

Flowship – Product UI / UX Style Guide (v1)

Brand Personality *disciplined · tech · calm* with a spaceship-bridge ambience. Design language balances focused minimalism with subtle cosmic flair.

1 · Color Palette

| Token | Hex | Usage |
|-------------------------------|---------|---|
| Primary / Cosmic Violet | #8A6DFF | Main action buttons, links, focus rings |
| Primary / Event Horizon Black | #0D1117 | Core dark background |
| Secondary / Nebula Indigo | #535CFF | Button hover, interactive icon hover |
| Secondary / Stardust Gray | #1B2330 | Card & panel surfaces |
| Secondary / Warp Gray | #242E40 | Inputs, secondary surfaces |
| Accent / Pulsar Magenta | #FF4D9D | Highlights, empty-state illustrations |
| Accent / Ion Teal | #00E0D3 | Informational badges, graphs |
| Success Green | #2ECC71 | Success toasts, positive metrics |
| Warning Yellow | #F4D13D | Caution, pending states |
| Error Red | #E45855 | Destructive actions, validation errors |
| Info Blue | #3FA9F7 | Neutral informational banners |
| Light Surface | #F8F9FC | Light-mode panels |
| Light Background | #FFFFFF | Light-mode root background |

All foreground–background pairs meet WCAG 2.1 AA contrast.

Dark ↔ Light Mapping

| Dark | Light |
|-------------------------------|-------------------------------|
| Event Horizon Black → #0D1117 | Light Background → #FFFFFF |
| Stardust Gray → #1B2330 | Light Surface → #F8F9FC |
| Text Primary → #E6EBF4 | Text Primary (Dark) → #172026 |

2 · Typography

Primary Font: `Inter` — fallbacks: system-ui, Roboto, Helvetica Neue, sans-serif (Chosen for clarity, variable width, and broad platform availability)

| Size Token | px / lh | Weight | Tracking | Usage |
|-------------------|---------|--------|----------|-----------------------|
| H1 | 32 / 40 | 700 | -0.2 | Page titles |
| H2 | 28 / 36 | 600 | -0.2 | Major section headers |
| H3 | 24 / 32 | 600 | -0.1 | Card titles, modals |
| H4 | 20 / 28 | 500 | -0.05 | Sub-headers |
| Body-Large | 17 / 26 | 400 | 0 | Long-form copy |
| Body | 15 / 24 | 400 | 0 | Standard UI text |
| Body-Small | 13 / 20 | 400 | 0.1 | Secondary text |
| Caption | 12 / 16 | 500 | 0.2 | Timestamps, labels |
| Button | 16 / 24 | 500 | 0 | Buttons, CTAs |

3 · Spacing System

4 - 8 - 12 - 16 - 24 - 32 - 48 - 64 px scale.\ *Base unit = 4 px*.\ Major section gutters: 32 / 48 px.\ Grid: responsive 12-col with 80 px max content width constraint on large screens.

3A · Layout & Grid (Baseline-Alignment Variant)

To test a **fully aligned top baseline** across all three columns, adopt the following rules. (These live alongside the existing staggered-hero option; switchable via a layout toggle.)

| Token | Value | Purpose |
|-----------------------|--|--|
| Header Height | 48 px | Fixed bar for logo & utility actions (Event Horizon Black) |
| Grid | <code>grid-template-columns: 280px 1fr 280px;</code> | Left cards · timer hero · right cards |
| Column Gap | 32 px | Matches spacing system (32 = 8×4) |
| Align Items | <code>start</code> | Forces all first-row cards to share the same top edge |
| Top Margin | 32 px from header | Establishes consistent vertical rhythm |
| Card Stack Gap | 24 px vertically | Side-column card separation |

```
.layout-aligned {
  display: grid;
  grid-template-columns: 280px 1fr 280px;
  gap: 32px;
```

```

    align-items: start;
    margin-top: 32px; /* below 48px header */
  }
  /* Toggle helper */
  body.staggered .layout-aligned { align-items: initial; }

```

Note: When this variant is active, the timer hero panel should **lose** its extra vertical offset so it kisses the same baseline as *Today's Actions* and *Posture Tracker* cards.

