

M E D M E N T O R A I

Design System

Liquid Glassmorphism · iOS-Grade Quality · WCAG 2.2 AA Compliant

Version **2.0.0**

Last Updated: February 19, 2026

Status: Production Ready

1. Brand Identity

1.1 Core Concept

"The Interconnected Medical Brain"

MedMentor AI transforms the overwhelming flood of medical information into a structured, interconnected network of knowledge. The design must feel intelligent, trustworthy, and alive — reflecting a system that actively learns alongside the user.

1.2 Design Philosophy

The visual language draws from three pillars:

- **Liquid Glassmorphism:** Layered translucent surfaces with deep backdrop blur, creating depth and hierarchy through light and material rather than heavy borders.
- **iOS-Grade Precision:** Apple-level attention to spacing, typography, micro-interactions, and touch targets. Every pixel is intentional.
- **Medical Trust:** A palette grounded in deep blues and clean neutrals that conveys clinical authority while remaining warm and approachable.

1.3 Personality

- **Trustworthy & Professional:** Grounded in evidence, precise, and safe.
- **Modern & Dynamic:** Subtle animation and “living” UI elements (pulses, flows, glassmorphism) convey active intelligence.
- **Approachable & Clean:** Minimalist interfaces that reduce cognitive load, with generous whitespace and clear visual hierarchy.

1.4 Logo Concept

- **Symbol:** A stylized neural network where nodes and connections form a medical cross in negative space.
- **Metaphor:** The “spark” of connecting two concepts (synapse firing).
- **App Icon:** Symbol on a Trust Blue or Midnight Navy background with a subtle glass-material overlay.
- **Wordmark:** “MedMentor” in Inter Bold, “AI” in Inter Light to suggest precision.

2. Color System

The palette uses a trustworthy medical blue base with energetic teal accents to signify growth and active recall. Extended with a dark-mode glassmorphism palette for the immersive calendar and dashboard experiences.

2.1 Primary Brand Colors

Color Name	Hex	RGB	Usage
Trust Blue	#0056D2	0, 86, 210	Core brand. Primary buttons, active states, key headers.
Growth Teal	#00E8C6	0, 232, 198	Accent. Success states, learning sparks, progress bars.
Midnight Navy	#0F172A	15, 23, 42	Primary text, deep backgrounds, dark mode base.

2.2 Glass / Dark Mode Palette

Used for immersive experiences like the calendar, dashboards, and focus mode. Built on layered transparency over animated mesh backgrounds.

Color Name	Hex / Value	Opacity	Usage
Glass Background	rgba(255,255,255,0.12)	12%	Primary card/container surfaces
Glass Hover	rgba(255,255,255,0.18)	18%	Hover state for glass containers
Glass Border	rgba(255,255,255,0.20)	20%	Default border on glass surfaces
Glass Border Strong	rgba(255,255,255,0.35)	35%	Active/focus state borders
Glass Subtle	rgba(255,255,255,0.05)	5%	Muted backgrounds, toggle groups
Deep Background	#0A0A1A	100%	Base canvas behind mesh gradients
Elevated Surface	rgba(30,30,50,0.85)	85%	Dropdown panels, modal sheets

2.3 iOS Accent Palette

Extended accent colors used for event categories, tags, and data visualization. Directly mapped from Apple's Human Interface Guidelines.

Color Name	Hex	CSS Variable	Usage
System Blue	#007AFF	--accent	Primary interactive, links, today indicator
System Purple	#5856D6	--purple	Secondary accent, gradient endpoints
System Pink	#FF2D55	--pink	Social events, alerts, notifications

Color Name	Hex	CSS Variable	Usage
System Orange	#FF9500	--warning	Warning states, personal events
System Green	#34C759	--success	Success, health events, completion
System Red	#FF3B30	--danger	Error states, destructive actions
System Teal	#5AC8FA	--teal	Travel, info badges, light accents
System Indigo	#AF52DE	--purple	Creative events, design reviews

