Chris,

The prototype/design spec is here: <https://7i24o6.axshare.com> (view at ~30% in browser)

I’ve assumed boxes and ellipses in CSS, but I also provided SVGs of these elements jic.

The particles and container have not changed size. The width of the sim window has also not changed.

The new height of the sim window is due to the heating/cooling element.

I didn’t spec the 3s timer over the Heat and Cool buttons. I wasn’t sure what was possible and if the current implementation would look just fine.

I added a transition into the app … but haven’t passed that by the team. Maybe we don’t need it, but thought it could use a bit of something. Not sure if it’s worth the time to implement.

LMK if I missed anything or need to change anything. (e.g. maybe the trash can should be saved out differently, as separate pieces maybe?)

Mike