[LDS-01] The Living Document System

This document outlines a design system for creating dynamic, interactive, and community-focused project updates, moving beyond static changelogs. It is based on the iterative evolution of the Project Chimera showcase page.

[LDS-01-A] Core Philosophy: From Brochure to Bonfire

The fundamental principle is to transform a project's roadmap or changelog from a static "brochure" that people read into a "bonfire" that people gather around. A brochure is a one-way broadcast of information; a bonfire is a dynamic, shared experience that invites participation and provides a reason to return. Every component should serve this goal.

[LDS-02] The Three Pillars of Design

[LDS-02-A] Pillar 1: Icon-First, Detail-Second (The "Tappable Postcard" Interface)

- **Principle:** The primary interface should be visually driven, clean, and immediately understandable. It acts as a "postcard" view of the project, with large, friendly icons representing core concepts (e.g., 🌱 Evolution, ✨ Features, 🗺️ Roadmap).
- **Execution:**
  - The main screen is a dashboard, not a document. It should contain almost no detailed text.
  - Each icon is a large, tappable target that reveals detailed information in a full-context modal or overlay.
  - This respects the user's attention by allowing them to self-select which information they want to explore, preventing them from being overwhelmed by a wall of text.

[LDS-02-B] Pillar 2: Decoupled & Dynamic Content (The "Modular Story")

- **Principle:** The content (the story of the project) must be separated from its presentation structure. Hardcoding large blocks of text into the main HTML file is brittle, hard to maintain, and bad for performance.
- **Execution:**
  - Store all detailed content (HTML for modals, feature descriptions, etc.) within a structured JavaScript object or an external JSON file.
  - The main page loads a lightweight skeleton.
  - Content is dynamically fetched and rendered into a modal template only when a user requests it by tapping an icon.
  - This makes updating project information as simple as editing a text object, without touching the core display logic.

[LDS-02-C] Pillar 3: Inclusive & Accessible Interaction (The "Welcome Mat")

- **Principle:** An interactive experience is only successful if everyone can participate. The UI must be as usable with a keyboard and screen reader as it is with a mouse.

- **Execution:**
  - **Focus Trapping:** All modal windows or overlays must implement a "focus trap." When a modal is open, keyboard focus (Tab key) must be contained within it and not leak to the page behind it.
  - **State Management:** The application must manage aria attributes and return focus to the triggering element when the modal is closed. This provides a seamless, non-disorienting experience for users of assistive technologies.

[LDS-03] The Evolution Strategy: Injecting "Life"

To prevent the page from being a one-time visit, we must strategically inject "live" elements that provide tangible proof of an active community and project.

[LDS-03-A] Turn Readers into Stakeholders: The Interactive Poll

- **Concept:** Convert a static "Roadmap" section into a live polling station.
- **Execution:**
  - Place a "Vote" button next to each proposed feature.
  - Use a real-time database (like Firestore) to store and display vote counts.
  - **Impact:** This immediately gives users a sense of agency. They are no longer just reading about the future; they are actively shaping it.

[LDS-03-B] Show, Don't Just Tell: The Community "Shout-Out"

- **Concept:** Augment a static "Community" description with a simple, live "guestbook" or message board.
- **Execution:**
  - Include a simple form for users to leave a short, public message.
  - Display these messages in a list that updates in real-time for all visitors.
  - **Impact:** This provides instant, authentic social proof. It demonstrates that there is a real, active community forming around the project, making the invitation to join far more compelling.