Apollo Design System & Style Guide

Version: 1.0

Theme: Humane Industrial / Technical Precision

This document outlines the design language for the Apollo Platform. It is intended for AI agents and engineers to ensure consistency when generating new screens or components. The core aesthetic is **grounded, precise, and utilitarian**, avoiding decorative fluff in favor of clarity and function.

1. Core Philosophy

- **Industrial yet Humane:** The UI feels like a precision tool—engineered and robust—but uses warm grays and snappy micro-interactions to feel responsive and alive.
- **Infinite Canvas:** The main workspace flows continuously; navigation and headers "float" above the content rather than boxing it in.
- **High Contrast & Clarity:** Data is presented with high legibility. Interactive elements pop against the background.

2. Color Palette

Base Layers

- **Canvas Background:** `#F5F5F4` (Tailwind `bg-stone-100`).
  - *Texture:* Radial gradient dot pattern (`#D6D3D1`) sized at 20px.
- **Surface (Cards/Panels):** `#FFFFFF` (White).
- **Floating Rails (Sidebar):** `#18181B` (Zinc 900) - Creates a strong visual anchor.

Borders

- Standard: `#E5E5E5` (Zinc 200).

- Hover/Active: `#A3A3A3` (Zinc 400).

Typography Colors

- Primary: `#18181B` (Zinc 900).

- Secondary: `#737373` (Zinc 500).

- Technical/Mono: `#525252` (Zinc 600).

Functional Accents

- "Acid" (Action/Highlight): `#D9F99D` (Lime 200). Used for active states, branding, and primary highlights on dark backgrounds.

- "Alert" (Warning): `#FCD34D` (Amber 300) or `#F97316` (Orange 500).

- "Success" (Good): `#10B981` (Emerald 500).

3. Typography

Primary Font: `Inter` (Sans-serif)

- Used for: Headings, body text, UI labels.

- Weights: 400 (Regular), 500 (Medium), 600 (SemiBold).

Technical Font: `JetBrains Mono` (Monospace)

- Used for: Timestamps, system IDs, status codes, coordinates, small caps labels.

- Characteristics: Often uppercase, tracking-wider.

4. Layout & Spacing

The "Floating" Model

- **Header:** Absolute position (`top-0` , `left-0` , `z-20`). It does not push content down. Instead, content has `pt-32` padding to sit visually below it initially, but scrolls *behind* it.

- **Sidebar:** Fixed position floating "Pill" or "Rail" on the left.

  - Width: `w-12` (48px) or `w-14` (56px).

  - Vertical Alignment: Centered (`top-1/2 -translate-y-1/2`) or distinct floating groups.

  - Shape: Fully rounded (`rounded-full`) or highly rounded rectangles.

Grid System

- **Dashboard:** Standard 12-column grid (`grid-cols-12`).

  - **Asymmetry:** Preferred split is **8 columns** (Main Focus) / **4 columns** (Context/Metrics).

5. Component Styles

Cards (`.card-technical` **)**

- **Background:** Solid White (No glass/transparency).

- **Border:** 1px Solid Zinc 200.

- **Radius:** `rounded-lg` (0.6rem) or `rounded-xl` (0.8rem).

- **Shadow:** Subtle technical shadow (`shadow-sm` or `0 2px 4px rgba(0,0,0,0.02)`).

- **Hover State:** Lift (`-translate-y-2px`) + Darker Border (Zinc 400) + Increased Shadow.

Floating Tiles (Header Elements)

- **Appearance:** Solid White blocks floating over the canvas.

- **Shadow:** Stronger than cards (`shadow-lg`).

- **Border:** Zinc 200.

Buttons

- **Primary:** Zinc 900 Background, White Text.

  - Hover: Scale up slightly or brighten.

  - Click: `active:scale-95`.

- **Secondary:** White Background, Zinc 700 Text, Zinc 200 Border.

- **Icon-Only:** Often distinct squares or circles with hover states that change background color.

Iconography

- **Set:** Phosphor Icons.

- **Style:** `Bold` or `Fill` weights preferred for UI controls. `Duotone` used for larger illustrations.

6. Interaction & Motion

- **Animation Curve:** `cubic-bezier(0.2, 0.8, 0.2, 1)` (Spring-like, snappy).

- **Feedback:**

  - **Click:** Elements physically depress (`scale-95`).

  - **Hover:** Immediate color shift or slight lift.

- **Tooltips:**

  - Dark (`bg-zinc-900`) on Light backgrounds.

  - Light/White on Dark backgrounds.

  - No arrows (clean floating rectangles).

  - Position: Offset `ml-2` from parent.

7. Implementation Cheat Sheet (Tailwind)

Element	Classes
Canvas	`bg-stone-100` + radial gradient background image
Tech Card	`bg-white border border-zinc-200 rounded-xl shadow-sm hover:-translate-y-0.5 hover:shadow-md transition-all`
Mono Label	`font-mono text-[10px] uppercase tracking-wider text-zinc-500`
Primary Btn	`bg-zinc-900 text-white hover:bg-black active:scale-95 transition-transform rounded-lg shadow-md`
Floating Nav	`bg-zinc-900 text-white rounded-full shadow-2xl border border-zinc-800`
Active Dot	`w-2 h-2 rounded-full bg-green-500 shadow-[0_0_0_2px_rgba(16,185,129,0.2)]`