Eyes Unclouded App – Phase 2: UI Shell Design for Perception Tray

Author: Khaylub Thompson-Calvin

Updated: April 19, 2025

# Phase 2: UI Shell Design

This phase defines the visual and structural layout of the `listen.html` page and its symbolic perception tray. It sets the foundation for narrative-audio integration and emotional decoding gameplay.

## 1. listen.html Template Layout

Structure:  
- Title: Chapter or Lore Entry  
- Audio Player: <audio> tag pointing to chapter audio  
- Summary Area: Short symbolic intro or quote  
- Include: {% include 'partials/perception\_tray.html' %}

Sample Layout (Jinja2):  
--------------------------------------------------  
<h1>{{ chapter.title }}</h1>  
<p>{{ chapter.summary }}</p>  
  
<audio controls>  
 <source src="{{ url\_for('static', filename='audio/chapters/' + chapter.audio\_filename) }}" type="audio/mpeg">  
</audio>  
  
{% include 'partials/perception\_tray.html' %}  
--------------------------------------------------

## 2. perception\_tray.html Partial

This is the symbolic decoder tray shown during or after story playback.

Form Fields:  
- Emotion experienced (text or dropdown)  
- Universal facial feature (brows, eyes, mouth – checkboxes or dropdown)  
- Maximus insight interpretation (textarea)  
- Hidden: chapter ID  
  
Sample Form:  
--------------------------------------------------  
<form method="POST" action="{{ url\_for('book.submit\_perception') }}">  
 <label>What emotion did you feel during this scene?</label>  
 <input type="text" name="emotion" required>  
  
 <label>What facial cue could you imagine or hear?</label>  
 <select name="expression\_tag">  
 <option value="inner\_brow\_raise">Inner Brow Raise</option>  
 <option value="lip\_corner\_pull">Lip Corner Pull</option>  
 <option value="eye\_squint">Eye Squint</option>  
 <option value="brow\_lower">Brow Lower</option>  
 <option value="mouth\_stretch">Mouth Stretch</option>  
 </select>  
  
 <label>What do you think Maximus observed that others didn’t?</label>  
 <textarea name="insight" rows="4" placeholder="Your interpretation..."></textarea>  
  
 <input type="hidden" name="chapter\_id" value="{{ chapter.id }}">  
 <button type="submit">Log Insight</button>  
</form>  
--------------------------------------------------

## 3. UI/UX Design Advice from Project Management

- Keep the perception tray collapsed initially; let it slide open after audio finishes playing or after 30% is played.  
- Style the tray in theme with Role Type – for example:  
 - Seeker: fog-like background  
 - Strategist: blueprint style  
 - Cipher: glitchy, code overlay  
- Use modular UI to keep logic clean (separate CSS classes for each Role Type theme)  
- Include subtle icon feedback or symbolic effects when a form is submitted (e.g., feather animation, insight popup)

## 4. Key Deliverables in this Phase

- [ ] Create `listen.html` in templates/  
- [ ] Create `partials/perception\_tray.html`  
- [ ] Update route `/listen` to render a chapter and pass mock data  
- [ ] Define `url\_for('book.submit\_perception')` action in book\_controller.py  
- [ ] Style tray using CSS (theme-aware)