Figma Build Kit

Component anatomy, spacing specs, and implementation notes

17 screens · 15 wireframes · 35 icons

Component	Variants	Key Props
Btn	primary, ghost, outline, icon-only	size: sm/md/lg, disabled, loading
Badge / Tag	colored inline label	color, children
MonoLabel	9px uppercase mono	color, children
Card	surface container	borderLeft accent, hover state
ScoreBar	horizontal progress	value, max, color, height
ScoreRing	SVG circular score	score, color, size, strokeWidth
StatusBadge	dot + label	status enum, auto-color
Dots	severity indicator	n (1-5), max
VerdictBadge	verdict status tag	status: strong/partial/insufficient/no_defense

Layout wrapper — all routes

• Sidebar: 3 states (hidden 0px / collapsed 56px / expanded 260px)

• TopBar: 48px, borderBottom 1px T.border, breadcrumbs left

• Mode Switch: Create (T.flame) / Explore (T.cyan) toggle

• Conversation List: scrollable, title + model dot + timestamp per item

• Theme Toggle: sun/moon icon, bottom of sidebar

Mode selection + recent simulations

• Hero: OmniPresent 36px title, Inter 15px subtitle

• Mode Cards: 2-col grid, T.surface bg, borderLeft accent, hover: surfaceHover

• Recent Simulations: 3-col grid of simulation cards

• Sidebar: conversation list + new conversation button

4-step wizard

• Step indicator: numbered circles, active fill, completed checkmark

• Soul Config: name field + trait matrix (multi-select grid)

• Model Selection: model cards with specs, radio select

• Stage Config: toggle rounds, set parameters per stage

• DA Command Center: persona select + aggression slider + constraints

Tab-based simulation view

• TopBar: simulation name + model badges + status

• Tab Bar: Overview / Stages / DA Arena / Gallery / Council

• Active tab: borderBottom 2px T.flame, T.text color

• Content area: flex-grow, scrollable

Create → Critique → Synthesize

• Stage selector: 3 tabs with colored accents (green/amber/red)

• Round navigation: numbered pills, active fill

• Response cards: model attribution, score, expandable

• Stage summary: aggregated scores per model

Anonymous multi-model comparison

• Preset Bar: Compare/Analyze/Brainstorm/Evaluate/Debate buttons

• Anonymous Phase: 2-col cards, 'Model A/B' labels, no attribution

• Vote buttons: thumbs up per card, borderLeft on voted

• Reveal: ghost button triggers 300ms borderLeft color transition

• Synthesis: collapsible panel, T.gold accent, merged output

Prosecution vs Defense split panel

• Split: Prosecution (left, T.magenta) | Defense (right, T.cyan)

• Prosecution: fatal flaw (bold), weaknesses (always visible list), one-change fix

• Defense: response text, verdict notes, rating buttons (4 options inline)

• Verdict Bar: full-width bottom, dynamic color, score change display

• Sidebar: ScoreRing + AggressionMeter + challenge list

• Training Report: separate tab — metrics grid + concept resilience + all interactions

DA configuration panel

• Master toggle: enable/disable DA system

• Persona cards: radio select, borderLeft accent color, NOT full border

• Aggression slider: 5-level (Gentle→Lethal), colored segments

• Constraint inputs: checkboxes + text fields

• Quick Start: preset configurations for common setups

Media grid with lightbox

- Filter bar: concept + media type chips, horizontal scroll
- Masonry grid: 3-col desktop, 2-col tablet, 1-col mobile
- Media cards: image/video thumbnail + concept label + model dot
- Lightbox: full-screen overlay, prev/next arrows, metadata panel