

# Comprehensive Web App Design Specification

## 1 . Design Vision

The web application should **modern, calm, fast, and trustworthy**. As the product targets mobile-first users (especially in India), the UI must prioritize:

- Clean visual hierarchy
- Fast perceived performance
- Minimal cognitive load
- Accessible typography
- Smooth micro-interactions

**Design Personality:** - Calm but tech-forward - Soft shadows, rounded corners - Subtle gradients mode friendly

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## 2 . Design Principles

### 2 . 1 Mobile-First Approach

- Base breakpoint: 360 px
- Progressive enhancement for tablet and desktop
- Thumb-friendly tap targets (min 44 px)

### 2 . 2 Visual Consistency

- Use an 8 px spacing system
- Consistent border radius (12 px primary)
- Consistent elevation levels

### 2 . 3 Performance-First UI

- Skeleton loaders instead of spinners
- Avoid heavy glassmorphism
- Prefer SVG icons

### 2 . 4 Accessibility

- WCAG AA contrast
  - Keyboard navigable
  - Focus states visible
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## 3 . Color System (Tailwind Tokens)

### 3 . 1 Primary Palette

- **Primary:** Indigo/Blue (trust + tech)
- **Secondary:** Teal (calm + wellness)
- **Accent:** Soft purple
- **Success:** Green
- **Warning:** Amber
- **Error:** Red

### 3 . 2 Suggested Tailwind Colors

```
primary: #4F46E5
secondary: #14B8A6
accent: #8B5CF6
bg-light: #F8FAFC
bg-dark: #0F172A
```

### 3 . 3 Dark Mode

Must support via Tailwind `class` strategy.

Dark surfaces: - Card: slate- 8 0 0 - Background: slate- 9 0 0 - Border: slate- 7 0 0

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## 4 . Typography

### Font Stack

Primary: Inter Fallback: system-ui

### Scale

- H 1 : 3 2 px / bold
- H 2 : 2 4 px / semibold
- H 3 : 2 0 px / semibold
- Body: 1 6 px
- Caption: 1 4 px

### Rules

- Line height: 1 . 5 body
  - Max line width: 6 5 ch
  - Avoid pure black text
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## 5 . Layout System

### 5 . 1 App Shell

**Desktop:**

```
[Sidebar] [Topbar]  
[Main Content]
```

**Mobile:**

```
[Topbar]  
[Content]  
[Bottom Navigation]
```

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### 5 . 2 Grid

- Container max width: 1 2 8 0 px
  - Padding: 1 6 px mobile, 2 4 px desktop
  - Gap scale: 8 / 1 2 / 1 6 / 2 4 / 3 2
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## 6 . Core Pages Design

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### 6 . 1 Landing Page

**Sections**

- 1 . Hero section
- 2 . Features grid
- 3 . How it works
- 4 . Testimonials
- 5 . CTA
- 6 . Footer

**Hero Layout**

Left: - Headline - Subtext - Primary CTA

Right: - Illustration / dashboard preview

**Key UX Goals**

- Clear value in first viewport

- Single primary CTA
  - Fast load
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## 6 . 2 Authentication Pages

### Screens

- Login
- Signup
- Forgot password
- Verify email

### Layout

Centered card layout.

**Card specs:** - Width: 400 px max - Padding: 32 px - Radius: 16 px - Shadow: soft

### Form UX

- React Hook Form validation
  - Inline error messages
  - Password visibility toggle
  - Loading button state
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## 6 . 3 Dashboard

This is the most important screen.

### Layout

Top section: - Greeting - Date filter - Quick actions

Middle: - Stats cards ( 3 – 4 )

Bottom: - Charts (Recharts) - Recent activity

### Stats Card Design

Each card contains: - Icon - Metric - Label - Trend indicator

Card style: - Padding: 20 px - Radius: 16 px - Subtle hover lift

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## 6 . 4 Charts Section

Use Recharts.

### Required Charts

- Mood trend (line chart)
- Sleep hours (bar chart)
- Stress distribution (pie chart)

### Chart UX Rules

- Always show tooltip
- Mobile scrollable
- Legend toggleable
- Empty state supported

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## 6 . 5 Profile & Settings

### Sections

- Personal info
- Preferences
- Security
- Notifications
- Danger zone

### Layout

Desktop:

[Settings Nav] [Content Panel]

Mobile:

Accordion sections.

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## 6 . 6 Admin Panel (if enabled)

### Features

- User table
- Search & filters
- Role management
- Activity logs

## **Table Design**

- Sticky header
  - Row hover
  - Pagination
  - Skeleton loading
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## **7 . Component Library**

### **7 . 1 Atoms**

- Button
- Input
- Label
- Badge
- Avatar
- Spinner
- Skeleton

### **7 . 2 Molecules**

- Form field
- Search bar
- Stat card
- Notification item
- Chart card

### **7 . 3 Organisms**

- Navbar
  - Sidebar
  - Auth form
  - Dashboard grid
  - Data table
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## **8 . Interaction & Motion**

Use **Framer Motion** carefully.

### **Required Micro-interactions**

- Button press
- Card hover lift
- Modal scale-in
- Page transitions (subtle)

## Motion Rules

- Duration: 1 5 0 - 2 5 0 ms
  - Easing: ease-out
  - Avoid large layout shifts
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## 9 . Responsive Breakpoints

Tailwind defaults recommended:

- sm: 6 4 0 px
- md: 7 6 8 px
- lg: 1 0 2 4 px
- xl: 1 2 8 0 px

## Mobile Priorities

- Bottom navigation
  - Collapsible sidebar
  - Scrollable charts
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## 1 0 . Empty, Loading, Error States

### Loading

- Skeleton first
- Avoid infinite spinners

### Empty

Show: - Friendly illustration - Short message - CTA

### Error

- Human readable
  - Retry button
  - Logged to monitoring
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## 1 1 . Dark Mode Strategy

Use Tailwind `dark:` classes.

Must support: - Auto (system) - Manual toggle - Persist in localStorage

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## 1 2 . Design Deliverables

### Must Have

- Figma high-fidelity screens
- Component library
- Responsive variants
- Design tokens

### Nice to Have

- Storybook
  - Motion specs
  - Accessibility checklist
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## 1 3 . Future Enhancements

- PWA installability
  - Advanced filters
  - AI insights cards
  - Real-time updates
  - Offline mode
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## 1 4 . Next Recommended Step

Best workflow for you:

- 1 . Create Figma wireframes
  - 2 . Build Tailwind design tokens
  - 3 . Implement component library
  - 4 . Build pages feature-by-feature
  - 5 . Add TanStack Query
  - 6 . Add charts
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If you want next-level help, I can generate:

- 🔥 Figma wireframe structure
- 🔥 Tailwind design tokens file
- 🔥 Starter component library code
- 🔥 Complete folder structure with best practices

Just say the word 