

1. The "Canvas Blueprinting" Prompt (Global Architecture)

Goal: Establish the visual hierarchy and timeline for the entire 15-stage journey using HeroUI.

Context: Use this in the **Canvas Blueprinting** mode to map the bird's-eye view.

Prompt: "Create a vertical timeline dashboard representing a 14-year relationship history using Next.js 16 and HeroUI. The background must be 'Absolute Black' (#030303) to support the 'Chroma-scuro' aesthetic.

Design System Requirements: * **Typography:** Use a monospaced font to simulate a 'high-fidelity terminal' interface.

- **Cards:** Use HeroUI Cards for each of the 15 Stages. Apply a 'rim lighting' effect using a 1-pixel neon stroke in 'Neon Magenta' (#f53fe8). * **Status Indicators:** Use HeroUI Chips to show stage status: 'Locked' (Grey), 'Active' (Solar Flare Gold #ffb622), and 'Completed' (Lisa Frank Purple #ac3cfe).

Data Structure: Map out the following itinerary: * **09:00 AM:** Stage 01 - Home (Origin). * **09:30 AM:** Stage 02 - Sleepy Bee Cafe (The Hive). * **11:30 AM:** Stages 03-06 - Covington Core (Radio/Gelato/Crystals). * **02:30 PM:** Stage 08 - Art Museum (Damascus Cipher). * **04:20 PM:** Stage 10 - The Landing (The 420 Protocol). * **06:00 PM:** Stage 12 - Art of the Brick (The Master Builder). * **07:15 PM:** Stage 13 - Krohn Conservatory (Fungal Glow). * **09:45 PM:** Stage 15 - Nicola's (Protocol Omega)."

2. The "Thinking Mode" Prompt (Complex Logic)

Goal: Generate the logic for the GPS-based game and audio synthesis.

Context: Use **Thinking Mode** for complex stage logic.

Prompt: "Develop the logic for 'Stage 14: The Glitch Tracker' and 'Stage 03: Virtual Radio'.

Requirements:

1. **GPS Glitch Tracker:** Create a React hook that tracks user geolocation. Trigger a 'purify' event when the user is within 15 meters of specific coordinates in the OTR Buffer zone. Use HeroUI Tooltips to display 'Anomalies' on a map interface.
2. **Virtual Radio:** Implement the Web Audio API to simulate analog circuitry. Create a frequency tuner slider using the HeroUI Slider component. The audio should only decode and play the '2014 memory' when the slider is set exactly to **20.50 MHz**. Add white noise distortion that decreases as the user approaches the correct frequency."

3. The "Multi-Select Iteration" Prompt (Styling Refinement)

Goal: Apply the specific color tokens to the UI components.

Context: Use **Multi-Select Iteration** to apply global aesthetic changes.

Prompt: "Apply the 'Lisa Frank Noir' color palette to all HeroUI components currently on the canvas.

Style Rules: * **Primary Actions:** Style all 'Scan' and 'Unlock' buttons with a gradient background ranging from 'Lisa Frank Purple' (#ac3cfe) to 'Neon Magenta' (#f53fe8). * **Warnings:** Set all countdown timers (e.g., Museum closing at 5:00 PM) to 'Solar Flare Gold' (#ffb622). * **Inputs:** Set the focus ring color for the 'Damascus Cipher' and 'Hex Code' input fields to 'Acid Yellow' (#fffd42) to represent 'Digital Data'.

- **Glassmorphism:** Ensure all stage cards have a blur backdrop to contrast against the black void background."

4. The AR/Camera Interface Prompt

Goal: Create the "Magic Circle" viewfinder for scanning real-world objects.

Context: This integrates AR.js/8th Wall logic with the UI.

Prompt: "Create a 'Scanner View' component acting as the viewfinder for the PWA.

Features:

1. **Camera Overlay:** Use a full-screen video element for the AR feed.
2. **HUD Elements:** Overlay a HeroUI 'Reticle' in the center.
3. **Mode Switcher:** Add a segmented control to switch between: * **'Spectral Analysis':** For identifying Rose Quartz/Citrine at Dimitridon Studios. * **'Fog Cleanse':** For the VPS interaction at The Landing. * **'Grid Harvest':** For the mushroom collection at Krohn Conservatory. 4. **Feedback:** When a target is recognized (e.g., the Sleepy Bee Chandelier), trigger a 'Success' animation using a 'Neon Magenta' radial burst."

5. The "Safe House" Logic Prompt

Goal: Manage the break in the game for physical delivery.

Context: Coordinates the 5:00 PM stop.

Prompt: "Build the 'Stage 11: Safe House' logic block.

Logic: * **Unlock Condition:** This stage must unlock strictly at **5:00 PM**.

- **UI State:** Display a 'Recharge Protocol' screen with a countdown timer. *
- **Content:** Display the clue: 'Find the vintage pharmacist bottle in the honor system area'.
- **Interaction:** Create an input field validation that accepts the coordinates found inside the bottle to unlock the next stage (Stage 12)."