

AI Mini-Arcade — Visual Design Spec

(Glassmorphism)

Design goal: evoke a playful, futuristic "quantum arcade" vibe that echoes the glossy, cyan-blue branding of **qpanda.bluepanda.cloud**, while keeping interfaces light, airy, and legible.

1. Core Aesthetic

Principle	Application
Glassmorphism	All primary containers (cards, modals, chat panes) use a translucent “frosted glass” background (<code>backdrop-filter: blur(20px)</code> , <code>background: rgba(255, 255, 255, 0.12)</code>) sitting over a subtle animated gradient.
Depth & Layering	Soft 24-40 px inner shadows + 1 px white highlights on top edges to simulate glass thickness. Cards hover +6 px (shadow <code>0 6px 20px rgba(0, 0, 0, .15)</code>).
Neon Accents	Key interactive elements glow with the brand accent (<code>#21D4FD</code> → <code>#B721FF</code> gradient) on focus/hover.
Minimal Chrome	Keep borders invisible; rely on spacing & blur to separate sections.

2. Color Palette (derived from qpanda.bluepanda.cloud)

Pulled via browser sampling — adjust if brand updates.

Role	Hex	Notes
Primary Gradient-Start	<code>#21D4FD</code>	Sky-cyan (matches QPanda hero buttons) (qpanda.bluepanda.cloud)
Primary Gradient-End	<code>#B721FF</code>	Electric violet
Background Base	<code>#0B0E13</code>	Near-black canvas to let glass panels pop
Surface Glass	<code>rgba(255, 255, 255, 0.10)</code>	White @10 % opacity + blur 20 px
Text High	<code>#FFFFFF</code>	100 % white
Text Muted	<code>#C2C8D0</code>	60 % white
Success	<code>#3BF5AE</code>	Optional tokens meter ok state
Warning	<code>#FFC978</code>	Approaching token limit
Error	<code>#FF6666</code>	Free tier exhausted banner

Accessibility note: On glass panels, overlay a 40 % linear-gradient darkening mask to maintain WCAG 2.1 AA contrast for text.

3. Typography

Style	Font	Size/Weight
Headline (H1)	" Inter ", 700	clamp(2.4rem,6vw,4rem)
Section Title (H2)	Inter 600	1.75rem
Body	Inter 400	1rem / 1.6
Caption	Inter 400	0.875rem, 60 % opacity

Google Font **Inter** is used site-wide to match BluePanda aesthetic.

4. Layout & Components

4.1 Grid

- **12-col fluid grid** with 80 px max content width per column @ ≥ 1280 px.
- Gutters: 24 px desktop, 16 px tablet, 12 px mobile.

4.2 Components

Component	Key Specs
Hero Pane (Home)	Full-width gradient background, glass card centered (max-width 720 px) with drop shadow <code>0 40px 80px rgba(33, 212, 253, .25)</code> . CTA buttons glass-pill with inner neon ring.
Bot Card	280 × 320 px; glass background; top-center 96 px circular logo (SVG). Card color accent ring uses bot.themeColor @ 50 % opacity. Hover: scale 1.04 + glow shadow.
Chat Window	Two columns: 70 % messages, 30 % bot bio. Each message bubble = mini-glass chip (blur 12 px). User bubbles right-aligned with accent gradient border-left 4 px.
Token Meter	Thin glass pill (height 8 px) with gradient fill; animates width via CSS <code>transition: width .4s ease</code> . When ≤ 10 % tokens, gradient shifts to warning.
BYO-Key Modal	Centered 480 × auto panel; glass background; enters with <code>scale(0.9) → scale(1)</code> & <code>opacity 0→1</code> in 180 ms.

5. Motion & Interaction

Trigger	Animation
Card hover	<code>transform: translateY(-4px)</code> + shadow intensify + subtle 3° rotateX to mimic parallax.

Trigger	Animation
Page route	Fade-through + upward slide of hero glass panel (<code>200 ms</code> ease-out).
Chat stream	Typing dots pulse opacity 0.3→1 every <code>500 ms</code> ; message bubble slide-in from bottom <code>translateY(12px)→0</code> .

6. Assets

- **Logo template:** create in Figma with 3-layer glass circles + bot icon glyph. Color each logo by overriding gradient with `bot.themeColor` set.
- **Icons:** Lucide-react line icons – 24 px.
- **Background animation:** Canvas/WebGL shader swirling the primary gradient; fallback to static SVG gradient for low-power devices.

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