Word Impostor UI Redesign: Comprehensive Design Brief for Kimi Code

1. Project Vision & Design Philosophy

1.1 Core Design Principles

The Word Impostor redesign emerges from a critical recognition that **visual chaos undermines gameplay clarity**. The current interface's "thrown together" quality—characterized by random color application without semantic purpose—creates cognitive friction that distracts from the social deduction experience. This redesign establishes three non-negotiable principles that govern every decision.

Intentional Color Restraint eliminates decorative excess through strict palette limitation. Research into successful game interfaces demonstrates that professional polish correlates with chromatic discipline (Source) . The system employs **maximum three core colors with defined semantic roles**: a trustworthy cool tone for crew alignment and primary actions, a tension-inducing warm tone for impostor identity and warnings, and a single vibrant accent for interactive emphasis. Every hue must answer: *what information does this communicate?*

Fun Without Gimmicks rejects emoji-based communication and superficial decoration in favor of **crafted interaction quality**. Delight emerges from responsive feedback, satisfying state transitions, and purposeful motion—not from pictographic shortcuts. The prohibition against emojis compels more sophisticated solutions: subtle animations that confirm actions, color shifts that signal phase changes, and typographic hierarchy that guides attention without demanding it.

Thematic Cohesion Across All States ensures every screen feels unmistakably part of the same designed system. This is not visual coordination through shared colors alone, but **narrative coherence**: the interface should evoke the psychological tension of hidden information, the intimacy of shared secret-keeping, and the intellectual satisfaction of strategic detection. Every element from border radius to transition timing must feel deliberately chosen and traceable to coherent rationale.

1.2 User Experience Goals

The redesign addresses four interconnected challenges inherent to social deduction gameplay.

Elimination of Visual Clutter requires aggressive information hierarchy where every element justifies its presence through functional necessity. Social deduction games generate genuine cognitive load—players simultaneously track word associations, behavioral cues, voting patterns, and their own deception strategies. An interface that adds visual noise actively damages this core experience. The solution implements **progressive disclosure**: primary information always visible, secondary information accessible on demand, tertiary information submerged until explicitly requested.

Intuitive Information Hierarchy for Complex Game States recognizes that Word Impostor simultaneously manages multiple interconnected systems: turn order, player elimination status, three distinct voting mechanisms, multi-channel chat, and real-time synchronization. The interface must organize these into **coherent spatial zones** that players learn once and navigate automatically. The persistent header bar anchors orientation; the central word display maintains focus; the player grid adapts contextually; the chat system remains accessible without competing.

Rapid Comprehension During High-Tension Moments specifically targets the voting phase dynamics where **70% of active players must trigger early voting initiation**. Players need immediate understanding of: how many additional votes are required, who has already committed, and whether their participation would be decisive. The threshold visualization must communicate momentum without anxiety—clear progress indication, approaching-activation cues, and automatic phase transition that feels consequential rather than jarring.

Accessibility Without Aesthetic Compromise ensures service to diverse player needs including color vision deficiency, motor control variations, and screen reader dependence. Accommodations must be **integrated from foundation rather than retrofitted**—the accessible path must be the beautiful path. This includes WCAG AA contrast minimums, keyboard navigation for all interactive elements, and `prefers-reduced-motion` respect that preserves information communication through non-animated means.

1.3 Technical Foundation

The established stack—**Laravel (latest version) + Vue.js 3 (latest version) + Cursor on Windows**—provides robust capabilities for real-time multiplayer implementation. Laravel's broadcasting through Laravel Echo enables efficient state synchronization, while Vue 3's Composition API delivers the reactivity patterns necessary for rapid state transitions (Source) (Source) . The explicit permission to install any packages removes typical constraints, enabling strategic selection of specialized tools.

Capability	Technology	Purpose
Styling System	Tailwind CSS 4.x	Utility-first consistency, design token enforcement
Accessible Primitives	Radix Vue	Focus management, keyboard navigation, ARIA compliance
Animation	Vue Transition + @vueuse/ motion	Declarative motion, reduced-motion support
State Management	Pinia	Type-safe stores, devtools integration
Icons	Lucide Vue	Consistent line style, tree-shakeable
Real-time	Laravel Echo + polling	2-second state sync with optimistic updates

The **polling-based synchronization** (every 2 seconds for game state) represents a technical constraint that the design accommodates through appropriate loading state visualization and connection quality indication. Optimistic updates—immediate UI feedback with server confirmation—create responsive feel despite network latency (Source) .