2.4 Neutral Scale (Slate)

Token	Hex	Usage
Slate 900	#0F172A	Headings, Primary Text (Light Mode)
Slate 700	#334155	Secondary Text, Icons
Slate 500	#64748B	Captions, Placeholder Text, Disabled States
Slate 300	#CBD5E1	Subtle borders, dividers
Slate 200	#E2E8F0	Dividers, Borders
Slate 100	#F1F5F9	Page Backgrounds (Light Mode)
Slate 50	#F8FAFC	Card Backgrounds (Light Mode)
White	#FFFFFF	Surface Backgrounds, Cards, Modals

2.5 Semantic Colors

Context	Color Name	Hex	Usage
Success	Emerald	#10B981	Correct answers, passed quizzes, completion.
Warning	Amber	#F59E0B	Low confidence, uncertainty flags, streaks at risk.
Error	Rose	#EF4444	Incorrect answers, destructive actions, validation.
Info	Sky	#0EA5E9	Tooltips, guidance, "did you know" hints.

2.6 Gradients

Light Mode Surface Gradient

```
background: linear-gradient(135deg,
  rgba(255, 255, 255, 0.8),
  rgba(255, 255, 255, 0.4));
```

Dark Mode Accent Gradient

```
background: linear-gradient(135deg, #007AFF, #5856D6);
```

Animated Mesh Background (Calendar/Dashboard)

```
background:  
  radial-gradient(ellipse 80% 60% at 10% 20%,  
    rgba(88, 86, 214, 0.4) 0%, transparent 60%),  
  radial-gradient(ellipse 60% 80% at 80% 80%,  
    rgba(0, 122, 255, 0.3) 0%, transparent 60%),  
  radial-gradient(ellipse 50% 50% at 50% 50%,  
    rgba(175, 82, 222, 0.15) 0%, transparent 50%),  
  #0A0A1A;
```

Glass Shine (Liquid Effect)

```
background: linear-gradient(135deg,  
  transparent 40%,  
  rgba(255,255,255,0.04) 45%,  
  rgba(255,255,255,0.08) 50%,  
  rgba(255,255,255,0.04) 55%,  
  transparent 60%);  
animation: shineSlide 6s ease-in-out infinite;
```

3. Typography

3.1 Font Family

Primary: Inter (Google Fonts) — Variable weight support, highly legible, neutral but modern.

Display Alternative: Plus Jakarta Sans — Used in immersive/glassmorphism contexts for display headings only. Adds warmth and character.

Monospace: JetBrains Mono or SF Mono — Code snippets, medical codes, technical references.

3.2 Type Scale

Style	Weight	Size	Line Height	Tracking	Usage
Display H1	800 (ExtraBold)	2.25rem / 36px	1.1	-0.02em	Marketing, Hero text, Calendar header
H1	Bold (700)	1.875rem / 30px	1.2	-0.01em	Page Titles
H2	SemiBold (600)	1.5rem / 24px	1.3	-0.01em	Section Headers, Card Titles
H3	Medium (500)	1.25rem / 20px	1.4	0	Subsection Headers
Body Large	Regular (400)	1.125rem / 18px	1.6	0	Introduction text, Focal content
Body	Regular (400)	1rem / 16px	1.5	0	Standard paragraph text
Small	Regular (400)	0.875rem / 14px	1.5	0	Metadata, Secondary info
Caption	SemiBold (600)	0.75rem / 12px	1.5	0.05em	Labels, Uppercase tags, Status bar
Micro	SemiBold (600)	0.625rem / 10px	1.5	0.05em	Nav labels, badge text

3.3 Glass Mode Typography

In dark/glass mode, text uses opacity-based color hierarchy instead of hex values for seamless blending with translucent surfaces:

Token	Value	Usage
--text-primary	rgba(255, 255, 255, 0.95)	Headings, active labels, key data
--text-secondary	rgba(255, 255, 255, 0.60)	Body text, descriptions, subtitles
--text-tertiary	rgba(255, 255, 255, 0.35)	Disabled, placeholder, weekday labels

4. Spacing & Layout

4.1 Base Unit

4px Grid System. All spacing, sizing, and typography line-heights are multiples of 4.

