Design Hive Task Project Overview

State Management:
The application utilizes a centralized state model in App.jsx to govern the 11-screen workflow.

- **Global State:** Tracks currentStep, selectionMode (Camera vs. Demo), and a reactions object.
- **Reaction Schema:** Data is stored as key-value pairs (e.g., { screenId: "frustrated" }) to map user input to specific archetype traits.
- **Navigation Logic:** Employs a combination of manual CTAs and timer-based triggers (e.g., 2-second biometric scan, 4-second analysis phase).
- **Image Processing:** Utilizes a **Canvas-based export system** to generate and download PNG badges of the final archetype results.

Color Palette:

- **Primary:** Orange/Peach (#E9A86A, #F4B17A, #FFB347).
- **Secondary/Background:** Deep Purple Gradient (#4A1F3E to #3D243A).
- **Accents:** Warm Beige (#F4D8B8).

Visual Motif: Hexagonal pattern overlays and backdrop-blur-md glassmorphism containers.

Motion Patterns:

- **Container Variants:** Staggered child entrance.
- **Pop/Scale:** Hover (1.06x) and Tap (0.97x) micro-interactions.
- **Transitions:** 350ms opacity fades with synchronized exit delays to prevent layout shift.

Specialized reusable components:

EmotionDataCard: A persistent sidebar (active from Step 3) that visualizes captured reactions using real-time progress bars and custom-styled scrollbars (5px width, orange-themed).

ProgressBar: A multi-step navigator with yellow-bordered indicators and dual-control (Prev/Next) logic.

HexIcon: A specialized SVG/CSS container for housing dynamically selected archetype icons.

BackgroundLayout: A Higher-Order Component (HOC) ensuring consistent hexagonal grid positioning across all screens.

Technical Implementation Considerations:

Prop Drilling: Controlled via structured callbacks (onNext, onSelect) passed through the component tree to maintain a unidirectional data flow.

Conditional Rendering: The UI dynamically adjusts component visibility (e.g., hiding the EmotionDataCard during the intro and analysis phases) to reduce cognitive load.