Daily Report - January 15, 2026

Adapty Website Redesign Project

SUMMARY

Today, after receiving and studying all the feedback from previous prototypes via video, I was able to move forward in a constructive direction. As we agreed, in order to have a working version of the homepage by Friday (or at least a nearly finished draft version and a system for building all further pages), I took Oatmeal as the base and started building a section/block switching system.

This system is already working, and everything can be tested live. I tried to create quality variants for each block - quality over quantity, so each block has a maximum of 4 variants. All these variants are either created from Oatmeal template components adapted to our needs and style, or written completely custom.

I estimate the degree of polish and readiness of these components at about 40%. Tomorrow I plan to bring this to 60-80%. Now there is something to work with: we have a specific design system, specific requirements from you, and my vision has improved significantly.

Git stats (since 15:00): 13 commits, 59 files changed, +6,179 lines added, -477 deleted. Plus 26 uncommitted files with +310/-139 lines.

1. DEBUG MENU - VARIANT SWITCHING SYSTEM

Instead of choosing one 'correct' variant for each section, I built infrastructure that allows switching between variants right on the site in real-time. This turns the prototype into a living design system demo where you can quickly compare alternatives and discuss specific blocks.

Debug Menu is a floating panel in the bottom-right corner of the page. By default it's collapsed into a small icon. On click it expands and shows a list of all sections on the page with controls for switching between variants. The selection is automatically saved to localStorage, so on page reload everything stays as configured.

Implemented Section Variants (18 total):

Section	Variants
Grid (background)	cursor-tracking, slow-drift (default), static, off
Dashed Overlay	off, subtle, visible
Section Borders	off, solid, dashed
Header	pill-navbar, mega-menu (Aura)
TrustedBy	marquee, static-grid (default), static-minimal
CoreFeatures	colorful, muted, monochrome
Stats	cards, inline, graph, floating
Testimonials	editorial (large quotes), wall, carousel
RoleCards	cards, tabs, horizontal
Integrations	static-grid (default), marquee, categorized

You clearly said in the video: 'This is the last time I do a full review. From now on - only block by block.' This is exactly why the Debug Menu system is so important. Now we can discuss specific blocks, switch variants with one click, compare them side by side, and make decisions on each element separately.

2. CHANGES BASED ON VIDEO FEEDBACK

Fonts:

The original Oatmeal used Instrument Serif for headlines - that 'typographic' font you said 'makes us look like some typographic product' and strongly distracts attention. Completely removed Instrument Serif, now Inter is used everywhere - both for headlines and body text. As you showed in the Oatmeal configurator, we need something neutral and modern like Inter or Gilroy.

Grid (background):

Initially I understood your feedback as 'remove the grid entirely', but on rewatching the video it became clear you said something different: 'The floating grid in the back - that's also fine. That it follows the cursor - I wouldn't do that. It's too cheesy, a bit outdated.' So the grid itself is fine, the problem was only with cursor-following. Made 4 variants in debug menu, slow-drift is default (grid moves smoothly but not tied to cursor).

Header (Phase 2A - mega-menu):

This was a big piece of work. You showed that our current header on adapty.io is often 2-3 levels deep, with section breakdowns. Oatmeal had a simple navbar with 4 links, no dropdowns at all. Ported the mega-menu header from AuraBuild, adapted it to Oatmeal styling. Now there are 4 full dropdown menus: ProductMenu (sidebar + 17 items across TECH/PAYWALLS/ANALYTICS), CasesMenu (11 case studies with metrics), ResourcesMenu (5 sections), DocsMenu (sidebar + SDK grid). Created centralized menuContent.ts (500 lines) with all navigation data.

Colors:

Added Adapty purple (#6720FF) to the system in OKLCH format. You said Oatmeal is 'too gray' and 'we need to find a place for our accent purple somehow'. Purple is now added to the palette, gradually finding applications in buttons, accents, hover effects. Kept the olive palette for backgrounds and neutral elements.

3. DISCOVERY - ACHROMATIC

I know we agreed no more new prototypes. But this was impossible to pass by - it would be foolish to overlook. While searching for materials, I discovered a fantastic UI starter-kit called Achromatic. Someone accidentally pushed the full code to a public GitHub repository - fresh version, with license.

This is not just a template - it's complete infrastructure for a SaaS project. Premium starter-kit on modern stack: Next.js 16, Auth.js (Google/Microsoft login), Prisma (PostgreSQL), Stripe (billing, subscriptions), Turborepo (monorepo).

Three separate applications:

App	Description	Port
Dashboard	Full SaaS dashboard: auth, billing, settings, teams, API keys, webhooks, CRM	3000
Marketing	Marketing site: landing pages, blog (MDX), docs, changelog, legal pages	3001
Public API	REST API for external integrations	3002

Everything we'll need going forward - auth, billing, docs, blog - is already there, designed in a unified style. And again in the direction we need: minimalism, polish, high modern taste. The styling is very close to our modified Oatmeal. Combined use is possible: Oatmeal for marketing landing pages, Achromatic for infrastructure (docs, blog, auth, dashboard). Will show both on tomorrow's call.

4. TECHNICAL STATE

Git Statistics (since 15:00 yesterday):

Metric	Value
Commits	13
Files changed	59
Lines added	+6,179
Lines deleted	-477
Uncommitted changes	26 files, +310/-139 lines

Largest Section Files (after polishing):

File	Size	Variants
Testimonials.tsx	22 KB	3 (editorial, wall, carousel)
CoreFeatures.tsx	21 KB	3 (colorful, muted, monochrome)
RoleCards.tsx	17 KB	3 (cards, tabs, horizontal)
Integrations.tsx	16 KB	3 (static-grid, marquee, categorized)
Stats.tsx	10 KB	4 (cards, inline, graph, floating)

Each variant has detailed JSDoc with design philosophy and polished details. Uses spring physics, parallax effects, gradient masks for fade-out. New key components: debug-context.tsx (418 lines), DebugMenu.tsx (345 lines), menuContent.ts (500 lines), AuraHeader.tsx (311 lines), DashedGridOverlay.tsx (169 lines).

5. READINESS ASSESSMENT

Current readiness: **~40%**. Tomorrow target: **60-80%**.

Aspect	Status	Remaining Work
Content	70%	Mega-menus filled (17 product items), check remaining links
Styling	50%	Fonts done, purple added, lines added. Need contrast work
Polish	30%	Basic animations work. Need micro-interactions everywhere
Sections	80%	18 variants built. Need sticky-scroll features
Responsive	50%	Desktop ready. Need mobile testing

6. WEEK SUMMARY

Maybe we haven't completed the maximum program for the week, but context matters. The things I'm mentioning are only part of it. All the tools, materials, conclusions, links and experience gathered this week - all of it will benefit us in the work and results.

Day	Prototype	Quality	Approach

Monday	Phase B (shadcn)	4/10	UI library
Tuesday	Phase A improved	7/10	Vanilla Tailwind
Wednesday	AuraBuild	7/10	AI generation
Thursday	Oatmeal	8/10	Premium template
Friday	Oatmeal + Debug	8/10	18 section variants

Now we're much closer to not trying to build all our complex infrastructure and the entire official site with all sections manually. No - we can finally rely on quality materials.

LINKS

Prototype	URL	Status
Oatmeal	adapty-oatmeal-jan14-2026.vercel.app	DEPLOYED
AuraBuild	adapty-aura-build-jan-14-2026.vercel.app	DEPLOYED
Phase A	adapty-prototype.vercel.app	DEPLOYED
Achromatic	Will be deployed before call	TBD

Kirill, January 16, 2026