

## Feature Context: Detail View Modal

Version: 1.0

### 1. Feature Description

The goal is to create a "detail view" modal window. When a user clicks on any plugin card in the grid, this modal will appear as an overlay, displaying all the data fields for that specific plugin.

### 2. User Story

As a user, after finding a plugin through the filters, I want to be able to click on it to see all of its detailed information (like its specific tags, families, and any notes) in a clean, focused view without leaving the main page.

### 3. Core Requirements

- **Modal Trigger:** A click event listener must be added to each plugin card.
- **Modal Structure:**
  - A hidden <div> element for the modal overlay and its content must be added to the index.html.
  - The modal will have a semi-transparent backdrop to cover the main application and a centered content area.
  - The content area must have a "Close" button (e.g., an 'X' icon) to dismiss the modal.
- **Dynamic Content:**
  - When a card is clicked, JavaScript must populate the modal's content area with all the relevant data from the corresponding plugin object.
  - The modal must be designed to gracefully handle and display all fields, including multi-value array fields like families and tags (e.g., as a list or as styled "pills").
- **Interaction:**

- Clicking the "Close" button or clicking on the backdrop area must hide the modal.
- Pressing the "Escape" key should also close the modal.

#### 4. Vibe & Aesthetic

- **Vibe:** "Informative & Unobtrusive". The modal should appear smoothly and present the information with absolute clarity. It is a temporary view, so it should be easy to summon and dismiss.
- **Analogy:** The experience should feel like a professional "quick look" or "inspector" window in a DAW or operating system. The focus is on efficient information retrieval.
- **Styling:** The modal will adhere to the established "Classic Pearl" / "Subscotia Dark" themes. The content area will use clear typographic hierarchy to separate labels from values.

#### 5. Known Constraints

- The modal will be read-only. Editing functionality is out of scope for this task and will be handled in Phase 4.