

Perfect—thanks for the green lights. Here's a **ready-to-execute plan** for your Bangalore, **mobile-first, Vegas-style night MVP**, starting with **Indiranagar**. I'll include:

- Night-themed palette & style decisions
- Mobile repo scaffolds (iOS + Android) with placeholders ready to swap for your final venues
- Story pipeline rules (11s max, collage/location filters like Snapchat)
- Data models & example payloads
- What you'll need to deliver (your 50 venues) and how we'll slot them in

I'll keep the visuals aligned with **Mapbox Standard** (for 3D buildings, landmarks, dynamic lighting) and mobile SDKs for iOS/Android.^{1 2 3}

1) Night-themed “Vegas” palette & lighting

We'll lean on **Mapbox Standard**'s dynamic lighting and 3D to get the cinematic feel and then style our overlays (tags, badges, chips) with a neon-on-dark palette.

Palette (hex):

- Background panels / HUD: #0B0F1A (near-black blue)
- Primary neon (electric magenta): #FF2D95
- Accent neon (cyan): #00E5FF
- Gold accent (ratings/stars): #FFD75A
- Text light: #E6E6E6; Muted text: #AAB1C0
- Danger(flag): #FF4D4D

Lighting:

- Use Standard's **night preset** (mobile SDK supports setting style properties at runtime) to get night shadows, building facades, and tree shading. We'll pitch ~70–75°, slight bearing for drama.⁴
-

¹<https://docs.mapbox.com/map-style/standard/guides/>

²<https://docs.mapbox.com/ios/maps/guides/>

³<https://www.mapbox.com/mobile-maps-sdk>

⁴<https://docs.mapbox.com/map-style/standard/guides/>

2) Mobile repos: structure & placeholders (Indiranagar)

I'll create two repos (ios-vibe-bangalore, android-vibe-bangalore) with the following scaffolds so you can run immediately with placeholders. When your **50 venues** are ready, drop a JSON file in /assets/venues/ and the app will reload them.

iOS (Swift, Mapbox Maps SDK v11)

Key features in scaffold:

- Standard style, **night preset**, high pitch/bearing
- Indiranagar camera default
- Placeholder **hovering tags** (HTML/UIView markers) for top 20 seed venues
- Story post mock (11s max video) → upload stub (local file URL) → moderation stub
- Collage & location filters stubs in UI (actual rendering later)

```
1 // MapViewController.swift
2 import UIKit
3 import MapboxMaps
4
5 final class MapViewController: UIViewController {
6     private var mapView: MapView!
7
8     override func viewDidLoad() {
9         super.viewDidLoad()
10        let resourceOptions = ResourceOptions(accessToken:
11            "<YOUR_MAPBOX_TOKEN>")
12        let initOptions = MapInitOptions(resourceOptions:
13            resourceOptions,
14            styleURI: .standard,
15            cameraOptions:
16            CameraOptions(
17                center:
18                CLLocationCoordinate2D(latitude: 12.973, longitude: 77.641), //
19                Indiranagar
20                zoom: 15.5, pitch:
21                72, bearing: -25))
22        mapView = MapView(frame: view.bounds, mapInitOptions:
23            initOptions)
24        view.addSubview(mapView)
25
26        mapView.mapboxMap.onNext(.styleLoaded) { [weak self] _ in
```

```

20         self?.applyNightPreset()
21         self?.loadVenuePlaceholders() // reads
/venues/indiranagar_seed.json
22         self?.addHoveringTags()
23     }
24 }
25
26     private func applyNightPreset() {
27         // Set style config properties to night (SDK exposes
style config APIs).
28         // Keep consistent with Mapbox Standard's lighting
behavior. // [^1]
29     }
30
31     private func loadVenuePlaceholders() { /* parse bundled
JSON */ }
32     private func addHoveringTags() { /* add HUD-like markers
with neon palette */ }
33 }
```

iOS SDK: runs with **Mapbox Standard**, mobile renderer optimized for performance and 3D terrain/buildings; docs cover style, camera, and runtime styling.⁵

Android (Kotlin, Mapbox Mobile Maps SDK)

Key features in scaffold:

- Standard style, **night preset**, high pitch/bearing
- Indiranagar camera default
- Placeholder tags & story upload mock (11s)
- UI stubs for collage & location filters

```

1 // MainActivity.kt
2 class MainActivity : AppCompatActivity() {
3     private lateinit var mapView: MapView
4
5     override fun onCreate(savedInstanceState: Bundle?) {
6         super.onCreate(savedInstanceState)
7         val resourceOptions = ResourceOptions.Builder()
8             .accessToken("<YOUR_MAPBOX_TOKEN>")
9             .build()
```

⁵<https://docs.mapbox.com/ios/maps/guides/>

```

10         val initOptions = MapInitOptions(this,
resourceOptions, styleUri = Style.STANDARD)
11
12         mapView = MapView(this, initOptions)
13         setContentView(mapView)
14
15         mapView.getMapboxMap().loadStyleUri(Style.STANDARD) {
16             mapView.getMapboxMap().setCamera(
17                 CameraOptions.Builder()
18                     .center(Point.fromLngLat(77.641, 12.973))
// Indiranagar
19                     .zoom(15.5).pitch(72.0).bearing(
20                         -25.0).build()
21             )
22             applyNightPreset()
23             loadVenuePlaceholders() // reads
assets/venues/indiranagar_seed.json
24             addHoveringTags()
25         }
26     private fun applyNightPreset() { /* style config to night
*/ }
27     private fun loadVenuePlaceholders() { /* read JSON from
assets */ }
28     private fun addHoveringTags() { /* neon HUD markers */ }
29 }
```

Android SDK: high-performance mobile renderer, 3D cities & terrain, runtime styling; ideal for your mobile-first target.⁶

3) Data placeholders & structure

Until your final 50 venues are in, we'll use a **seed JSON** that you can replace without code changes.