Token	Size	Value
space-1	4px	0.25rem
space-2	8px	0.5rem
space-3	12px	0.75rem
space-4	16px	1rem
space-5	20px	1.25rem
space-6	24px	1.5rem
space-8	32px	2rem
space-10	40px	2.5rem
space-12	48px	3rem
space-16	64px	4rem

4.2 Containers

- **Mobile:** 100% width, 16px horizontal padding. Max calendar width: 480px.
- **Tablet:** Max-width 768px, centered, 24px padding.
- **Desktop:** Max-width 1200px, centered, 32px padding.

4.3 Component Gap System

Context	Gap	Notes
Between sections	24px (space-6)	Major content blocks
Between cards	10–16px	Event cards, stat cards
Inside card padding	16–20px	Standard glass containers
Grid cell gap	2–3px	Calendar day grid
Icon + text	6–12px	Inline label pairs
Nav items	space-around	Bottom navigation

5. Glassmorphism System

The liquid glassmorphism system is the signature visual layer of MedMentor AI's immersive interfaces. It creates a sense of depth, material, and space using layered translucency, blur, and light effects.

5.1 Glass Material Classes

Class	Background	Blur	Border	Shadow
.glass	rgba(255,255,255,0.12)	blur(40px)	rgba(255,255,255,0.20)	0 8px 32px rgba(0,0,0,0.3)
.glass-elevated	rgba(255,255,255,0.08)	blur(60px)	rgba(255,255,255,0.20)	0 20px 60px rgba(0,0,0,0.4)
.glass-subtle	rgba(255,255,255,0.05)	blur(20px)	rgba(255,255,255,0.08)	None
.glass-panel (light)	rgba(255,255,255,0.70)	blur(12px)	rgba(255,255,255,0.30)	Level 1

5.2 Glass Shine (Liquid Reflection)

A signature animated gradient overlay that simulates light passing across a glass surface. Applied via the ::after pseudo-element with pointer-events: none.

- **Gradient angle:** 135deg diagonal sweep.
- **Animation:** shineSlide, 6s ease-in-out infinite.
- **Peak opacity:** 8% (rgba(255,255,255,0.08)) to maintain subtlety.

5.3 Animated Background Orbs

Floating radial gradient orbs create a living, breathing canvas behind glass surfaces. Three orbs with different colors, sizes, and animation timings prevent visual repetition.

Orb	Size	Color Base	Blur	Animation Duration
Orb 1 (Blue)	500px	rgba(0,122,255,0.35)	80px	20s
Orb 2 (Purple)	400px	rgba(175,82,222,0.30)	80px	25s
Orb 3 (Pink)	350px	rgba(255,45,85,0.20)	80px	18s

5.4 CSS Implementation

```
.glass {
  background: rgba(255, 255, 255, 0.12);
  backdrop-filter: blur(40px);
  -webkit-backdrop-filter: blur(40px);
  border: 1px solid rgba(255, 255, 255, 0.2);
```

```
    box-shadow: 0 8px 32px rgba(0, 0, 0, 0.3);  
}  
  
.glass-elevated {  
background: rgba(255, 255, 255, 0.08);  
backdrop-filter: blur(60px);  
-webkit-backdrop-filter: blur(60px);  
border: 1px solid rgba(255, 255, 255, 0.2);  
box-shadow: 0 20px 60px rgba(0, 0, 0, 0.4),  
          0 0 0 1px rgba(255, 255, 255, 0.08);  
}
```

