

# Terminal.AI – UI Review & Enhancement Roadmap

## Overall Assessment

The current UI demonstrates professional-grade polish, strong visual hierarchy, and credible market intelligence presentation. It successfully balances density and clarity, making it suitable for traders, investors, and analysts.

## What Is Working Well

- 1 Institutional dark theme with restrained accent colors builds trust.
- 2 Clear separation between Technical, Fundamental, and AI narrative sections.
- 3 Score ring provides instant directional bias.
- 4 Consistent layout grammar across tabs improves usability.
- 5 Primary chart supported by contextual metrics avoids cognitive overload.

## UI / UX Improvements (High Leverage)

- 1 Reduce AI text fatigue using progressive disclosure (summary → details).
- 2 Explain scores visually with hover explanations and daily deltas.
- 3 Introduce probabilistic language for support/resistance levels.
- 4 Improve chart interaction to move from passive viewing to active decision support.

## Strategic Enhancements (No Expensive APIs)

- 1 Agent personas: Trader, Investor, Risk — same data, different lenses.
- 2 Time-based conditional narratives (if-then scenarios).
- 3 AI confidence score tied to data completeness.
- 4 Compare mode: stock vs index or peers.

## Next Execution Focus

Start with Chart Interaction enhancements, as they directly impact decision quality and can be prototyped without additional data costs.

## PRD – Chart Interaction Enhancements (Phase 1)

### Objective

Transform the price chart from a passive visualization into an interactive decision-support surface.

### Features

- 1 **Explain This Candle:** Right-click on any candle to show AI explanation (price action, volume, context).
- 2 **Accumulation Zone Highlighting:** Automatically mark price ranges with high volume absorption and narrow ranges.
- 3 **Failed Breakout Highlighting:** Visually flag breakout attempts that reverse within N candles.
- 4 **Decision-Relevant Toggle:** Hide non-essential indicators and show only levels, zones, and signals.

## UX Notes

Even simulated or rule-based explanations are acceptable at prototype stage. The goal is to validate interaction patterns and user behavior.