



DESTIN
ELITE CARTS

Destin Elite Carts Design System

Brand & UI Guidelines

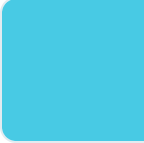
JUNE 2026

SECTION 01

Color Palette

Fourteen color tokens defined in the `:root` block of `css/style.css`. Every color on the site resolves to one of these — components reference the token, never a raw hex.

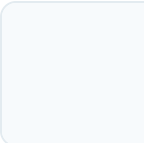
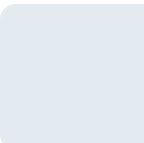
BRAND — OCEAN

	--ocean <code>#0096c7</code> Primary brand blue. Links, primary button fill, eyebrow labels, active & selected states.		--ocean-light <code>#48cae4</code> Lighter accent. Gradient highlights and the radial glow on electric-cart media.
	--ocean-pale <code>#ade8f4</code> Pale tint. Subtext and secondary copy set on dark blue gradients.		--deep-sea <code>#023e8a</code> Deep blue. Link and button hover, gradient midpoint, base tint for all shadows.
	--navy <code>#03045e</code> All headings (h1–h4), footer gradient end point, dark surfaces.		

WARM SAND ACCENTS

	--sand <code>#e9c46a</code> Warm sand accent. Highlights and secondary emphasis against the blues.		--coral <code>#f4a261</code> Warm CTA accent. Fill for <code>.btn--sand</code> ; gas-cart media gradient.
	--sand-deep <code>#e76f51</code> Deeper coral. Hover state for <code>.btn--sand</code> and warm accents.		

NEUTRALS

	--foam <code>#f0fbff</code> Light tinted section background (<code>.section--tint</code>); <code>.btn--light</code> hover.		--cloud <code>#f7fafc</code> Form input and field backgrounds; subtle inset surfaces.
	--white <code>#ffffff</code> Page background, card surfaces, and text set on dark gradients.		--ink <code>#1b2733</code> Default body text color, set on <code>body</code> .
	--slate <code>#51606e</code> Muted and secondary text — lead paragraphs, captions, meta labels.		--line <code>#e3ebf0</code> All borders, dividers, and card outlines.

Gradient convention. The signature gradient runs `--ocean` → `--deep-sea` → `--navy` and is used for the hero, interior page heroes, CTA bands, the footer, and electric-cart media. Gas-cart media uses the warm `--coral` → `--sand-deep` pairing.

SECTION 02

Typography

Poppins carries all headings and interface labels; Inter carries body copy. Sizes scale fluidly with `clamp()` rather than stepping at breakpoints.

HEADINGS

Poppins

Aa Aa Aa
500 600 700

```
--font-head: "Poppins", "Segoe UI", system-ui, sans-serif;
```

BODY

Inter

Aa Aa Aa
400 500 600

```
--font-body: "Inter", "Segoe UI", system-ui, -apple-system, sans-serif;
```

TYPE SCALE

Hero display

```
.hero h1  
clamp(2.3rem, 6.5vw, 4.2rem)  
36.8 → 67.2px · lh 1.05
```

Point A to Point Beach!

Page hero

```
.page-hero h1  
clamp(2rem, 5vw, 3.2rem)  
32 → 51.2px
```

Available Carts

Section heading

```
.section-head h2  
clamp(1.8rem, 4vw, 2.7rem)  
28.8 → 43.2px
```

Explore Our Fleet

Split heading

```
.split h2  
clamp(1.7rem, 3.6vw, 2.4rem)  
27.2 → 38.4px
```

Locally Owned & Operated

Prose heading

```
.rules-prose h2  
clamp(1.4rem, 3vw, 2rem)  
22.4 → 32px
```

Driver Requirements

Card heading

```
.card h3 · 1.2rem  
19.2px · Poppins 700
```

Free Delivery & Pickup

Lead paragraph

```
.section-head p · 1.05rem  
16.8px · Inter 400 · --slate
```

Street-legal gas and electric carts, delivered to your door.

Body

```
body · 1rem  
16px · Inter 400 · lh 1.65
```

The quick brown fox jumps over the lazy dog — 0123456789

Button label

```
.btn · 0.98rem  
15.7px · Poppins 600
```

Reserve a Cart

Small / meta

```
0.92rem · 14.7px  
Inter 400–500 · --slate
```

Delivery 11am–1pm · Pickup 8am–9am

Eyebrow

```
.eyebrow · 0.78rem · 12.5px  
Poppins 600 · ls 0.18em
```

OUR FLEET

Badge

```
0.68 – 0.74rem · 10.9 – 11.8px  
500 / 600 · ls 0.04 – 0.05em
```

ELECTRIC · 6 PASSENGER

Weights & Metrics

Six weights are loaded in total — three per family. Anything not listed here is not available and should not be requested.