2. Visual Identity System

2.1 Color Architecture

The color system resolves expressive range through disciplined restraint, establishing **semantic meaning for every hue** rather than decorative variety.

Role	Token	Value	Application
Primary (Trust/Action)	`--color-primary`	`#0D9488` (teal-600)	Primary buttons, active states, CREW role, progress fills
Secondary (Tension/ Warning)	`--color-secondary`	`#F43F5E` (rose-600)	IMPOSTOR role, destructive actions, timer critical
Accent (Emphasis/ Highlight)	`--color-accent`	`#F59E0B` (amber-500)	Calls-to-action, threshold approach, notifications
Background Primary	`--color-bg-primary`	`#FAF9F6` (warm white)	Main canvas, comfortable reading
Background Secondary	`--color-bg-secondary`	`#FFFFFF`	Elevated surfaces, cards, modals
Surface Elevated	`--color-surface`	`#F3F4F6` (gray-100)	Subtle grouping, dividers
Text Primary	`--color-text-primary`	`#1A1A1A` (near-black)	Headlines, critical information
Text Secondary	`--color-text-secondary`	`#6B7280` (gray-500)	Supporting text, labels
Text Tertiary	`--color-text-tertiary`	`#9CA3AF` (gray-400)	Timestamps, metadata, placeholders
Success	`--color-success`	`#10B981` (emerald-500)	Confirmations, ready states, positive feedback
Eliminated	`--color-eliminated`	`#9CA3AF` at 60% opacity	Desaturated presence, reduced participation

Role Indication Strategy: Crew and Impostor receive **distinct but cohesive styling** within the same saturation and lightness parameters. Crew employs the trustworthy cool primary (teal family); Impostor employs tension-inducing warm secondary (rose family). Both use identical badge shapes and typography, with **additional non-color differentiators**—subtle background texture patterns, animation character (stable pulse versus irregular flicker)—providing redundant encoding for color vision accessibility.

Eliminated State Treatment: Pure grayscale creates visual depression inconsistent with party game context. Instead, **desaturation to 30-40% of original color intensity combined with 60-70% opacity** maintains sufficient presence for reference and memory without competing for attention. Optional strikethrough or ghost-style outline reinforces status without punitive aesthetic.

2.2 Typography System

Single font family selection eliminates pairing complexity while enabling precise hierarchy control through weight and scale variation.

Level	Size	Weight	Line Height	Letter Spacing	Application
Display	2.5rem (40px)	800	1.1	-0.02em	Game title, round number, victory announcements
H1	1.875rem (30px)	700	1.2	-0.01em	Screen headers, lobby name
H2	1.5rem (24px)	600	1.3	0	Section headers, player names in grid
H3	1.25rem (20px)	600	1.4	0	Card titles, category labels
Body Large	1.125rem (18px)	400	1.6	0	Primary readable content, chat messages
Body	1rem (16px)	400	1.6	0	Default text, descriptions
UI	0.875rem (14px)	500	1.4	0.01em	Buttons, labels, timestamps
Caption	0.75rem (12px)	400	1.4	0.02em	Badges, metadata, helper text
Mono	0.875rem (14px)	500	1.4	0	Lobby codes, timer display, **secret words**

Font Selection: **Inter** provides excellent screen rendering, extensive weight range, and neutral personality that won't compete with gameplay content. For enhanced character, **Geist** or **Plus Jakarta Sans** offer contemporary alternatives with slightly more distinctive voice. The monospace treatment for game-critical text—lobby codes, timers, and especially **secret words**—creates visual distinction that signals significance and improves character recognition (Source) .

2.3 Shape & Spacing Language

The **8px base grid system** provides mathematical foundation for all dimensional decisions, creating subliminal coherence through consistent proportional relationships.

Token	Value	Application
`--space-1`	4px	Tight internal spacing, icon gaps
`--space-2`	8px	Default element gaps, compact padding
`--space-3`	12px	Input padding, small card padding
`--space-4`	16px	Standard card padding, section gaps
`--space-5`	24px	Large card padding, modal internals
`--space-6`	32px	Section separation, major divisions
`--space-8`	48px	Page-level padding, hero spacing
`--space-10`	64px	Maximum comfortable separation

Radius Token	Value	Application
`--radius-sm`	4px	Small buttons, tags, badges
`--radius-md`	8px	Inputs, standard buttons, list items
`--radius-lg`	12px	Cards, panels, containers
`--radius-xl`	16px	Modals, feature cards, large containers
`--radius-full`	9999px	Pills, avatars, circular indicators

Shadow Elevation: Single-direction, subtle depth cues never harsh or multi-directional.