6. Elevation & Shadows

6.1 Light Mode Shadows

Level	Token	Value	Usage
1	shadow-sm	0 1px 3px rgba(0,0,0,0.1), 0 1px 2px rgba(0,0,0,0.06)	Cards at rest
2	shadow-md	0 4px 6px rgba(0,0,0,0.1), 0 2px 4px rgba(0,0,0,0.06)	Hover/active cards
3	shadow-lg	0 20px 25px rgba(0,0,0,0.1), 0 10px 10px rgba(0,0,0,0.04)	Modals, dropdowns

6.2 Dark / Glass Mode Shadows

Level	Token	Value	Usage
1	glass-shadow	0 8px 32px rgba(0,0,0,0.3)	Standard glass cards
2	glass-shadow-elevated	0 20px 60px rgba(0,0,0,0.4), inset glow	Dropdowns, modals
3	glass-shadow-fab	0 8px 30px rgba(0,122,255,0.5), ring 4px	FAB, primary CTA
4	today-pulse	Animated 0–30px, color-cycling	Today's date indicator

6.3 Focus Ring (Accent Glow)

All interactive elements receive a visible focus ring for keyboard navigation:

```
/* Light mode */
box-shadow: 0 0 0 3px rgba(0, 86, 210, 0.2);
border-color: #0056D2;

/* Glass mode */
box-shadow: 0 0 0 3px rgba(0, 122, 255, 0.2);
border-color: #007AFF;
```

7. Border Radius

Token	Value	Usage
radius-sm	8px	Buttons, tags, input fields, small badges
radius-md	12–16px	Calendar day cells, cards (light mode), dropdown items
radius-lg	22px	Glass containers, event cards, month selector
radius-xl	28px	Calendar card wrapper, modal sheets
radius-full	50% / 9999px	Icon buttons, avatar circles, FAB, color pickers

8. UI Components

8.1 Buttons

Variant	Background	Text	Border	Shadow	Hover
Primary	Trust Blue #0056D2	White	None	shadow-sm	Darken blue
Accent (CTA)	Gradient: #007AFF → #5856D6	White	None	0 4px 15px rgba(0,122,255,0.4)	translateY(-1px)
Secondary	White / glass-subtle	Slate 700	Slate 200	None	Slate 50 bg
Ghost	Transparent	Trust Blue	None	None	Blue-50 bg
Destructive	Rose #EF4444	White	None	shadow-sm	Darken rose
Icon Button	rgba(255,255,255,0.1) + blur	White	rgba(255,255,255,0.15)	None	scale(1.08)

All buttons: radius-sm (8px), min-height 44px, font-weight 600, transition 0.3s cubic-bezier(0.4, 0, 0.2, 1). Active state: scale(0.95) for tactile feedback.

8.2 Cards

Light Mode Cards

- **Background:** White (#FFFFFF)
- **Border:** 1px solid Slate 200
- **Radius:** 16px (radius-md)
- **Shadow:** shadow-sm
- **Hover:** translateY(-2px), shadow-md, border Blue-200

Glass Mode Cards

- **Background:** rgba(255,255,255,0.12) with glass-shine overlay
- **Border:** 1px solid rgba(255,255,255,0.20)
- **Radius:** 22px (radius-lg)
- **Shadow:** 0 8px 32px rgba(0,0,0,0.3)
- **Hover:** translateY(-2px), border-strong, shadow deepened

Event Cards

- **Layout:** Horizontal flex with 4px colored accent bar on the left edge.

- **Content:** Title (15px/600), Meta row with time badge and date label.
- **Avatar:** 36px circle with category emoji, background matches event color at 13% opacity.
- **Active:** scale(0.98) on press for haptic-style feedback.

8.3 Calendar Grid

Day Cells

- **Size:** Square (aspect-ratio: 1), in a 7-column CSS Grid with 3px gap.
- **Default:** 15px/500 weight, --text-primary color.
- **Other Month:** --text-tertiary (35% opacity white).
- **Hover:** rgba(255,255,255,0.08) background, scale(1.08).
- **Selected:** rgba(0,122,255,0.2) background with 1.5px solid accent border.
- **Today:** Accent gradient background, bold white text, animated pulse shadow (0–30px, 3s infinite).
- **Event Dots:** Up to 3 colored dots (5px diameter) below the date number.

