



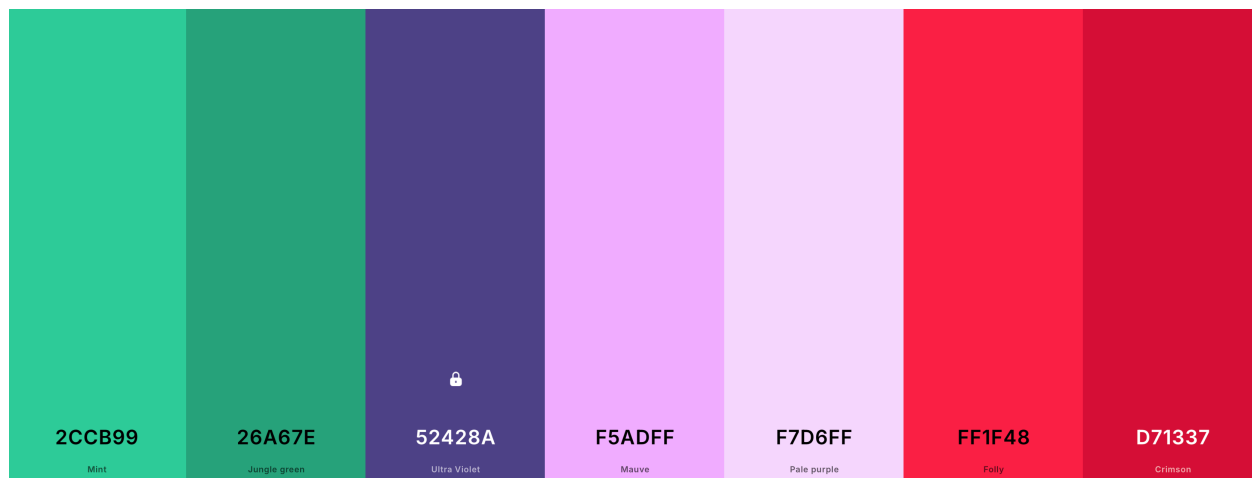
UpNext Core Palette

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HEX reference & intent

Group	Name	HEX	Typical use
Dark-mode Neutrals	Night	#0D0D0D	Primary dark theme background / full-bleed sections
	Eerie Black	#1A1A1A	Elevated cards, sheets, modals in dark mode
	Jet	#2B2B2B	Borders, dividers, disabled states in dark mode
Light-mode Neutrals	Platinum (L)	#FFFFFF	Primary light theme background
	Platinum (M)	#E5E5E5	Cards, sheets, modal surfaces in light mode
	Platinum (D)	#D9D9D9	Borders, dividers, disabled states in light mode
Success / Connected	Mint	#2CCB99	Positive toasts, "connected" icons, on-state toggles
	Jungle Green	#26A67E	Darker companion for Mint or for outlines
Brand Gradient (Top-of-Home)	Ultra Violet	#52428A	Gradient start; also branded buttons / links

Group	Name	HEX	Typical use
	Mauve	#F5ADFF	Mid-stop of gradient & subtle highlight fills
	Pale Purple	#F7D6FF	Gradient end; soft backgrounds, chips, hover states
Alert / Attention	Folly	#FF1F48	High-priority notifications, badges, error states
	Crimson	#D71337	Shadow Folly, critical error outlines



How the groups work together

- **Neutrals**
 - Provide two clear environment "canvases" (light / dark).

- Each set has a **base / elevated / subtle** tier so components keep depth without extra colors.
- **Gradient purples**
 - Live only in the hero strip & brand flourishes, preserving focus.
 - Because they share the same hue family ($\approx 270^\circ$), the blend feels seamless and avoids color banding.
- **Functional greens & reds**
 - **Mint + Jungle** are reserved for *positive* feedback: success toasts, connected states, complete progress bars.
 - **Folly + Crimson** signal *attention*: errors, warnings, unread notification dots.
 - Each pair contains a lighter “fill” and a deeper “stroke/text” value to guarantee WCAG-AA contrast on both dark and light surfaces.
- **Accessibility & consistency**
 - All text/icon uses hit $\geq 4.5 : 1$ contrast against their designated backgrounds.
 - Define them as design tokens (`-color-surface-100` , `-color-success-500` , etc.) so light/dark mode swaps automatically.