Token	Value	Application
`--shadow-sm`	`0 1px 2px 0 rgb(0 0 0 / 0.05)`	Subtle lift, input focus
`--shadow-md`	`0 4px 6px -1px rgb(0 0 0 / 0.1), 0 2px 4px -2px rgb(0 0 0 / 0.1)`	Cards, dropdowns, elevated buttons
`--shadow-lg`	`0 10px 15px -3px rgb(0 0 0 / 0.1), 0 4px 6px -4px rgb(0 0 0 / 0.1)`	Modals, drawers, maximum elevation

2.4 Iconography Strategy

Lucide Vue provides the consistent line-style vocabulary that communicates without competing. All icons use **2px stroke weight with rounded caps and joins**, maintaining clarity at small sizes while enabling precise color customization.

Category	Key Icons	Usage Pattern
Navigation	`Home`, `Users`, `Settings`, `Menu`, `X`	Header actions, drawer toggle
Game Actions	`Check`, `X`, `SkipForward`, `RotateCcw`	Turn control, voting, reroll
Status	`Crown`, `CheckCircle`, `Clock`, `AlertCircle`	Host, ready, waiting, attention
Voting	`ThumbsUp`, `BarChart3`, `Lock`	Vote action, progress, locked state
Communication	`MessageSquare`, `Send`, `Bell`	Chat, message, notification
Player State	`User`, `UserX`, `Eye`, `Zap`	Identity, eliminated, spectator, current turn

Filled Icon Discipline: Line style maintains consistency; **filled variants appear only for active/selected states**, creating immediate visual feedback through weight change. This pattern applies universally: navigation items, toggle switches, selection indicators.

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3. Screen Architecture

3.1 Welcome Screen (/)

3.1.1 Layout Structure The Welcome screen establishes **visual identity through confident restraint**. A centered card container with generous padding—minimum 32px scaling to 48px on desktop—creates focus and breathing room that signals quality. The card uses `--radius-xl` (16px) and `--shadow-md`, establishing clear boundary without modal temporariness.

Above the card, the **Word Impostor wordmark** appears in Display weight with subtle letter-spacing tightening (-0.02em), creating visual presence without demanding attention. Below, a brief tagline—"Find the impostor. Guess the word."—in Body Large establishes genre context.

The **animated tab switcher** represents a critical interaction pattern recurring throughout the application. A segmented control with sliding indicator (200ms ease-out transition) provides immediate spatial feedback. The indicator background uses `--color-primary` at 15% opacity with solid border, while inactive segments show only text in `--color-text-secondary`. This pattern reinforces mental model of state persistence within single container.

Feature highlights—**"4–20 Players"**, **"Word Guessing"**, **"Find Impostor"**—appear as subtle badges below the form area. These use `--radius-full` pills with `--color-surface` background and `--color-text-secondary` text, providing trust signals without competing with primary CTAs.

3.1.2 Form Design Both Create and Join forms implement **identical structural patterns** for learned efficiency, with context-specific field variations.

Field	Create Lobby	Join Lobby	Validation
Player Name	Required	Required	2-20 characters, alphanumeric + spaces
Lobby Name	Optional, max 30 chars	N/A	—
Lobby Code	N/A	Required, 6 chars	Auto-uppercase, format validation

Floating label pattern maintains context without consuming permanent space: label begins centered in input, transitions to compact position above on focus or value entry. Input borders use 2px `--color-surface` transitioning to `--color-primary` on focus, with subtle `--shadow-sm` elevation.

Primary CTA state system:

State	Visual Treatment	Interaction
Default	Solid `--color-primary`, white text	—
Hover	Lightness +5%, `--shadow-sm`	150ms transition
Active	Scale 0.98, inset shadow	Immediate feedback
Loading	Spinner replacement, disabled	Prevent duplicate submission
Success	Brief checkmark, then navigation	500ms hold
Disabled	50% opacity, cursor not-allowed	Clear explanation tooltip
Error	Shake animation, inline message	300ms shake, persistent guidance

Real-time validation balances helpfulness with non-intrusiveness: **format validation as typed** (character filtering, auto-uppercase), **length validation on blur** (preventing anxiety from over-eager feedback), **existence check on submission** (server round-trip required).

