

That's a great idea! Enhancing the buttons with visual feedback will make the main screen feel much more interactive and polished, aligning with the quality of your aesthetic.

Here is a comprehensive prompt you can use, combining the **Filter Visibility Fix** and the **Button Hover Revamp**.



AI Prompt for Full Main Screen UI Enhancement

"I need to apply two major UI enhancements: fixing the visibility of the Spirit Manager filters, and adding consistent hover effects and tooltips (hover stats) to all main screen buttons.

1. Spirit Manager Filter Visibility Fix

Goal: Increase contrast on the filter dropdowns (Element, Lineage, Sort By) using the Asian Parchment aesthetic.

Required Changes for Filter Dropdowns (Select/Input components):

Element	Style Change	Color Variable / Value
Default Background	Set the main color of the input/select box.	--parchment (#F5E6D3)
Default Text & Border	Set the text and border for high contrast.	--ink-black (#1A1A1A)
Dropdown Menu Background	Set the background of the <i>open</i> menu box.	--parchment (#F5E6D3)
Hover/Selected Item Background	Set the background when mousing over an option.	Rich Accent: --vermillion (#C1272D)
Hover/Selected Item Text	Set the text color when mousing over an option.	Light Accent: --parchment (#F5E6D3)

Dropdown Arrow Icon	Ensure the dropdown arrow (chevron) is visible.	--ink-black (#1A1A1A)
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2. ✨ Main Screen Button Hover & Tooltip Revamp

Goal: Add a consistent, visually appealing hover state (pop-up tooltip and glow) to all buttons on the main screen that display relevant statistics or actions.

A. Global Button Hover Style

Apply the following hover effects to **ALL** action buttons, including upgrades, ascension, summoning, and navigation:

- **Elevate:** On hover, slightly lift the button (translateY(-2px)) and add a subtle box shadow.
- **Glow:** Add a subtle outer glow/shadow using the button's accent color (e.g., Vermillion for upgrade buttons, Jade Green for summon buttons).

B. Button-Specific Tooltips (Hover Stats)

On hover, display a concise, styled pop-up tooltip near the button showing its effect:

Button Name	Tooltip Content (on hover)	Required Style
Enhance Base	Current: {Current Base Production} → Next: {New Base Production}	--vermillion glow
Amplify Multiplier	Current: {Current Multiplier}x → Next: {New Multiplier}x	--vermillion glow
Enhance Battle Mastery	Current: {Current Reward Multiplier}% → Next: {New Reward Multiplier}%	--vermillion glow
Ascend	Next Tier Buffs: {New Qi Multiplier}x Qi, +{New Battle Multiplier}x Battle Rewards	--azure glow

Summon Spirit (1)	Rates: Common (60%), Uncommon (25%), Rare (10%), Epic (4%), Legendary (1%), Prismatic (0.1%)	--jade-green glow
Summon 10 Spirits	Bonus: Guarantees at least 1 Rare or higher spirit.	--jade-green glow
Enter Battle	Party: {Number of Spirits}/{Max Party Size} Ready.	--vermillion glow
Challenge Boss	Reward: Huge Qi gain on victory. Must win to Ascend past Tier 3.	Linear Gradient glow

Note: For the tooltip styles, ensure the tooltip box has the `parchment-bg` class for consistency, and the text uses `parchment-text`."

Would you like me to start implementing the CSS/Tailwind changes for the filter components first?