4 • Component Styling

Buttons

| Type | BG | Text | Border | Radius | Height | Shadow |
|----------------------|---------------|---------------|--------|--------|--------|-----------------|
| Primary | Cosmic Violet | #FFFFFF | — | 8 px | 44 px | 0 2px 8px #000A |
| Primary Hover | Nebula Indigo | #FFFFFF | — | 8 px | — | Elevation +2 |
| Secondary | Transparent | Cosmic Violet | 1.5 px | 8 px | 44 px | none |
| Text | Transparent | Cosmic Violet | — | 0 | 40 px | none |
| Destructive | Error Red | #FFFFFF | — | 8 px | 44 px | 0 2px 8px #000A |

Timer Launch Button

Special primary action used exclusively inside the **Timer Hero Panel**.

| Property | Spec | Notes |
|---------------|--|---|
| Label | LAUNCH (alt: START) | Keep it space-themed to reinforce brand. Uppercase, <code>Button</code> text style. |
| Width | 150 px (fixed) | Ensures standout size over other CTAs. |
| BG | Cosmic Violet → Nebula Indigo gradient, 45° | Slight gradient differentiates from default primary button. |
| Glow | Outer shadow 0 0 12 8 Cosmic Violet @ 25 % | Mirrors streak aura and draws eye. |
| Hover | Brighten gradient + elevate shadow by 2 px | Immediate affordance. |
| Active | Scale 97 %, shadow drops to 4 px blur | Press feedback. |

Timer Hero Panel (Main Box)

To make the central timer card more prominent when using the aligned layout:

- **Width:** occupies full middle column (`1fr`) with max-width 640 px.
- **Elevation:** Shadow `0 4 16 rgba(0,0,0,0.32)` (one level above standard cards).
- **Aura:** Always shows **Ion Teal** base glow (20 % opacity) even at streak 0 to differentiate.\ – Glow intensifies per streak rules (Section 10).\ – When timer is **paused**, aura fades to 10 % opacity.
- **Corner Radius:** 16 px (slightly larger than side cards) to visually separate hierarchy.
- **Internal Padding:** 24 px top / 20 px sides & bottom.
- **Grid:** Internally uses 2-col grid so label block and stats block align even on wide screens.

Cards / Panels

- **Surface:** Stardust Gray (dark) / Light Surface (light)
- **Corner:** 12 px
- **Shadow:** 0 2px 8px rgba(0,0,0,0.12)
- **Padding:** 16 px (internal)
- **Header bar option:** subtle 1 px divider at top using Warp Gray

Inputs

| State | Border | BG | Text |
|----------------|--------------------|-----------|---------|
| Default | 1 px Warp Gray | Warp Gray | #E6EBF4 |
| Hover | 1 px Cosmic Violet | Warp Gray | #E6EBF4 |
| Focused | 2 px Cosmic Violet | Warp Gray | FFFFFF |
| Error | 2 px Error Red | Warp Gray | FFFFFF |

- Corner radius: 8 px
- Left icon optional (24 px) inside 12 px padding

Icons

- Set: **Lucide** 24 × 24 px (20 × 20 for dense spots)
- Active color: Cosmic Violet
- Inactive: Neutral #A0AAB8
- Destructive: Error Red

5 · Motion & Animation (Token Library)

Centralised timing & easing tokens ensure every interaction feels cohesive and are easily consumed by AI-generated code.

| Token | Purpose | Value |
|---|--|--|
| <code>--motion-duration-fast</code> | Hover / tap micro-interaction | 120 ms |
| <code>--motion-duration-standard</code> | Standard component transitions | 200 ms |
| <code>--motion-duration-emphasis</code> | Modals / toasts | 300 ms <code>spring(300, 35)</code> |
| <code>--motion-duration-page</code> | Route change | 350 ms <code>cubic-bezier(0.16, 1, 0.3, 1)</code> |
| <code>--motion-ease-standard</code> | Default ease for most transforms | <code>cubic-bezier(0.2, 0.8, 0.2, 1)</code> |
| <code>--motion-ease-spring</code> | Springy emphasis interactions | <i>Physics spring</i> tension 300 friction 35 |
| <code>--motion-reduced</code> | Fallback for <code>prefers-reduced-motion</code> | Fade-only, no transform |

```

/* Example usage */
.button {
  transition: transform var(--motion-duration-fast) var(--motion-ease-standard),
              box-shadow var(--motion-duration-fast) var(--motion-ease-standard);
}

```

Star-Field Parallax (Page Transition Delight)

```

/* keyframes */
@keyframes starsEnter {
  from { transform: translateY(20px); opacity:0; }
  to   { transform: translateY(0);    opacity:1; }
}
@keyframes starsExit {
  to   { transform: translateY(-20px); opacity:0; }
}

.route-enter-active .stars { animation: starsEnter var(--motion-duration-page) var(--motion-ease-standard) both; }
.route-leave-active .stars { animation: starsExit  var(--motion-duration-page) var(--motion-ease-standard) both; }
@media (prefers-reduced-motion: reduce) {
  .stars { animation:none; }
}

```

6 · Accessibility Addendum

- Automated audits: run **Lighthouse** and **axe-core** on every PR.
- All focusable components expose visible 2px outline (CosmicViolet).
- Motion tokens respect `prefers-reduced-motion` as shown above.

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