This is the detailed **UI/UX Specification for the Core Dashboard** ("The Command Center").

It uses a **Modular Bento Grid Layout** to organize complex data into a cohesive, "cockpit-style" interface. This layout ensures the user feels like they are piloting a high-tech vessel through the Base Jungle ecosystem.

# 🕹️ Core Dashboard: "Base Camp" Command Center

**Layout Philosophy:** A strictly organized **3-Column Bento Grid**.

* **Column 1 (The Self):** Personal stats, growth, and level.
* **Column 2 (The Assets):** Financial visualization and controls.
* **Column 3 (The Ecosystem):** External data, bot activity, and network health.

**Visual Foundation:**

* **Background:** Deep Void Black (#050505) with a very faint, slow-moving "digital rain" of blue code descending in the background distance.
* **Grid Gap:** 16px spacing between glass modules.
* **Glass Style:** Dark "Obsidian Glass" – backdrop-filter: blur(24px), bg-opacity: 0.1, border: 1px solid rgba(0, 82, 255, 0.15).

## 🏗️ The Grid Modules (Widget Map)

### 1. The "Rain Catcher" (Net Worth) – ***[Center | Large 2x2]***

* **Metaphor:** "Water is Life/Liquidity."
* **Visual:** A large, central glass tank.
* **The Component:** A **Liquid Fill Gauge**.
  + **The Liquid:** Bioluminescent Base Blue fluid (#0052FF). The surface waves gently.
  + **Height:** Corresponds to your Total Value Locked (TVL).
  + **The "Rain":** Every time yield is harvested (e.g., +$1.50), digital droplets fall from the top of the widget into the liquid, creating splashes and ripples.
* **Data Overlay:** Giant, crisp white numbers float *inside* the liquid: $12,450.00.
* **Interaction:** Hovering the tank calms the waves and displays a "Withdraw" button submerged at the bottom.

### 2. The "Sonar" (Bot Feed) – ***[Top Right | 1x1]***

* **Metaphor:** "Scanning the dark jungle for opportunities."
* **Visual:** A circular **Sci-Fi Radar/HUD**.
* **Animation:** A rotating "sweep line" (120 RPM) scans the circle.
* **States:**
  + *Scanning:* Empty dark grid.
  + *Detection:* A bright blue "Blip" appears.
  + *Action:* Text types out below: > [HARVESTER] Executed. Gas: $0.02.
* **Why:** It proves the "100% Automated" bots are working without the user doing anything.

### 3. The "Vine" (Referral Tree) – ***[Left Sidebar | Tall 1x3]***

* **Metaphor:** "Your network taking root."
* **Visual:** A fractal tree structure growing upwards.
* **Growth Mechanics:**
  + **Level 0:** A single grey seed.
  + **Level 1 (Direct Refs):** The main stem glows Blue.
  + **Level 2 (Indirect Refs):** Smaller branches shoot off the main stem.
* **Gamification:**
  + The top of the vine has a locked "Fruit" icon (3x Leverage Access).
  + A progress bar next to the stem shows "3/5 Refs to Unlock."

### 4. The "Biomass" Capacitor (Points) – ***[Top Left | 1x1]***

* **Metaphor:** "Storing energy."
* **Visual:** A vertical battery cell or "energy vial."
* **Animation:** It pulses with a "heartbeat" rhythm. The speed of the pulse increases based on your *Daily Point Rate*.
  + *Slow Pulse:* Earning 10 pts/day.
  + *Rapid Strobe:* Earning 1,000 pts/day.
* **Data:** Shows "Total Biomass" (Points) and "Current Rank" (e.g., Scout).

### 5. Strategy Breakers (Controls) – ***[Bottom Center | Wide 2x1]***

* **Metaphor:** "Power Grid Control Panel."
* **Visual:** A horizontal row of chunky, industrial "toggle switches" (Cyberpunk style).
* **Switches:**
  + **"Auto-Compound":** Locked to ON (Green LED).
  + **"Risk Level":** A slide switch (Low / Med / High).
  + **"Leverage":** A guarded switch (requires a click to open the safety cover) – Only unlocks if the user is *Forest Tier*.
* **Feedback:** Flipping a switch sends a surge of electricity (line animation) through the grid lines connecting to the "Rain Catcher."

### 6. The "Atmosphere" (Market Health) – ***[Bottom Right | 1x1]***

* **Metaphor:** "Weather forecast."
* **Visual:** A minimal line chart, but styled as a **Seismograph**.
* **Data:** Tracks the "Base Ecosystem APY."
  + *Stable:* Smooth, flat blue line.
  + *Volatile:* Jagged, spiked white line.
  + *Crash:* Red/Glitch distortion effect.

## 🎮 Mobile Layout (Responsive)

Since a 3-column grid is too wide for mobile, the layout stacks vertically in a specific "Priority Order":

1. **Top:** The **Rain Catcher** (Net Worth). It takes up the top 40% of the screen so the user immediately sees their money.
2. **Middle:** The **Sonar** (Bot Feed). Compressed to a horizontal ticker tape (scrolling text) to save space.
3. **Bottom:** The **Strategy Breakers**. Large, thumb-friendly tap targets.
4. **Hidden:** The **Vine** and **Biomass** are moved to a slide-out drawer (Hamburger Menu).

## 💡 Key "Wow" Micro-Interactions

* **The "Boot Up" Sequence:** When the dashboard first loads, it doesn't just appear. It runs a "System Check":
  1. Grid lines draw themselves.
  2. The "Rain Catcher" fills up from 0 to 100%.
  3. The "Sonar" does one loud *ping* sound (subtle UI sound).
* **The "Storm" Mode:** If the user has a massive harvest event (e.g., >$100 yield in one day), the dashboard background temporarily shifts from "Calm Rain" to "Thunderstorm" (flashes of distant lightning) to celebrate the win.