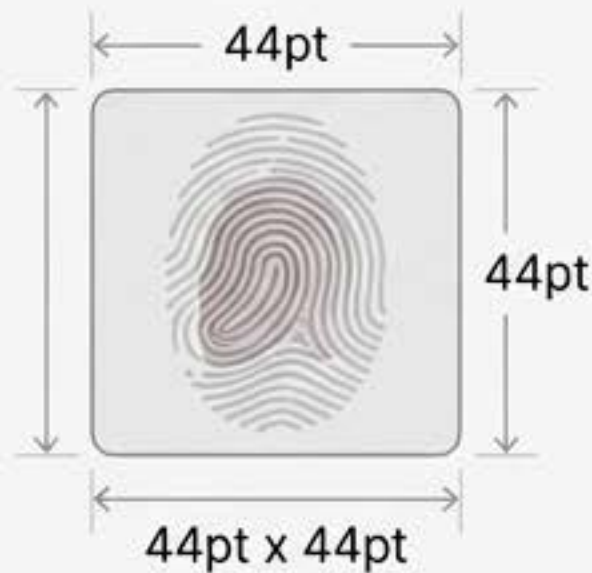
Verify contrast, touch targets, and meaning conveyance.

The Contrast Test



Min 4.5:1 for body text (AA),
3:1 for large 18sp+ text

The Finger Test



All touch targets must be
at least 44x44pt.

The Meaning Test

Bad:



Good:



Color alone must not convey
meaning. Pair it with an icon
or pattern.

The Golden Rules



DO: Use exact 8pt grid multiples.



DO: Scale text dynamically up to 200%.



DO: Use tabular figures for all pricing and ETAs.



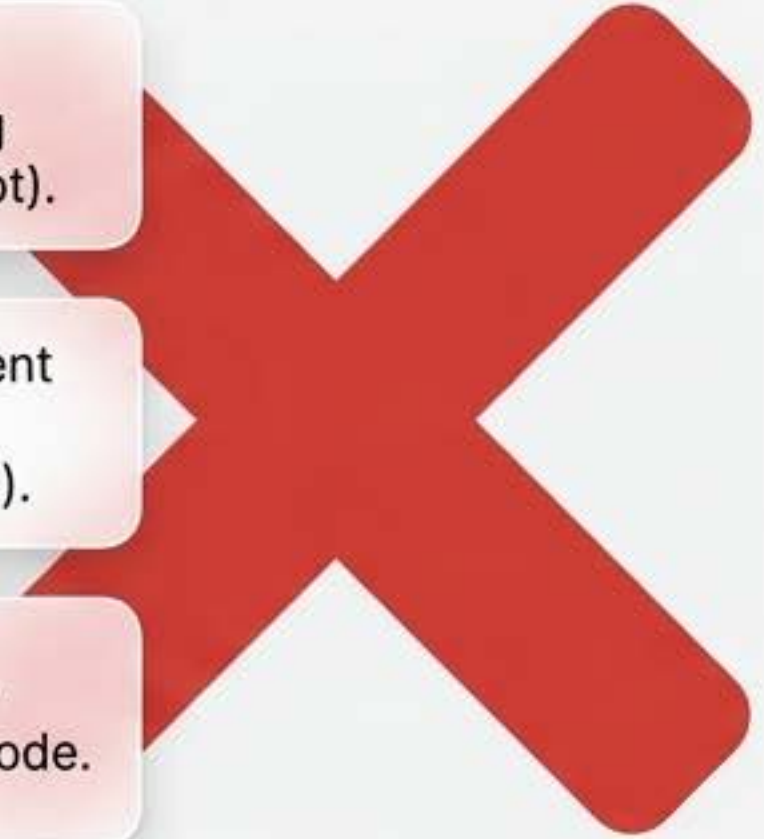
DON'T: Invent arbitrary spacing (no 7pt, 11pt, 13pt).



DON'T: Let content touch the edge (16pt min margin).



DON'T: Use pure black for Dark Mode.



Asset Handoff Cheat Sheet

 Icons: `ic_[name]_[state]` (e.g., `ic_home_active`)
 Images: `bg_[context]`
 Format: SVGs preferred for all vectors.