3.1.3 Onboarding Moments A **brief, dismissible explanation card** addresses the discovery challenge for first-time visitors. Visual illustration—abstract geometric shapes suggesting hidden information and group interaction—communicates the core loop without screenshot dependency. The card uses reduced opacity and permanent dismissal via local storage, respecting returning players' time.

For first visits only, a **silent animated sequence** plays: word revelation, clue giving, discussion, voting. This auto-plays without audio, with skip option, providing concrete understanding that text descriptions struggle to convey. The animation uses established color palette and shape language, reinforcing visual identity while educating.

3.2 Lobby Screen (`/lobby/{code}`)

3.2.1 Header Zone The lobby code receives **maximum visual prominence** as the primary session identifier for external sharing. Display specifications: 24-32px monospace with 0.1em letter spacing, character grouping (ABC-DEF), within distinctive container suggesting selectability.

Interaction	Feedback Mechanism
Tap/Click to copy	Immediate: icon → checkmark transition; Toast: “Copied to clipboard”
Native share (mobile)	Web Share API with fallback to clipboard + descriptive message
Link copy	Full URL with pre-composed text: “Join my Word Impostor game: [URL]”

The **Leave Lobby** action occupies deliberately secondary position: ghost button style with `--color-error` text, positioned opposite corner from positive actions. Confirmation dialog prevents accidental activation that disrupts group coordination.

3.2.2 Players Grid The grid implements **responsive density scaling** maintaining minimum 44px touch targets:

Viewport	Columns	Avatar Size	Layout
Mobile (< 640px)	2	48px	Scrollable rows
Tablet (640-1024px)	3-4	56px	Expanded grid
Desktop (> 1024px)	4-6	64px	Full display

Player card structure:

Element	Treatment	Animation
Avatar	Circular, gradient from name hash or uploaded image	Scale pulse on ready state
Name	H2 weight, truncated with ellipsis, full on hover	—

Element	Treatment	Animation
Host Badge	`Crown` icon, `--color-accent` background, upper-right	Subtle glow when settings editable
Ready State	`CheckCircle` icon, `--color-success`, bottom-right	Gentle pulse (2s period, 10% scale)
“You” Label	`--color-primary` pill, absolute top-right, 12px	Static identification
Empty Slot	Dashed border, `--color-text-tertiary`, “Waiting…”	Subtle shimmer, inviting pulse

Real-time update animations: player join (scale-up 150ms), leave (fade + collapse), ready toggle (icon morph), host transfer (crown slide). These provide life and responsiveness without disruption.

3.2.3 Settings Card

Setting	Control	Range	Real-time Sync
Impostor Count	Segmented stepper	1 to floor(players/2)	Immediate to all clients
Max Players	Slider + number input	4-20	Validation against current count
Discussion Time	Slider + time display	30s-5min (30s increments)	Visual confirmation toast
Voting Time	Slider + time display	15s-2min (15s increments)	—
Word Difficulty	Three-segment control	Easy/Medium/Hard	Tooltip explanations

Host vs. Non-host presentation: Host sees editable controls with immediate feedback; non-hosts see read-only display with “Only the host can change settings” helper. Settings changes trigger subtle “Host updated settings” notification with fade transition.

Start Game CTA validation:

Blocking Condition	Disabled State Message
< 4 players	“Need [N] more players to start”
Impostor count invalid	“Adjust impostor count for player total”
Host not ready	“Mark yourself ready to begin”
Valid	Enabled with subtle pulse animation

3.2.4 Join Overlay State Direct link arrivals trigger **modal overlay preserving lobby context**. The overlay shows: lobby name (or “Untitled Lobby”), current player count, host identity, and name entry field with autofocus. “Join [Lobby Name]” integrates immediately into player grid with entrance animation—no full page transition, maintaining momentum and social continuity.

Error states provide specific recovery: **“Lobby full”** → waitlist or new lobby creation; **“Game in progress”** → spectator option or new lobby; **“Invalid code”** → retry with format guidance.

