/\* Compact layout, reduced padding/margins \*/

/\* Global \*/

html, body {

margin: 0;

padding: 0;

background-color: #000;

color: #fff;

font-family: sans-serif;

}

/\* Container for sidebars + map \*/

.container {

display: flex;

flex-direction: row;

padding: 5px;

gap: 5px;

justify-content: center;

}

/\* Sidebars \*/

.left-sidebar, .right-sidebar {

width: 200px;

background: #111;

padding: 5px;

box-sizing: border-box;

}

.left-sidebar h3, .right-sidebar h3 {

margin: 5px 0;

font-size: 14px;

text-align: center;

border-bottom: 1px solid #555;

padding-bottom: 2px;

}

/\* Sidebar buttons \*/

button {

width: 100%;

margin: 3px 0;

padding: 4px;

cursor: pointer;

background: #333;

border: 1px solid #555;

color: #fff;

font-size: 11px;

white-space: pre-line;

}

button:hover {

background: #444;

}

/\* For highlighting if the action is possible \*/

.highlighted {

box-shadow: 0 0 6px 3px rgba(0, 0, 255, 0.5); /\* Blue glow \*/

background: #555;

}

/\* Stats boxes in sidebars \*/

.base-stats, .research-stats, .misc-stats {

margin-top: 10px;

padding: 5px;

background: #222;

text-align: center;

font-size: 12px;

}

.base-stats div,

.research-stats div,

.misc-stats div {

margin: 3px 0;

}

/\* Main area for the map \*/

.main-area {

flex: 1;

display: flex;

flex-direction: column;

align-items: center;

position: relative;

}

/\* Canvas styling \*/

canvas {

border: 1px solid #444;

background: black;

display: block;

margin: auto;

}

/\* Tooltip styling \*/

#tooltip {

position: absolute;

pointer-events: none;

display: none;

background: rgba(0, 0, 0, 0.8);

border: 1px solid #555;

padding: 4px;

font-size: 10px;

color: #fff;

border-radius: 2px;

z-index: 20;

}

/\* Overlay for pre-game settings \*/

#gameSetupOverlay {

position: absolute;

top: 50%;

left: 50%;

transform: translate(-50%, -50%);

background: rgba(34,34,34,0.9);

padding: 10px 15px;

border: 1px solid #555;

border-radius: 3px;

z-index: 10;

text-align: center;

font-size: 12px;

}

#gameSetupOverlay label {

display: block;

margin: 6px 0 3px;

}

#gameSetupOverlay select,

#gameSetupOverlay input[type="number"] {

width: 100%;

padding: 3px;

margin-bottom: 6px;

box-sizing: border-box;

background: #222;

color: #fff;

border: 1px solid #555;

}

#gameSetupOverlay button {

padding: 4px 8px;

cursor: pointer;

background: #333;

border: 1px solid #555;

color: #fff;

font-size: 12px;

}

#gameSetupOverlay button:hover {

background: #444;

}

/\* Setup panel button (now styled inlined for glow effect) \*/

#setupPanel {

margin-top: 5px;

}

/\* Bottom container \*/

.bottom-container {

display: flex;

flex-direction: row;

justify-content: center;

align-items: flex-start;

background: #222;

padding: 5px;

gap: 10px;

}

/\* Stats bar with TFoE and two rows \*/

.stats-bar {

display: flex;

align-items: center;

gap: 5px;

}

.tfoe-title {

font-size: 16px;

font-weight: bold;

margin-right: 5px;

}

.stats-container {

display: flex;

flex-direction: column;

gap: 3px;

}

.top-stats, .bottom-stats {

display: flex;

gap: 8px;

}

/\* Slightly reduced font sizes since fewer stats \*/

.top-stats .stat {

font-size: 13px;

}

.bottom-stats .stat {

font-size: 11px;

}

/\* The message log container \*/

#phase-log-container {

display: flex;

flex-direction: column;

align-items: flex-start;

}

/\* The log itself, smaller height \*/

#log {

width: 250px;

height: 30px; /\* short height so no scrolling needed \*/

background: #000;

overflow: hidden; /\* hide any overflow to avoid scroll \*/

font-size: 10px;

padding: 3px;

box-sizing: border-box;

}

/\* Spy info block \*/

.spy-info {

margin-top: 5px;

padding: 5px;

background: #222;

font-size: 10px;

min-height: 40px;

}