

## **The Core Aesthetic Vision:**

### **Dark Frosted Glass Cards**

- Base: `rgba(0, 0, 0, 0.5)` to `rgba(0, 0, 0, 0.7)` - that deep, rich black transparency
- Heavy backdrop blur: `backdrop-filter: blur(30-40px)` - not the light iOS blur, but that thick Vision OS dark mode effect
- Subtle border: 1px solid `rgba(255, 255, 255, 0.1)` - just enough to catch light

### **Typography & Spacing**

- SF Pro Display or Inter font
- Generous padding: 24-32px between cards, 24px minimum inside
- Letter-spacing: -0.02em on headers for that tight, premium feel
- White text (`#FFFFFF`) popping against dark glass

### **Interactive Timeline Design**

- Left-side timeline with subtle gray dots, not bright orange
- Dots would glow softly on hover
- Smooth spring animations for card expansion
- Cards lifting slightly on hover with `transform: translateY(-2px)`

### **Color Palette**

- Muted amber/burnt orange (`#E85D04`) instead of bright orange
- Used sparingly - only for CTAs and critical alerts
- Soft glow effects on active elements
- Everything else in grayscale for sophistication

### **The "Premium" Details**

- Single unified header bar (not split cards)
- Booking buttons with subtle pulse animation
- Time-aware interface showing "what's open now"
- Smooth accordion expansions revealing rich content
- That feeling like you're holding a piece of the future

It was meant to feel like Apple designed a travel app specifically for Rome - minimal surface, incredibly rich when you dig in, with that Vision OS aesthetic where the interface feels like it's floating in space.