SlimeChain ? GUI/UX Mock (Musk-mode)

Principles

Edge-first transparency: always show estimated cost, risk effect, and propagation (ttl/fanout) before posting. Reduce friction for verified users; keep unverified usable but capped.

Screens & Wireframes

[Onboarding]
- DID creation, TG handshake (T0), optional upgrade to T1?T3.
[Compose]
- Text/media/evidence fields.
- Live: C_min, basefare B_t, RL^alpha, EF^beta, risk multipliers.
- Estimated reach: derived from ttl/fanout; disclaimers.
[Feed]
- Follow-path feed + sampled global.
- Evidence badges, tier badges, EF/q tooltips.
[DM with Escrow]
- Out-of-graph DM prompts escrow preview ($0.003).
- Receiver policy: auto-refund (100%/80%), take, auto-reject.
[Profile]
- EF, q, RL, serve stats, tier status.
[Settings]
- Tier upgrades, payment methods (USDC/SOCIAL), oracle status, privacy toggles.

Flows

Compose?Preview?Post(tx) with immediate cost settlement.
DM?Escrow lock?Receiver decision?Refund/Take/Expire with auto-settlement.
Tier upgrade?Payment?Tier state updated on-chain.

States & Edge Cases

- Low balance: offer Relay/Earn to gain credits.
- High risk content: show propagation dampening and price impact.
- Congestion surge: display elevated B_t with reason.
- Oracle degraded: fall back to SOCIAL-denominated pricing and warn.

Accessibility & i18n

High-contrast mode, keyboard nav, font scaling; localized currency display; full Korean/English support.