v0 (Vercel AI UI Generation) Prompt for TheChessWire.news

# 🚨 Logo Integration (CRITICAL)

Use the provided image `chesswire-logo.png` as the central visual element of the homepage.  
  
- This logo must appear as the \*\*main animated centerpiece\*\* (replacing any generic SVG Queen/Knight).  
- Apply elegant animations: soft glowing pulse, gentle floating, or circuit-style motion around the logo.  
- Ensure it's \*\*centered in full-screen canvas\*\*, beautifully rendered across desktop and mobile.  
- Do NOT recolor, distort, or modify the logo. Maintain the \*\*original luminous blue aesthetic\*\*.

# UI/UX Design Goals

- Create a \*\*stunning\*\*, \*\*interactive\*\*, and \*\*emotionally immersive\*\* homepage experience.  
- \*\*Animated headline\*\*: "Where Chess Meets AI. Daily."  
- \*\*Dynamic badges\*\*: "EchoSage Active", "Security Active".  
- \*\*Animated entry buttons\*\*: Replay Theater, EchoSage, SoulCinema, Stories.  
- Use \*\*Framer Motion\*\* for all animations.  
- Design must meet:  
 - First Contentful Paint < 500ms  
 - Load time < 1.5 seconds  
 - Lighthouse score: 100

# Technologies & Visual Styling

- Framework: Next.js 15.3+ with React Server Components  
- Styling: TailwindCSS with custom animated styles  
- Use only native `next/image` or SVG elements  
- No lorem ipsum; show animated placeholders if content is missing  
- Responsive, mobile-first layout  
- Use unique, elegant, futuristic design

# Voice System Integration (Bambai AI + ElevenLabs)

- Integrate ElevenLabs female voice (ID: `PmypFHWgqk9ACZdL8ugT`)  
- Use voice on `/voice-test` and homepage  
- Implement controls: Play, Pause, Mute, Switch Voice  
- Display narration status: e.g., “Bambai AI is live and narrating...”

# Performance & Security Requirements

- Follow production security best practices (CSP, HTTPS, CORS, Helmet)  
- Detect and block TOR/VPN/proxy traffic (if exposed in UI)  
- Use AbuseIPDB + GeoIP filtering for edge security  
- Ensure no open S3 buckets, XSS/CSRF/SQli protections  
- Fallback gracefully if voice fails (console message + UI feedback)