Weekday Row

12px uppercase, font-weight 600, --text-tertiary, letter-spacing 0.5px. Consistent 8px vertical padding.

8.4 Dropdown Menus

Custom dropdown panels with iOS-grade presentation and clear visibility.

Month Selector Trigger

- **Container:** Glass material with glass-shine effect, radius-lg (22px).
- **Layout:** Month label (20px/700) + Year label (20px/400, accent-light color) + Chevron icon.
- **Chevron:** Rotates 180° on open (0.4s cubic-bezier).
- **Hover:** Background transitions to glass-bg-hover (18% white).

Dropdown Panel

- **Background:** rgba(30, 30, 50, 0.85) with blur(60px) — opaque enough for readability.
- **Border:** 1px solid rgba(255,255,255,0.15).
- **Shadow:** 0 25px 70px rgba(0,0,0,0.5), 0 0 0 1px rgba(255,255,255,0.05).
- **Entry animation:** opacity 0→1, translateY(-12px)→0, scale(0.97)→1 over 0.35s.
- **Max height:** 320px with styled scrollbar (4px track, 15% white thumb).

Dropdown Items

- **Padding:** 12px 16px, radius-sm (12px).
- **Font:** 15px/500, --text-secondary.
- **Hover:** rgba(255,255,255,0.1) background, promote to --text-primary.
- **Active/Selected:** Accent gradient background, white text, font-weight 600, checkmark suffix.
- **Active shadow:** 0 4px 15px rgba(0,122,255,0.4).

Year Navigator

Centered row above the month list with < / > navigation buttons. Year displayed in 17px/700 weight. Separated from month list with a 1px divider at 8% white opacity.

Select Dropdowns (Form Context)

- **Styling:** Custom appearance:none with matching glass-style input treatment.
- **Background:** rgba(255,255,255,0.06), border rgba(255,255,255,0.12).
- **Arrow:** Custom SVG chevron absolutely positioned (right: 14px).
- **Focus:** Accent border + 3px accent glow ring.
- **Options:** Background #1A1A30, white text for native dropdown readability.

8.5 Form Inputs

Light Mode

- **Background:** Slate 50 (#F8FAFC).
- **Border:** 1px solid Slate 300.
- **Radius:** radius-md (12px).
- **Focus:** Trust Blue ring (3px solid, 20% opacity) + blue border.

Glass Mode

- **Background:** rgba(255,255,255,0.06).
- **Border:** 1px solid rgba(255,255,255,0.12).
- **Radius:** radius-sm (12px).
- **Focus:** border-color: #007AFF, box-shadow: 0 0 0 3px rgba(0,122,255,0.2), bg promotes to 0.08.
- **Placeholder:** --text-tertiary (35% white).
- **Text:** 15px/500, --text-primary.

8.6 Modal / Bottom Sheet

- **Overlay:** rgba(0,0,0,0.5) with blur(8px) backdrop.
- **Sheet:** Slides up from bottom, rgba(25,25,45,0.92) with blur(60px).
- **Handle:** Centered 40px × 4px bar, rgba(255,255,255,0.2), radius 4px.
- **Border radius:** radius-xl top corners only (28px 28px 0 0).
- **Animation:** translateY(100%)→0 over 0.4s cubic-bezier(0.4, 0, 0.2, 1).
- **Shadow:** 0 -20px 60px rgba(0,0,0,0.4).

8.7 Color Picker

- **Layout:** Flex row with 10px gap, wrapping.
- **Options:** 32px circles with 2px transparent border.
- **Hover:** scale(1.15).
- **Selected:** 2px white border + 3px white ring (20% opacity) + checkmark overlay.