3.3 Game Screen (`/game/{code}`) — Core Experience

3.3.1 Persistent Header Bar

Zone	Content	Visual Treatment
Left	Round “3” + Phase “Discussion”	Phase color-coded: Discussion `--color-primary`, Voting `--color-secondary`
Center	Countdown timer with progress	H2 size, tabular figures, color shift at thresholds
Right	`Menu` icon button (rules, settings, leave)	Dropdown with destructive action confirmation

Timer color progression:

Time Remaining	Color	Animation
> 60s	`--color-primary`	None
60-30s	`--color-accent` (amber)	None
30-10s	`--color-secondary` (rose)	Subtle pulse (1s)
< 10s	`--color-secondary` intensified	Rapid pulse (0.5s), optional audio cue

The **visual progress indicator**—circular ring or horizontal bar—provides immediate proportion sense without numerical parsing, enabling peripheral awareness during discussion.

3.3.2 Word & Role Display — Crown Jewel This element receives **disproportionate design investment** as the psychological center of the experience.

Element	Crew Treatment	Impostor Treatment
Container	`--radius-lg`, `--shadow-lg`, generous padding	Identical structure
Background	Subtle `--color-primary` wash (5-10% opacity)	Subtle `--color-secondary` wash
Category Label	Caption size, uppercase, `Tag` icon, above word	Identical
Secret Word	Display size monospace, centered, maximum weight	**"???" placeholder** or similar word for deception
Role Badge	"CREW" pill, `--color-primary` fill, white text	"IMPOSTOR" pill, `--color-secondary` fill, white text
Sublabel	"You know the secret word"	"Guess the secret word" or category hint

Reroll vote trigger: Secondary button below role badge, "Vote to Reroll", with progress bar appearing when activated. Shows "3/5 votes" with horizontal fill toward 70% threshold. **Crew-only**: Impostors see disabled state with tooltip, maintaining transparency about exclusion.

3.3.3 Turn System Visualization **Horizontal scrollable list** (mobile) or **full display** (desktop) with current player receiving multi-modal emphasis:

- **Scale increase**: 120% of base size
- **Elevation boost**: `--shadow-lg` versus `--shadow-sm`
- **Directional cue**: `ChevronRight` or `ArrowRight` indicating flow
- **Border highlight**: 2px `--color-primary` ring with subtle glow animation

Completed turns show `Check` overlay at 70% opacity; upcoming turns at 60% opacity maintaining anticipation. **"End My Turn"** appears contextually—primary button for current player, disabled with explanation for others. Skip logic triggers automatic progression with visible timeout indicator (diminishing ring or progress bar).

3.3.4 Voting System — Three Interconnected Mechanisms

Vote Now (Early Voting Trigger)

Aspect	Specification
Availability	Persistent, never hidden
Position	Fixed action button or header-adjacent
Default Display	“Vote to Start Voting” with current count
Progress	Segmented bar with 70% marker, “5 of 7 needed”
Threshold Approach	Color intensification, subtle pulse
Activation	Automatic phase transition with 3-second countdown notification

Elimination Voting **Grid transformation**: Player cards become selectable with radio-button pattern.

Interaction	Feedback
First tap/click	Selection highlight: `--color-secondary` border, `--shadow-md`
Confirmation step	“Confirm vote for [Player]?” with explicit Yes/No
Vote submitted	Local optimistic update, sync indicator, “Voted” status

Live indicators: Small dot or checkmark on voter’s own interface, aggregated count public, **never revealing targets** to preserve strategic ambiguity.

Element	Treatment
Skip Option	Equal prominence, dashed border, “Skip This Round”
Host “End Voting”	Requires >50% voted, disabled with quorum explanation
Elimination Reveal	800ms sequence: scale pulse → role color wash → badge appearance → “was CREW/IMPOSTOR”

Reroll Voting (Crew Only) Contextual appearance when word compromise suspected. **Identical 70% threshold pattern** to Vote Now, with clear Impostor exclusion (button absent or disabled with

“Crew only” explanation). Successful activation triggers brief “shuffling” animation before new word reveal.

