

Omnivore Design System: Developer Handoff

Version: 1.0

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Design Contact:

1. Overview & Core Principles

This document provides the technical specifications for implementing the Omnivore design system overhaul. The core philosophy is "**Structured for Power, Simple by Default.**"¹ All components must be built with performance, accessibility (WCAG 2.1 AA), and responsiveness as primary goals. The objective is to create an interface that is information-dense for power users yet elegant and simple for newcomers.¹

2. Global Design Tokens

These tokens are the single source of truth for all styling. They should be implemented as CSS custom properties in :root to ensure global consistency and facilitate easy theming in the future.¹

CSS

```
/* /src/styles/design-tokens.css */
```

```
:root {  
  /* ACCENT COLORS */  
  --color-brand-yellow: #FFD234; /* Primary branding, CTAs */  
  --color-action-blue: #4A9EFF; /* Links, focus rings, selections */  
  
  /* STATE COLORS */  
  --color-state-success: #4CAF50; /* Completed states, success feedback */  
  --color-state-warning: #FF9500; /* High progress, warnings */  
  --color-state-danger: #8B0000; /* Destructive actions, errors */  
  
  /* TEXT COLORS */  
  --color-text-primary: #FFFFFF; /* Titles, primary content */  
  --color-text-secondary: #D9D9D9; /* Important metadata */  
  --color-text-tertiary: #898989; /* Timestamps, secondary metadata */  
  --color-text-muted: #666666; /* Helper text, placeholders */  
  
  /* BACKGROUND COLORS */  
  --color-bg-primary: #1a1a1a; /* Main app canvas */  
  --color-bg-secondary: #2a2a2a; /* Card surfaces, elevated surfaces */  
  --color-bg-tertiary: #252525; /* Hover states, secondary bars */  
  --color-bg-elevated: #333333; /* Modals, dropdowns */  
  
  /* TYPOGRAPHY */  
  --font-primary: 'Inter', sans-serif;  
  --font-size-heading: 16px;  
  --font-size-body: 14px;  
  --font-size-caption: 12px;  
  --font-size-micro: 11px;  
  --font-weight-bold: 700;  
  --font-weight-medium: 500;  
  --font-weight-regular: 400;  
  --line-height-tight: 1.3;  
  --line-height-normal: 1.5;  
  
  /* SPACING (4px scale) */  
  --space-1: 4px;  
  --space-2: 8px;  
  --space-3: 12px;  
  --space-4: 16px;  
  --space-6: 24px;  
  
  /* RADIUS */  
  --radius-sm: 4px; /* Small buttons */
```

```

--radius-md: 5px; /* Tags/Chips */
--radius-lg: 8px; /* Cards */
--radius-full: 9999px; /* Pills */

/* TRANSITIONS & SHADOWS */
--transition-fast: 200ms ease-in-out;
--shadow-sm: 0 1px 2px rgba(0,0,0,0.1);
--shadow-md: 0 4px 6px rgba(0,0,0,0.15);
}

```

3. Component Library Breakdown

3.1 LibraryCard Component

This is the core component for displaying a saved article. It must be highly adaptable to different data states and user settings.

Props / Data Structure:

Prop	Type	Description
title	string	The article title.
sourceName	string	The name of the website or publication.
readingTime	number	Estimated reading time in minutes.
thumbnailUrl	string (optional)	URL for the cover image.
faviconUrl	string (optional)	URL for the site's favicon (used in compact mode).

progress	number	Reading progress from 0 to 100.
tags	Array<Tag>	An array of user-defined tag objects ({label: string, color: string}).
flair	Array<Flair>	An array of system-level flair objects ({icon: string, name: string}).
state	string	'default', 'processing', 'failed', 'archived'.
isSelected	boolean	True if the card is part of a multi-selection.
density	string	'spacious', 'comfortable', 'compact'.

