⬡ ChatGPT

🎮 PV3 UI/UX Design System

Last Updated: [Insert Date]

This design system outlines the visual and functional design guidelines for PV3's front-end platform. Inspired by modern gaming sites like Stake.com, it ensures a premium Web3 experience with a professional dark theme, interactive game cards, and smooth wallet integration.

Color Palette – Black & White Scheme

Purpose	Color	Notes
Background (main)	#0F0F0F	Deep black for full-screen background
Card background	#1A1A1A	Slightly elevated game tiles
Border/Separator	#2B2B2B	Minimalist gray
Primary text	#FFFFFF	High contrast
Secondary text	#CCCCCC	Labels, hints
Accent highlight	#E6E6E6	Hover states and outlines
Button fill	#000000	With white text
Button outline hover	#FFFFFF	Subtle but clear call to action

Layout & Grid

- **12-column desktop grid**, max width 1440px
- **Sidebar (left):** Persistent vertical nav
- **Top bar (header):** Wallet + user icon + site nav
- **Main area:** Game carousels (top), then grid (2–5 cards/row)

Breakpoints

Device	Columns	Game Cards per row
≥1440px	12	5
≥1024px	12	4
≥768px	8	3
<768px	4	2

Typography

- **Font Family:** Inter (default), Audiowide (logo), Satoshi (alt headings)
- **Headings:** Uppercase, 20–32px, weight 600–700
- **Body text:** 14–16px, regular line height
- **Buttons:** Bold, uppercase, 14–16px

Core Components

Sidebar Menu

- Icons + label (left nav)
- Active state = white text + thin white left border
- Sections: Casino, Sports, My Bets, Live, Starting Soon

Top Nav

- Logo (left), Tabs (center), Wallet/User (right)
- Tabs include: Lobby, Originals, Featured, Trending
- Hover = subtle glow or color change

Game Cards

- 4:5 ratio, rounded, drop shadow on hover
- Metadata: Title, multiplier, game type (if needed)
- Hover interaction: `scale(1.03)` + box-shadow
- Click = start session modal

Wallet Button

- Minimal rounded pill with balance
- Connect/Disconnect + Tooltip on hover

Filters/Sort Tabs

- Rounded capsule tabs
- Active tab = bold + border
- Sort by: Wager amount, Popularity, Newest

🕹 Interactions & Motion

- **Card Hover:** Glow + scale + outline
- **Modal open/close:** Slide or fade (200ms)
- **Matchmaking loader:** Pulse loader or rotating icon
- **Transitions:** Use Framer Motion for all state transitions

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Developer Stack Alignment

- **TailwindCSS**: Base utility framework
- **shadcn/ui**: Component library for forms, modals
- **Next.js (frontend)**: Route-based + SEO friendly
- **React Query / Zustand**: Data fetching + state
- **Framer Motion**: Animations

Mobile UX Guidelines

- Stack sidebar into mobile drawer
- Game cards scrollable in carousel
- Wallet & match modals adapted to 100vh view

Branding Consistency

- Use `PV3.FUN` logo with controller + Solana glyph icon
- All modals, CTAs, and tooltips match dark mode contrast
- Button spacing consistent: `px-4 py-2` minimum
- Use visual separators for Live Games, Featured Games, and Leaderboards

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Optional Enhancements

- Skeleton UI while loading cards or wallet
- Loading shimmer on game thumbnails
- Featured banners or carousels with motion overlay

Let me know if you'd like this exported as a PDF or Figma-ready wireframe starter.