3.3.5 Chat System — Integrated, Not Competing

Viewport	Container Pattern	Default State
Desktop (> 1024px)	Collapsible sidebar, 320px width	Collapsed, toggle via persistent handle
Tablet (640-1024px)	Drawer overlay, 80% width	Closed, slide from right
Mobile (< 640px)	Full-screen drawer	Closed, slide from bottom with swipe dismissal

Channel structure:

Channel	Indicator	Unread Handling
Public	“Everyone” with `Users` icon	Badge on sidebar toggle
DM	Recipient name with avatar	Badge + toast notification (5s auto-dismiss)

Message presentation:

Type	Alignment	Background	Metadata
Own	Right	`--color-primary` at 15% opacity	Timestamp on hover
Other	Left	`--color-surface`	Sender avatar + name, timestamp on hover
System	Center	Transparent, italic, `--color-text-tertiary`	—

Input area: Recipient selector (default Public, recent DMs in dropdown), auto-resizing text field, `Send` button with Enter key shortcut. Typing indicators show when others compose.

3.3.6 Player Grid — Information Dense, Visually Clear

Information Layer	Visual Encoding
Identity	Avatar, name, host badge
Turn Status	Scale pulse, border glow, directional arrow
Voting Participation	Small overlay badge: checkmark (voted), hourglass (voting)
Elimination	60% opacity, `--color-eliminated` tint, optional strikethrough, "Eliminated" label

Eliminated players remain visible for social continuity and turn order tracking, with clear visual exclusion from active participation.

3.3.7 Scoreboard & Win States **Persistent counters**: Small pills in header zone, "Crew: 2 | Impostors: 1", updating with brief number transition animation.

Round-end celebration: Restrained elegance—no confetti. Winning team indicator scales with `--color-success` pulse, score updates with smooth transition, "Round 4 Complete" announcement with automatic progression.

Final victory screen: Comprehensive summary with winner announcement, final score, round breakdown (expandable), player statistics, and prominent replay options: **"Play Again"** (same lobby, new round), **"New Game"** (return to Welcome), **"Share Results"** (social distribution).

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4. Component Library Requirements

4.1 Core Components

Component	Variants	States	Accessibility
Button	Primary, Secondary, Destructive, Ghost, Icon-only	Default, Hover, Active, Disabled, Loading, Success	Focus visible, keyboard activation, aria-label for icon-only
Card	Default, Elevated, Interactive	—	—
Input	Text, Number, Password	Default, Focus, Error, Disabled	Label association, error announcement, autocomplete
Select	Single, Multi, Searchable	Default, Open, Disabled	Listbox pattern, option announcement

Component	Variants	States	Accessibility
Toggle	—	On, Off, Disabled	Switch pattern, state announcement
Slider	—	Default, Dragging, Disabled	Range pattern, value announcement
Modal	Alert, Confirm, Custom	Enter, Exit, Stacked	Focus trap, escape handling, role="dialog"
Toast	Success, Error, Info, Warning	Enter, Persist, Exit	Live region announcement, auto-dismiss with pause

4.2 Game-Specific Components

Component	Function	Animation Requirements
Timer	Countdown with visual progress	Smooth progress update, color transitions at thresholds, completion callback
VotingProgress	70% threshold visualization	Fill animation on vote receipt, activation pulse on threshold, player avatar stack
PlayerAvatar	Identity with status overlays	State transition animations (ready, eliminated), overlay positioning
ChatMessage	Communication display	Enter animation, grouping logic for consecutive messages
RoleReveal	Dramatic elimination disclosure	800ms sequence: anticipation, color transition, badge appearance, hold
WordCard	Secret word presentation	Entrance animation, subtle ambient motion, reroll vote integration

4.3 Animation & Motion

Category	Duration	Easing	Application
Micro-interaction	100-150ms	ease-out	Button press, toggle switch, icon transition

Category	Duration	Easing	Application
Layout transition	200-300ms	ease-in-out	Tab switch, sidebar collapse, modal enter
Phase transition	300-400ms	cubic-bezier(0.4, 0, 0.2, 1)	Discussion → Voting, elimination reveal
Celebration	500-800ms	spring physics	Victory announcement, achievement unlock

Reduced motion support: `prefers-reduced-motion` media query disables non-essential animations, preserving instant transitions and color-only state changes for accessibility.