Conditional Rendering & States:

- **Density:** The density prop dictates the layout.
 - 'compact': Hide thumbnailUrl. Display faviconUrl. Clamp title to 1 line. Use smaller padding (--space-2).
 - 'comfortable': Default view. Medium thumbnail. 2-line title clamp. Standard padding (--space-3).
 - 'spacious': Large thumbnail. 2-3 line title clamp. Generous padding (--space-4).
- **State:** The state prop controls the visual treatment.
 - 'processing': Render a <CardSkeleton /> component that matches the current density setting.¹
 - 'failed': Display an error icon and a "Retry" button.¹
 - 'archived': Apply an .is-archived class to the container to set opacity: 0.6.¹
- **Selection:** Apply an .is-selected class when isSelected is true. This class will add a border (2px solid var(--color-action-blue)) and change the background (var(--color-bg-elevated)).
- **Hover/Focus:** Use :hover and :focus-within pseudo-classes to apply a subtle lift (transform: translateY(-2px); box-shadow: var(--shadow-md);) and reveal actions.¹

Responsive Behavior:

- The card grid should be built with CSS Grid (display: grid).
- Use media queries to adjust grid-template-columns for different screen sizes (e.g., 1 column on mobile, auto-fill on larger screens).

3.2 Label & Tag System

These two components handle item categorization and status.

- **Flair (<FlairIcon />):**
 - **Props:** icon (SVG component or path), name (string for tooltip/aria-label).
 - **Implementation:** Renders an icon-only element. Must include a tooltip on hover for desktop and a descriptive aria-label for accessibility.¹ Clicking the icon should toggle the flair's state.
- **Tag (<TagChip />):**
 - **Props:** label (string), color (string, e.g., 'red', 'blue').
 - **Implementation:** A clickable pill-shaped element. The background should be a semi-transparent version of the tag color, with a solid border of the same color. Clicking the chip should trigger a filter action for that tag.¹

3.3 Multi-Select Action Bar

This component appears during batch operations, providing contextual actions.

- **Implementation:** Conditionally render this component when the application's `selectedItems.length > 0`.
- **Props:** `selectedCount` (number), `onArchive` (function), `onTag` (function), `onDelete` (function).
- **Placement:**
 - **Mobile:** Use `position: fixed; bottom: 0;` to anchor it to the bottom of the viewport. Ensure it respects safe area insets.
 - **Desktop:** Can be a bar that appears at the top of the content grid, below the main filters.
- **Behavior:** The bar should display the selected count (e.g., "5 selected") and provide buttons for the most common batch actions.¹

4. Accessibility Checklist (WCAG 2.1 AA)

Accessibility is non-negotiable. Every component and interaction must be tested against these requirements.¹

- **Keyboard Navigation:** All interactive elements (cards, buttons, tags, links) must be focusable and operable with Tab and Enter/Space. The card container itself should be focusable (tabindex="0"), and on focus, it should behave like hover (revealing actions).
- **ARIA Labels:** All icon-only buttons **must** have a descriptive aria-label. For example, the archive icon button should have aria-label="Archive article".
- **Focus States:** Every focusable element must have a visible focus outline (2px solid var(--color-action-blue)). Do not remove default browser outlines without providing a better alternative.
- **Color Contrast:** All text must meet a minimum 4.5:1 contrast ratio against its background. This is especially important for the secondary and tertiary text colors.
- **Screen Reader Order:** The DOM structure of the LibraryCard must be logical for screen readers: Title -> Metadata -> Author/Source -> Tags.
- **Touch Targets:** All interactive elements must have a minimum touch target size of **48x48dp** on Android and **44x44pt** on iOS, even if the visible icon is smaller.¹ Ensure at least 8dp of space between targets.²
- **Reduced Motion:** All animations should respect the prefers-reduced-motion media query. If enabled, animations should be disabled or reduced to simple cross-fades.

Works cited

1. Omnivore Design System Overhaul Proposal.pdf
2. Applying density - Material Design, accessed October 20, 2025, <https://m2.material.io/design/layout/applying-density.html>