This outlines the UI/UX specification for the **Modals and Popups** within the **Base Jungle** ecosystem.

These are not standard web popups. They are designed as **"Holographic Data Slates"** that project onto the user's visor. They must feel floating, ethereal, and strictly adhere to the **Base blockchain** palette.

# 📟 Base Jungle: Modal & Overlay Specification

**Global Behavior:**

* **Entrance Animation:** Modals do not "fade in." They **"Materialize."** A wireframe grid draws the outline first (0.2s), followed by the glass fill (0.3s).
* **Backdrop:** The background (Dashboard/Jungle) blurs heavily (backdrop-filter: blur(40px)) and dims to near-black, isolating the modal as the only light source.
* **The Container:** A "Cyber-Glass" pane with a glowing top border (#0052FF). The bottom corners are clipped/angled (tactical aesthetic).

## 1. The "Airlock" (Connect Wallet Modal)

**Goal:** Make logging in feel like biometric authentication for a secure facility.

* **Visual:** A vertical rectangular slate.
* **Centerpiece:** A large, rotating wireframe **Base Logo** in the center.
* **List Items (Wallets):**
  + Instead of standard rows, they are "Access Keys."
  + *Idle:* Transparent glass with white text.
  + *Hover:* The glass fills with low-opacity Blue, and a "Scanning..." sound effect plays.
* **Interaction:**
  + When the user clicks a wallet (e.g., MetaMask), the wireframe logo stops rotating and locks into place.
  + A blue laser line scans the modal from top to bottom.
  + **Success:** The modal shatters into digital particles, revealing the Dashboard.

## 2. The "Seeding" Console (Deposit/Purchase)

**Goal:** Differentiate between "Spending Money" and "Planting Capital."

* **Layout:** Split View.
  + **Left Side (The Input):**
    - **Currency Selector:** "USDC" is the default.
    - **Amount Slider:** Not a horizontal line. A **Vertical "Liquid" Gauge**. The user drags a handle up to fill the tube with blue liquid (capital).
    - **Data Readout:** As the liquid rises, dynamic text updates: "Projected Canopy Size: Large," "Est. Daily Yield: 50 pts."
  + **Right Side (The Preview):**
    - Shows the 3D Asset of the Tier being purchased (e.g., The Sapling).
    - As the user increases the deposit amount, the 3D Sapling glows brighter and pulses faster.
* **Action Button:** "INITIATE GERMINATION" (instead of "Deposit").
* **Loading State:** The 3D seed spins rapidly and digs into a virtual digital soil grid.

## 3. The "Harvest" Interface (Withdrawal)

**Goal:** Clearly visualize the difference between a "Mature Harvest" and a "Penalty Exit."

**State A: Mature Harvest (Lock Period Over)**

* **Vibe:** Pure dopamine.
* **Visual:** The modal glows with an intense internal light.
* **Content:**
  + "Cycle Complete."
  + A breakdown of Principal + Yield + Points.
* **Animation:** The "Claim" button is a **Slide-to-Unlock** mechanism (mimicking cutting a fruit stem).
* **Effect:** When slid, a "Splash" animation covers the screen in blue droplets.

**State B: Early Withdrawal (Penalty Warning)**

* **Vibe:** System Failure / Danger.
* **Constraint:** No Red. We use **"Glitch Art" and High-Contrast White.**
* **Visual:**
  + The glass container flickers (opacity shifts rapidly).
  + The border turns Stark White.
  + **The Warning:** "⚠️ STABILITY ALERT: ECOSYSTEM IMMATURE."
* **The Graphic:**
  + A visualization of the user's 3D Tree **withered and dissolving**.
  + "Penalty: 2.0%."
  + "Points Forfeited: All."
* **Action Button:** A hollow, outlined button reading "Proceed with Destruction" (Psychological friction).

## 4. The "X-Ray" (Strategy Details)

**Goal:** Show the transparency of the automated strategies.

* **Visual Metaphor:** A blueprint overlay.
* **Content:**
  + A schematic diagram of the flow of funds.
  + **User Wallet** → **Base Vault** → **Aerodrome / Aave**.
* **Live Data:** The connection lines between these nodes are animated pipes.
  + *Thick Blue Pipe:* High capital flow.
  + *Thin Blue Pipe:* Low capital flow.
* **Health Factor (For Leveraged Tiers):**
  + A circular gauge that looks like a pressure valve.
  + **Safe Zone:** Filled with steady Blue light.
  + **Risk Zone:** The light strobes/flashes.

## 5. The "Field Journal" (Quests & Education)

**Goal:** Gamify the learning process.

* **Visual:** A holographic clipboard.
* **Quest List:**
  + Each quest is a "Mission File."
  + *Unfinished:* Dimmed glass.
  + *Finished:* Bright, glowing border + a "Stamped" badge effect overlaying the text.
* **Quiz Interface:**
  + The question appears in typing text.
  + Answers are large, clickable tiles.
  + **Correct:** The tile flashes white, then turns solid Blue.
  + **Incorrect:** The tile cracks (visual graphic) and fades to grey.

## 6. The "Referral Beacon" (Share Modal)

**Goal:** Make sharing feel like expanding the network.

* **Visual:** A central "Tower" emitting radio waves.
* **The Code:** Your unique referral code is displayed on a high-tech LED panel.
* **Actions:**
  + "Establish Link" (Copy to Clipboard).
  + "Broadcast Signal" (Share to Twitter).
* **Micro-Interaction:** When "Copy" is clicked, a shockwave expands from the modal, rippling through the background blur.

## 7. Status Toasts (The HUD Notifications)

These are not full modals, but small overlays that appear at the top-center of the "Visor."

* **Processing:**
  + Icon: A spinning 3D Base Coin.
  + Text: "Synchronizing with Blockchain..."
* **Success:**
  + Icon: A Checkmark that draws itself.
  + Effect: A "Blue Flash" illuminates the top edge of the screen.
* **Error:**
  + Icon: A "Broken Link" symbol.
  + Effect: The toast shakes violently (screen shake effect).

### Summary of Unique "Base Jungle" Modal Features

1. **Vertical Liquid Gauges:** Replacing horizontal sliders to fit the "Rain/Water" theme.
2. **Materialization:** Modals draw themselves via wireframe before becoming solid.
3. **No Red Errors:** Using "Glitch" and "Withered" visuals to convey danger while staying on-brand.
4. **Slide-to-Harvest:** Making the withdrawal action feel physical.