Modern SaaS UI Implementation Checklist

Production-oriented checklist for tokens, components, motion, accessibility, and performance.

1) Foundations (Tokens + Layout)

■ Define spacing scale tokens (4/8/12/16/24/32/48/64).

■ Define radii tokens (8/12/16/24) and apply consistently.

■ Define elevation tokens (shadow-0/1/2) and hover elevation.

■ Define border tokens (1px neutral; stronger on hover/focus).

■ Define blur/material tokens (blur-sm, blur-md) and usage rules.

■ Define typography scale + line heights; document max line length rules for long reading.

■ Define semantic color roles (bg, surface, text, muted, border, accent, success, warning, danger).

■ Document responsive grid rules (12-col, breakpoints, container widths, density per breakpoint).

2) Motion System

■ Choose product motion scheme (fast + subtle) and marketing scheme (slightly slower + expressive).

■ Define motion tokens: duration-fast (150ms), duration-med (220ms), duration-slow (320ms).

■ Define easing tokens and keep them consistent across components.

■ Implement prefers-reduced-motion fallbacks (remove non-essential movement/parallax; shorten transitions).

■ Create reusable patterns: fade+translate, scale-in dialogs, shared layout transitions, list item insert/remove.

3) Components (Primitives)

■ Button (primary/secondary/ghost/destructive) with hover/active/focus/disabled/loading states.

■ IconButton with tooltip + screen-reader label.

■ Input/Textarea with label, helper text, error + success states, and clear focus ring.

■ Select/Combobox with keyboard navigation + search.

■ Checkbox/Switch/Radio with accessible hit targets and focus states.

■ Tabs with clear active indicator and optional subtle motion.

■ Badge/Tag with semantic variants.

■ Avatar (image + fallback initials).

■ Separator/Divider tokens for density control.

■ Tooltip and Popover (focus handling, escape close, click outside).

4) Components (Composed SaaS UI)

■ Card system (default, interactive, and optional glass/chrome variant).

■ Data table: sorting, filtering, empty state, loading state, and keyboard focus clarity.

■ Pagination or infinite scroll with explicit loading and end states.

■ Modal dialog: focus trap, escape close, scroll lock, and accessible heading.

■ Drawer/Side sheet for secondary tasks (filters/details/edit forms).

■ Toast system (success/error/warning) with optional action (Undo/Retry).

■ Command palette (Ctrl/Cmd+K) for navigation and global actions.

■ Breadcrumbs for deep navigation and clarity.

■ Stepper/progress indicator for onboarding flows.

■ Empty states for every zero-data screen (contextual + actionable).

5) Premium Surfaces + Microinteractions

■ Bento section templates: hero card + supporting cards + tertiary cards (consistent spacing/radius).

■ Glass used for chrome surfaces only unless content is short; verify readability in light/dark modes.

■ Button press feels physical (tiny scale/translate + shadow shift).

■ Inline validation is calm and explains how to fix issues.

■ Save/sync status is explicit (saving → saved → retry on error).

■ Skeleton loading for lists/dashboards where users expect content quickly.

6) Accessibility + Performance QA

■ Keyboard navigation works everywhere; focus order is logical; no focus traps outside dialogs.

■ Focus indicators are visible against all surfaces (including glass).

■ Color contrast validated for text/icons and semantic states (success/warning/error).

■ Hit targets meet touch guidance (>= 44px where relevant).

■ Animations avoid layout thrash; transform/opacity used for motion.

■ Heavy media (video/3D) is lazy-loaded; static fallbacks exist.

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