/assets/venues/indiranagar_seed.json

```

1  {
2      "city": "Bangalore",
3      "area": "Indiranagar",
```

⁶<https://www.mapbox.com/mobile-maps-sdk>

```

4   "venues": [
5     {
6       "placeId": "seed-001",
7       "name": "Club Placeholder A",
8       "category": "club",
9       "location": { "lat": 12.97385, "lon": 77.64092 },
10      "vibe_hint": 8.5,
11      "tags": ["techno", "packed", "DJ"],
12      "hours": "18:00-01:00"
13    },
14    {
15      "placeId": "seed-002",
16      "name": "Cafe Placeholder B",
17      "category": "cafe",
18      "location": { "lat": 12.96940, "lon": 77.64512 },
19      "vibe_hint": 7.1,
20      "tags": ["acoustic", "chill"],
21      "hours": "10:00-23:00"
22    }
23    // ... add 20-30 placeholders across 100ft Road &
surrounding lanes
24  ]
25 }
```

When you share the final list, we'll drop it in the same format, swapping placeId to your canonical IDs.

4) Stories: 11s max + collage & location filters

Story constraints (MVP):

- **Max length: 11 seconds** (video)
- **Media types:** photo / short video (portrait)
- **Filters:**
 - **Collage filter** (combine up to 3 clips/photos into 11s reel)
 - **Location filters** (area-based overlays—Indiranagar, MG Road, Koramangala, etc., similar to Snapchat geofilters). (We'll start with static overlays and expand to AR masks later.)

- **Privacy:** Opt-in location; “ghost mode”; fuzzy location option; report/flag. Snap Map’s privacy UX is a good reference.⁷

Story POST (mobile → backend draft):

```

1  POST /api/stories
2  Content-Type: application/json
3  Authorization: Bearer <jwt>
4
5  {
6      "userId": "uuid-user",
7      "placeId": "seed-001",
8      "type": "video",
9      "durationSec": 11,
10     "caption": "DJ set is 🎶",
11     "moodTags": ["techno", "crowded"],
12     "vibeScore": 9.2,
13     "location": { "lat": 12.97386, "lon": 77.64090, "accuracyM": 15 },
14     "filters": {
15         "collage": { "clips": ["/local/tmp/clip1.mp4", "/local/tmp/clip2.mp4"] },
16         "overlay": "Indiranagar-Night-01"
17     }
18 }
```

Backend status transitions: pending → auto_screened → approved|rejected|flagged (moderation queue). Realtime updates for clients via WebSockets/SSE in the current viewport.

5) Map overlays (hovering tags) & 3D options

- Start with **symbol/HTML markers** (billboard toward camera) for speed.

⁷<https://help.snapchat.com/hc/en-us/sections/5689778740884-Viewing-Snaps-and-Stories-on-the-Map>

- For a few hero venues, use **glTF tags** with the model **layer** (LOD models to keep FPS high). Animation in the model layer is limited—if you later want animated 3D icons, we can add a custom Three.js layer.^{8 9}
 - The **Mapbox Standard** style already provides **3D buildings, terrain, dynamic lighting**, which nails the Vegas vibe on mobile with minimal code.¹⁰
-

6) What I'll deliver next (after your venue confirmation)

1. **Two repos** with:
 - iOS/Android starter apps + **night preset**, Indiranagar camera defaults
 - `/assets/venues/indiranagar_seed.json` and a loader
 - Tag overlay components (neon HUD)
 - Story capture UI (11s limit enforced) + mock upload + moderation stub
 - Location/geofilter overlay selector (Indiranagar variants)
 2. **Design tokens** (palette above) + reusable components for chips/badges.
 3. **Backend stub** (optional this sprint): Node/Express with endpoints for venues & stories, S3 upload simulation, and WebSocket broadcast.
-

7) What I need from you

- **Final 50 venues for Indiranagar** (name, category, lat/lng; optional hours & short description).
 - A **Mapbox access token** (or I can drop an env placeholder for now).
 - Quick call on **filter art direction** (we'll ship 2–3 Indiranagar night overlays first).
-

8) Timeline (2–3 weeks for MVP visuals)

- **Week 1:** Repo scaffolds, night style, placeholders, tags, 11s capture UI.
 - **Week 2:** Venue JSON swap, geofilter overlays, moderation stub, viewport realtime.
 - **Week 3:** Polish, small pilot night in Indiranagar.
-

⁸<https://docs.mapbox.com/style-spec/guides/using-3d-models/>

⁹<https://github.com/mapbox/mapbox-gl-js/issues/12847>

¹⁰<https://docs.mapbox.com/map-style/standard/guides/>

9) Notes on performance & cost

- Mobile SDKs include generous free tiers (**25k MAU**); Standard style is optimized for 3D on mobile (Metal on iOS, modern renderer on Android). ¹¹ ¹²
 - We'll keep glTF tags lightweight with **LOD** and only apply terrain where visually needed. ¹³
-

Quick confirm:

- Shall I name repos vibe-bangalore-ios and vibe-bangalore-android?
- Do you want **two initial Indiranagar geofilter designs** (classic neon + Bengaluru skyline motif) in sprint 1?

Once you send the **final 50 venues**, I'll swap them into the assets and push the repos for you to run immediately.

¹¹<https://docs.mapbox.com/ios/maps/guides/>

¹²<https://www.mapbox.com/mobile-maps-sdk>

¹³<https://docs.mapbox.com/style-spec/guides/using-3d-models/>