# Figma Library Structure for **Brücken Bauen – The Democracy Metaverse**

This document outlines a suggested structure for a Figma design library to support the production of game assets for the *Brücken Bauen – The Democracy Metaverse* project. The goal is to centralise colour palettes, typography, components and icons so that artists and developers can work from a consistent source of truth.

## 🎨 Colour Styles

Define colour styles in the Figma **Local styles** panel. Each style should be named semantically rather than purely numerically. Group colours under a "Palette" header and include contrast‑friendly variants where appropriate.

| Style Name | Usage | HEX |
| --- | --- | --- |
| **Primary/Blue** | Links, primary actions | #3B82F6 |
| **Primary/Green** | Success states, progress | #22C55E |
| **Accent/Yellow** | Warnings, highlights | #FACC15 |
| **Accent/Red** | Errors, critical states | #EF4444 |
| **Neutral/Black** | Main text | #111827 |
| **Neutral/Gray‑Dark** | Secondary text, icons | #4B5563 |
| **Neutral/Gray‑Light** | Backgrounds, disabled states | #F3F4F6 |
| **Neutral/White** | Light backgrounds, cards | #FFFFFF |

**Tip:** Add variants for hover and active states as separate styles (e.g. Primary/Blue/Hover). Maintain contrast ratios meeting WCAG 2.2 AA.

## ✍️ Typography Styles

Use Inter and Source Sans as font families. Create text styles for headings, body text and labels. Name styles hierarchically (Heading/01, Body/Regular, Caption/Italic, etc.) and avoid hard‑coding sizes in component layers.

| Style Name | Font | Size | Weight | Line Height | Usage |
| --- | --- | --- | --- | --- | --- |
| Heading/01 | Inter | 32 | 700 | 1.25 | Page titles |
| Heading/02 | Inter | 24 | 600 | 1.3 | Section headings |
| Body/Regular | Source Sans | 16 | 400 | 1.5 | Paragraph text |
| Body/Bold | Source Sans | 16 | 600 | 1.5 | Emphasised text |
| Caption/Small | Source Sans | 12 | 400 | 1.4 | UI labels, captions |

**Tip:** Store all text styles in a "Type" folder within Figma styles for quick reuse.

## 🧩 Core Components

Create components in a Components page. Each component should have clearly defined variants using Figma’s **Variants** feature (e.g. states for buttons: Default, Hover, Active, Disabled). Use Auto Layout for responsive behaviour.

### Buttons

| Component Name | Variants | Description |
| --- | --- | --- |
| Button/Primary | Default, Hover, Active | Main call‑to‑action; filled with blue. |
| Button/Secondary | Default, Hover, Active | Secondary actions; outline style. |
| Button/Ghost | Default, Hover, Active | Tertiary actions; transparent background. |
| Toggle/Switch | On, Off, Disabled | For settings and binary options. |

### Cards & Panels

Define reusable card patterns (Card/Default, Card/Modal) with padding, drop shadows and corner radius matching the papercut aesthetic. Create a Modal component with header, body and footer slots.

### Forms & Inputs

| Component Name | Variants | Description |
| --- | --- | --- |
| Input/Text | Focused, Error | Single‑line input with label & helper. |
| Input/TextArea | Default, Disabled | Multi‑line text input. |
| Select/Dropdown | Default, Open | Dropdown component for choices. |

### Skill‑Tree Nodes

Develop reusable nodes for the skill tree. Use nested components: a base shape with socket connectors and overlay icons (heart, scales, ballot box, lion). Provide states: Default, Active, Locked, Disabled.

## 🪄 Icon Library

Store all vector icons in a dedicated page Icons. Group icons by theme (values, UI, mini‑games). Use the naming convention icon/<group>/<name>, for example:

* icon/values/heart
* icon/values/scales
* icon/values/ballotbox
* icon/values/lion

Icons should be 24 × 24 px or 32 × 32 px, with a consistent stroke width and corner radius. Use boolean operations to clean up shapes and limit the number of vector points.

## 🎮 Game‑Specific Assets

Keep separate pages for **Worldboard Tiles**, **Characters**, **Mini‑Games** and **UI HUD**. Each page can host frames containing the components or sprites for that category. Use Figma naming and component sets to manage different sizes/resolutions.

### Worldboard Tiles

Create base tiles (Tile/Base/Default) and variations for each region (Tile/Region/01‑Neighborhood, ..., Tile/Region/10‑Future). Include anchor points (N/E/S/W) for bridges as layout guides.

### Characters

Design modular character components: base body, heads, facial expressions, outfits and assistive devices (wheelchair, cane). Build them as nested variants to allow mix‑and‑match.

### Mini‑Game Assets

For each mini‑game type (Fact‑Check, Bridge Puzzle, Debate Cards, Crisis Tokens), create a component set with all individual sprites. Use consistent colour coding and label names clearly (e.g. DebateCard/Fallacy/Strawman).

## 📦 Asset Export Workflow

* Use the Figma **Export** panel to set up default export settings on components (SVG + PNG @2×).
* Prefix exported filenames with the category (icons\_values\_heart, map\_regions\_01-neighborhood), version (v1.0.0) and licence/author if known.
* Store exported files in the corresponding /exports and /sprites directories of your project tree.

## 🧾 Design Tokens (Optional)

For developers, consider generating a design token JSON file (via Figma Tokens plugin) mapping colour names, font sizes, and spacing to variables. This can feed directly into CSS frameworks or game engines.

This Figma library structure is a starting point; adapt it to your team’s workflow. Maintaining consistent naming and hierarchical organisation will simplify collaboration and automation down the line.