This outlines the UI/UX specification for the **Investment & Strategy Management** section.

In the **Base Jungle** metaphor, this is the **"Growth Lab"**. It is where users manage their digital flora, analyze the root systems (strategies), and monitor the structural integrity (health) of their leveraged positions.

# 🧬 Investment & Strategy: "The Growth Lab"

**Visual Philosophy:** Clinical, precise, high-tech botany.

* **The Vibe:** Less "wild" than the dashboard, more "scientific." This is where the user analyzes data.
* **Lighting:** Sharper, cooler Base Blue lighting. The background fog is thinner to allow for reading complex data.

## 1. Page: The Nursery (Tier Selection & Upgrades)

**Goal:** deeply gamify the act of "spending money" by framing it as "selecting a species" to cultivate.

### 1.1 Layout: The "Specimen Hall"

Instead of a pricing table, use a **Horizontal 3D Carousel**.

* **The Cards:** They are not 2D cards. They are **Tall Cylindrical Glass Chambers** (Cryo-pods).
* **Inside the Chamber:** The 3D asset of the tier spins slowly in suspension.
  + *Sprout:* A glowing blue seed.
  + *Branch:* A complex fractal limb.
  + *Forest:* A dense, miniature hologram of a canopy.
* **Status:**
  + *Current Tier:* The chamber is fully lit; the glass is clear.
  + *Locked Tier:* The chamber is frosted (foggy); the 3D asset is barely visible.
  + *Next Upgrade:* Pulsing with a "Ready" outline.

### 1.2 The "DNA" Spec Sheet (Hover State)

When a user hovers or clicks a Specimen Chamber, a **Holographic Data Pane** projects sideways from the cylinder.

* **Visual:** Laser-etched text on floating glass.
* **Metrics:**
  + **Yield Potential:** Displayed as a "Growth Rate" graph (e.g., "5x Speed").
  + **Lock Period:** Displayed as "Gestation Time" (e.g., "90 Cycles").
  + **Strategy Access:** Icons of the "Root Types" available (Conservative vs. Aggressive).

### 1.3 The Upgrade Interaction

* **Action:** "Evolve Specimen."
* **Animation:** The camera zooms into the chosen cylinder. The liquid inside the cylinder drains and refills with a brighter, more intense Blue fluid. The 3D asset morphs (e.g., Seed $\to$ Sapling) in real-time.

## 2. Page: The Root Network (Strategy Details)

**Goal:** visualize *transparency*. Show exactly where the money is flowing without using boring pie charts.

### 2.1 The "Mycelium" Map (Asset Allocation)

* **Visual Replacement for Pie Chart:** A central glowing node (The User) with **organic, glowing roots** spreading outward to external nodes (Protocols).
* **The Roots:**
  + *Thickness:* Represents % of portfolio.
  + *Pulse Speed:* Represents current APY.
* **The Nodes:**
  + **Aave:** Depicted as a "Storage Silo" icon.
  + **Aerodrome:** Depicted as a "Turbine" icon (DEX).
  + **Beefy:** Depicted as a "Harvester" icon.
* **Interaction:** Hovering over a root "magnifies" it, showing a floating tooltip: Allocated: $400 (30%) | Yielding: 14%.

### 2.2 Live Photosynthesis (Real-Time Performance)

* **Widget:** A rolling "EKG" style chart.
* **Data:** Real-time yield generation.
* **Visual:**
  + **The Line:** It’s not a simple line; it’s a **trailing vine**. As time moves forward (right), the vine grows leaves.
  + **Upward Trend:** The vine blooms with small blue flowers.
  + **Flat/Down:** The vine looks dormant or bare.

## 3. Feature: The "Storm Monitor" (Health & Leverage)

**Context:** Exclusive to **Grove** and **Forest** tiers (Leveraged users). This is the most critical UI element for preventing liquidation.

### 3.1 The "Barometer" Gauge

* **Metaphor:** Atmospheric Pressure / Storm Warning.
* **Visual:** A vertical glass tube with a floating magnetic puck inside.
* **Zones:**
  + **Top (Safe):** Calm Blue fluid. "Clear Skies."
  + **Middle (Warning):** Fluid turns turbulent (bubbles/froth).
  + **Bottom (Danger):** The fluid drains, revealing a skeletal, glitching wireframe structure.
* **Text Readout:** Health Factor: 1.65 (Stable) vs STORM IMMINENT: 1.10.

### 3.2 Emergency Protocols

* **The "Eject" Button:**
  + **Label:** "Emergency Unwind."
  + **Design:** Distinct from all other buttons. It has a **Striped Hazard Pattern** (White/Transparent stripes) on the border.
  + **Interaction:** Requires a "Press and Hold" (2 seconds) to activate, filling a circular progress bar to prevent accidental clicks.

## 4. Feature: The Time Capsule (Lock & Withdrawal)

**Goal:** Make the lock period feel like a value-add (gestation), not a penalty.

### 4.1 The Gestation Timer

* **Visual:** A circular countdown timer that looks like a biological cell dividing.
* **Animation:**
  + *Early Phase:* The cell is simple.
  + *Near Maturity:* The cell is complex and glowing intensely.
* **Text:** "Maturity in: 14 Days, 3 Hours."

### 4.2 The "Wither" Simulation (Early Exit Preview)

If the user clicks "Withdraw" before the timer ends:

* **The Modal Transformation:** The entire UI shifts to **Grayscale/Monochrome**.
* **The Simulation:** A "Ghost" version of their portfolio value appears.
  + *Original:* $1,000 (Blue).
  + *Penalty:* -$50 (White Glitch).
  + *Final:* $950 (Grey).
* **Visual Metaphor:** The 3D Tree asset in the background rapidly ages, loses its leaves, and turns into a dry husk. This leverages "Loss Aversion" psychology visually.

## 5. Micro-Interactions (The "Tactile" Feel)

1. **Haptic Hover:** If on mobile, hovering over a leveraged strategy gives a slight vibration feedback—the "hum" of the engine.
2. **Liquid Slosh:** When dragging the slider to allocate funds to a strategy, the liquid level shouldn't just rise linearly; it should "slosh" slightly (physics-based) as if you are pouring water.
3. **Sound Design:**
   * *Opening Strategy Page:* Sound of a heavy airlock door opening.
   * *Confirming Allocation:* A "charging up" sound (rising pitch) followed by a solid *thud*.

## 6. Mobile Adaptation

* **The Carousel:** On mobile, the "Specimen Hall" becomes a vertical scroll stack.
* **The Mycelium Map:** Simplified to a vertical list, but the "Root" connecting lines still animate down the left side of the screen to connect the list items.
* **Health Monitor:** Pinned to the top of the screen as a sticky header for leveraged users, so they never lose sight of their risk.