FONT WEIGHTS

FAMILY	WEIGHT	USED FOR
Poppins	700	Default for h1–h4 ; all display and section headings, card titles, prices and stat values
Poppins	600	.btn labels, .eyebrow , uppercase interface labels, inline action links
Poppins	500	Lighter interface text — .nav__menu a , .filter-btn
Inter	400	Default body copy, paragraphs, form inputs and optional-field hints
Inter	500	Emphasized meta text — modal blurbs, brand sub-label, list rows
Inter	600	Inline emphasis inside prose, including underlined prose links

LETTER SPACING

VALUE	APPLIED TO
-0.02em	All headings h1–h4 and the full display type scale
0.18em	Eyebrow labels (uppercase)
0.12em	Footer column headings and hero stat labels
0.03 – 0.05em	Badges, chips, and small uppercase meta labels

LINE HEIGHT

VALUE	APPLIED TO
1.15	Default for h1–h4
1.05	Home hero h1 — tightened for display size
1.65	Body default, set on body
1.70 – 1.75	Long-form prose blocks (rules and service copy)

Loading. Both families come from a single Google Fonts request with **display=swap: Inter:wght@400;500;600** and **Poppins:wght@500;600;700**. Each stack falls back to **"Segoe UI"** then **system-ui**, so the layout holds if the request fails.

Fluid sizing. Headings use **clamp(min, preferred-vw, max)** so type scales continuously with the viewport. There are no font-size overrides inside media queries — resizing the window is enough to see the full range of each step.

SECTION 03

Spacing & Layout

One centered container, fluid vertical rhythm, and three radius tokens. Spacing scales with `clamp()` so the same rules hold from phone to desktop.

CONTAINER



TOKEN	VALUE	NOTES
<code>--maxw</code>	<code>1180px</code>	Max content width for every <code>.container</code>
<code>--gutter</code>	<code>clamp(1.1rem, 4vw, 2.5rem)</code>	Horizontal padding — 17.6px → 40px

SECTION PADDING

RULE	VALUE	RESOLVES TO
<code>.section</code>	<code>padding-block: clamp(3.5rem, 8vw, 6.5rem)</code>	56px → 104px
<code>.section--tight-top</code>	<code>padding-top: clamp(1.5rem, 4vw, 2.5rem)</code>	24px → 40px
<code>.section--flush-bottom</code>	<code>padding-bottom: 0</code>	Collapses the gap between same-color sections
<code>.page-hero</code>	<code>padding-block: clamp(3rem, 8vw, 5rem)</code>	48px → 80px · <code>min-height: 320px</code>
<code>.section-head</code>	<code>margin: 0 auto 3rem</code>	Centered · <code>max-width: 640px</code>
<code>.card</code>	<code>padding: 1.9rem</code>	30.4px on all sides

BORDER RADIUS



`--radius-sm`
8px · chips, inputs, badges



`--radius`
14px · cards, panels



`--radius-lg`
24px · large surfaces



`999px`
pill · all `.btn` variants

ELEVATION

`--shadow-sm`
Resting cards & inputs

`--shadow-md`
Raised elements, cart media

`--shadow-lg`
Hover lift, modals

Shadow tint. All three tiers are built from `rgba(2, 62, 138, ...)` — the `--deep-sea` blue — rather than neutral black, which keeps shadows in the coastal palette. Note that the values are hardcoded and do not re-derive if the color tokens change.

Grid & Breakpoints

Content grids use `auto-fit` / `auto-fill` with a minimum track width, so columns reflow on their own. Media queries are reserved for structural changes only.

GRID



`.grid.grid--3 - repeat(auto-fit, minmax(260px, 1fr)) · gap 1.5rem`



`.grid.grid--4 - repeat(auto-fit, minmax(220px, 1fr)) · gap 1.5rem`

CLASS	COLUMNS	GAP
<code>.grid</code>	Base grid container	<code>1.5rem</code>
<code>.grid--3</code>	<code>repeat(auto-fit, minmax(260px, 1fr))</code>	<code>1.5rem</code>
<code>.grid--4</code>	<code>repeat(auto-fit, minmax(220px, 1fr))</code>	<code>1.5rem</code>
<code>.fleet-grid</code>	<code>repeat(auto-fill, minmax(310px, 1fr))</code>	<code>1.8rem</code>
<code>.split</code>	<code>1fr 1fr</code>	<code>clamp(2rem, 5vw, 4rem)</code>
<code>.booking-layout</code>	<code>1.55fr 1fr</code>	<code>clamp(1.5rem, 4vw, 2.8rem)</code>
Footer	<code>1.4fr repeat(3, 1fr)</code>	<code>2.5rem</code>
<code>.logo-grid</code>	<code>repeat(4, 1fr) → 2 → 1</code>	<code>1.3rem</code>
<code>.calendar__grid</code>	<code>repeat(7, 1fr)</code>	<code>0.35rem</code>

BREAKPOINTS

MAX-WIDTH	REFLOW
<code>940px</code>	Nav collapses to the hamburger menu; footer reflows
<code>900px</code>	Partner logo grid drops to 2 columns
<code>880px</code>	Booking layout goes single column; summary becomes a bottom sheet
<code>860px</code>	Split, contact, and service layouts stack
<code>640px</code>	Header actions and nav compress
<code>560px</code>	Footer goes single column; buttons go full width
<code>prefers-reduced-motion</code>	Scroll-reveal and transform animations are disabled

Motion. Every transition shares `--ease: cubic-bezier(0.4, 0, 0.2, 1)`. Cards lift `translateY(-6px)` on hover; buttons lift `translateY(-2px)`. Scroll reveal runs through `.reveal → .is-visible`, driven by an IntersectionObserver in `js/main.js`.