# **Sports Bar AI Assistant - Color Scheme Standard**

# **Design Philosophy**

Dark theme with high contrast for excellent readability in sports bar environments with variable lighting conditions.

## **Color Palette**

## **Background Colors**

- Primary Background: bg-slate-900 Main page background
- Secondary Background: bg-slate-800 Card backgrounds
- Tertiary Background: bg-slate-700 Nested element backgrounds
- Hover States: hover:bg-slate-700 , hover:bg-slate-600

#### **Text Colors**

- **Primary Text**: text-slate-100 Headings, important text
- Secondary Text: text-slate-200 Subheadings, labels
- Tertiary Text: text-slate-300 Descriptions, hints
- Muted Text: text-slate-400 Disabled, less important text
- Placeholder Text: text-slate-500

#### **Accent Colors**

## **Blue (Primary Actions, DirecTV, General Features)**

- **Bright**: text-blue-400 , bg-blue-400
- Medium: text-blue-500, bg-blue-500
- Dark: text-blue-600, bg-blue-600
- Badge/Alert: bg-blue-900/50 , text-blue-200 , border-blue-800
- Gradient: from-blue-900/40 to-purple-900/40

## Purple (AI Features, Enhanced Capabilities)

- Bright: text-purple-400, bg-purple-400
- Medium: text-purple-500, bg-purple-500
- Badge: bg-purple-900/50 , text-purple-200 , border-purple-800

## **Teal (Audio, Atlas System)**

- Bright: text-teal-400, bg-teal-400
- Medium: text-teal-500, bg-teal-500

## **Green (Success, Online Status)**

- **Bright**: text-green-400 , bg-green-400
- Badge: bg-green-900/50, text-green-200, border-green-800

## **Red (Errors, Offline Status)**

• Bright: text-red-400, bg-red-400

• Badge: bg-red-900/50, text-red-200, border-red-800

## Yellow/Orange (Warnings)

```
• Bright: text-yellow-400 , text-orange-400
```

• Badge: bg-yellow-900/50 , text-yellow-200 , border-yellow-800

## **Border Colors**

```
• Default: border-slate-700
```

• Accent: border-blue-600/50 , border-purple-600/50

• Focus: focus:border-blue-500, focus:ring-blue-500

## **Component Patterns**

#### **Cards**

#### **Buttons**

```
// Primary Button
<Button className="bg-blue-600 hover:bg-blue-700 text-slate-100">
    Primary Action
</Button>

// Secondary Button
<Button variant="outline" className="border-slate-600 text-slate-200 hover:bg-slate-700">
    Secondary Action
</Button>

// Destructive Button
</Button variant="destructive" className="bg-red-600 hover:bg-red-700 text-slate-100">
    Delete
</Button>
```

## **Badges**

```
// Status Badges
<Badge className="bg-green-900/50 text-green-200 border-green-800">
    Online
</Badge>

<Badge className="bg-blue-900/50 text-blue-200 border-blue-800">
    Active
</Badge>

<Badge className="bg-red-900/50 text-red-200 border-red-800">
    Offline
</Badge>
```

## **Input Fields**

```
<input className="bg-slate-700 border-slate-600 text-slate-100 placeholder-slate-400
focus:border-blue-500 focus:ring-blue-500" />
```

#### **Tabs**

```
<TabsList className="bg-slate-800 border-slate-700">
    <TabsTrigger className="text-slate-300 data-[state=active]:bg-slate-700 data-
[state=active]:text-slate-100">
        Tab
        </TabsTrigger>
        </TabsList>
```

## **Section Headers**

```
<div className="flex items-center gap-3 mb-4">
  <IconComponent className="w-6 h-6 text-blue-400" />
  <h2 className="text-2xl font-bold text-slate-100">Section Title</h2>
  </div>
```

#### Al Enhancement Banners

## **Rules to Follow**

## **Text Contrast**

- 1. White backgrounds → Replace with bg-slate-800 or bg-slate-700
- 2. **Black text** → Replace with text-slate-100 or text-slate-200
- 3. Gray-500 or darker text → Replace with lighter alternatives (text-slate-200, text-slate-300)

## **Component Styling**

- 1. Cards should use bg-slate-800 with border-slate-700
- 2. Nested cards can use bg-slate-700
- 3. Icons should use accent colors (text-blue-400, text-purple-400, etc.)
- 4. Headings should use text-slate-100
- 5. Body text should use text-slate-200
- 6. Secondary text should use text-slate-300

## **Interactive Elements**

1. Buttons should have clear hover states ( hover:bg-slate-700 )

- 2. Focus states should use blue accent (focus:border-blue-500)
- 3. Disabled states should use text-slate-500 and opacity-50

## Status Indicators

- 1. Online/Success: Green (text-green-400, bg-green-900/50)
- 2. Offline/Error: Red (text-red-400, bg-red-900/50)
- 3. Active/Info: Blue (text-blue-400, bg-blue-900/50)
- 4. Warning: Yellow/Orange (text-yellow-400, bg-yellow-900/50)
- 5. AI Features: Purple (text-purple-400, bg-purple-900/50)

## **Gradients**

Use for special sections like AI features:

- from-blue-900/40 to-purple-900/40
- from-slate-800 to-slate-900

## **Anti-Patterns (Do NOT Use)**

- ★ bg-white Use bg-slate-800 instead
- X text-black or text-gray-900 Use text-slate-100 instead
- 🗶 text-gray-500 Use text-slate-300 or text-slate-400 instead
- X Pure white cards in dark theme
- X Low contrast text on light backgrounds
- X Inconsistent accent colors (stick to blue/purple/teal/green/red)

# **Accessibility Standards**

- 1. Contrast Ratio: Minimum 4.5:1 for normal text, 3:1 for large text
- 2. Focus Indicators: Always visible and high contrast
- 3. Icon-Only Buttons: Include aria-labels
- 4. **Color Independence**: Never rely solely on color to convey information

# **Implementation Checklist**

When updating a component:

- -[] Replace white/light backgrounds with bg-slate-800 or bg-slate-700
- [ ] Update all text to appropriate slate colors
- [ ] Add proper accent colors to icons
- -[] Ensure borders use border-slate-700 or accent colors
- -[] Update hover states to use hover:bg-slate-700
- [ ] Check focus states use blue accent
- [ ] Verify badges use proper color scheme
- [ ] Test contrast ratios meet accessibility standards
- [ ] Ensure status indicators use standard colors
- [ ] Check that nested components maintain hierarchy