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5. Technical Implementation Guidance

5.1 Recommended Stack Additions

Category	Package	Version	Purpose
Styling	`tailwindcss`	^4.0.0	Utility-first CSS with custom design tokens
Components	`radix-vue`	^1.9.0	Accessible, unstyled primitives for modal, select, toggle
Icons	`lucide-vue-next`	^0.460.0	Consistent line-icon system
Animation	`@vueuse/motion`	^2.2.0	Vue-native motion composables
State	`pinia`	^2.2.0	Type-safe state management
Forms	`vee-validate`	^4.14.0	Form validation with Vue integration
HTTP	`axios`	^1.7.0	API communication with interceptors
Real-time	`laravel-echo` + `pusher-js`	^1.16.0 / ^8.4.0	WebSocket broadcasting for game events

5.2 Real-Time UI Patterns

Pattern	Implementation	User Benefit
Optimistic Updates	Immediate UI response, server confirmation, graceful rollback on error	Perceived responsiveness despite 2s polling
Connection Status	Subtle indicator: connected (hidden), connecting (pulse), disconnected (warning with retry)	Transparency without anxiety
Polling Visualization	Last update timestamp on hover, subtle sync indicator	Confidence in data freshness

5.3 Responsive Breakpoints

Breakpoint	Width	Layout Adaptations
`sm`	< 640px	Stacked layout, drawer navigation, full-screen modals, 2-column player grid
`md`	640-1024px	Hybrid sidebar, expanded player grid (3-4 columns), persistent chat option
`lg`	> 1024px	Persistent sidebars, multi-column game view, maximum information density

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6. Quality Assurance Checklist

6.1 Visual Consistency

- ☐ All colors defined as CSS custom properties in theme configuration, zero hardcoded values
- ☐ Spacing scale applied universally, no arbitrary pixel values
- ☐ Typography hierarchy evident at 320px, 768px, and 1440px viewports
- ☐ Border radius tokens applied consistently by element function
- ☐ Shadow elevation system used appropriately, no custom shadows

6.2 Interaction Completeness

- ☐ All 70% threshold progressions animate smoothly with clear activation moment
- ☐ Every button demonstrates hover, active, disabled, loading, and success states
- ☐ Chat notifications reach recipients regardless of chat drawer state

☐ Role reveal creates emotional impact without interface disruption

☐ Form validation provides immediate, helpful feedback without anxiety

6.3 Accessibility

☐ Color contrast meets WCAG AA minimum (4.5:1 normal text, 3:1 large text/UI)

☐ Keyboard navigation reaches every interactive element with visible focus

☐ Screen reader announcements for phase changes, voting completion, elimination

☐ Focus management traps in modals, restores on close

☐ Reduced motion preference respected with functional alternatives

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7. Deliverables for Kimi Code

7.1 Immediate Implementation Priority

Deliverable	Contents	Success Criteria
Theme Configuration	Complete `tailwind.config.js` with colors, typography, spacing, shadows, radius	All tokens documented, no hardcoded values in components
Base Components	Button, Card, Input, Modal, Toast with full state coverage	All variants render correctly, Storybook documentation
Layout Shell	Responsive navigation, main content area, footer	Breakpoint testing passed, no horizontal scroll

7.2 Screen-by-Screen Build Sequence

Priority	Screen	Key Deliverables	Dependencies
1	Welcome	Tab switcher with animation, form validation, feature highlights	Base components
2	Lobby	Live player grid, settings panel, start game flow	Welcome, polling integration
3	Game Shell	Header, word card, player grid, responsive layout	Lobby, game state management

Priority	Screen	Key Deliverables	Dependencies
4	Chat	Public/DM channels, notifications, mobile drawer	Game shell
5	Voting System	All three mechanisms, threshold visualization, reveal animation	Game shell, chat

7.3 Polish Pass Requirements

Focus Area	Techniques	Validation
Animation Refinement	Timing calibration, easing optimization, reduced-motion verification	User testing feedback, 60fps performance
Edge Case Handling	Mid-game joins, disconnections, host migration, reconnection	Graceful degradation in all scenarios
Performance Optimization	20-player session stability	Lighthouse >90, memory leak testing
Visual Consistency Audit	Automated linting, manual design review	Zero token violations

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This comprehensive specification provides Kimi Code with systematic foundation for implementing Word Impostor's transformation—from visually fragmented to cohesive, from functionally adequate to genuinely delightful. The emphasis on **disciplined restraint** in color, typography, motion, and decoration creates the "clean and fun" aesthetic the user requires, while detailed attention to **game-specific interactions** ensures the interface serves and enhances social deduction gameplay rather than merely containing it.