8.8 View Toggle (Segmented Control)

- **Container:** glass-subtle background, radius-md (16px), 4px padding.
- **Buttons:** Equal flex, 10px 16px padding, radius-sm (12px).
- **Active:** Accent gradient background, white text, 0 4px 15px blue shadow.
- **Inactive hover:** rgba(255,255,255,0.08), promote text to --text-primary.

9. Navigation

9.1 Bottom Tab Bar

- **Background:** rgba(15,15,30,0.8) with blur(40px).
- **Border:** 1px solid rgba(255,255,255,0.08) top only.
- **Items:** Icon (22px) + label (10px/600), flex column, centered.
- **Active:** Accent blue color + icon drop-shadow glow.
- **Inactive:** --text-tertiary (35% white).
- **Safe area:** padding-bottom includes env(safe-area-inset-bottom) for iOS.

9.2 Floating Action Button (FAB)

- **Size:** 56px circle.
- **Background:** Accent gradient (#007AFF → #5856D6).
- **Shadow:** 0 8px 30px rgba(0,122,255,0.5), 0 0 0 4px rgba(0,122,255,0.15).
- **Icon:** 28px “+” symbol, white.
- **Hover:** scale(1.1), rotate(90deg), shadow intensifies.
- **Active:** scale(0.95).
- **Position:** Fixed, 30px from bottom, right-aligned within max-width container.

9.3 Status Bar (iOS-Style)

Simulated iOS status bar with time (15px/700), and system icons (WiFi, battery) at 16px/white fill. Provides platform-native immersion in mobile views.

10. Animation & Motion

10.1 Easing Functions

Token	Value	Usage
ease-default	cubic-bezier(0.4, 0, 0.2, 1)	General transitions (Google Material standard)
ease-spring	cubic-bezier(0.4, 0, 0.2, 1)	Buttons, cards, scale interactions
ease-bounce	cubic-bezier(0.34, 1.56, 0.64, 1)	Playful feedback, checkmarks

10.2 Transition Defaults

- **Duration:** 0.25–0.35s for micro-interactions, 0.4s for layout shifts.

- **Properties:** all (for simple elements) or explicit (transform, opacity, background).

10.3 Key Animations

Animation	Duration	Easing	Description
fadeInUp	0.6s	cubic-bezier(0.4,0,0.2,1)	Page load entry. Staggered 50ms per element.
orbFloat1/2/3	18–25s	ease-in-out	Background orb floating. Different per orb.
shineSlide	6s	ease-in-out	Glass shine sweep across containers.
todayPulse	3s	ease-in-out	Glow pulse on today's calendar cell.
dropdown-enter	0.35s	cubic-bezier(0.4,0,0.2,1)	Scale + fade + translateY for menus.
modal-slide	0.4s	cubic-bezier(0.4,0,0.2,1)	Bottom sheet slide up from 100%.

10.4 Stagger Pattern

On page load, elements animate in sequence with 50ms delay increments (delay-1 through delay-6). This creates a cascading reveal that guides the eye from top to bottom.

11. Iconography

Library: Lucide React (primary) or Heroicons Outline (alternative).

Stroke Width: 2px — matches Inter Medium/SemiBold visual weight.

Style: Rounded joins and caps for approachable feel.

Sizes: 16px (status bar), 18px (header actions), 22px (nav), 28px (FAB).

Color in Glass Mode: currentColor, inherited from parent — typically --text-primary or --text-secondary.

Active state: filter: drop-shadow(0 2px 8px rgba(0,122,255,0.5)) for nav glow.

12. Accessibility (WCAG 2.2 AA)

12.1 Color Contrast

- **Light mode text:** Slate 600+ on White (minimum 4.5:1 ratio). Avoid Slate 400 on White for body text.
- **Glass mode text:** --text-primary (95% white) on glass surfaces ensures 7:1+ ratio against dark backgrounds.
- **Glass mode secondary:** --text-secondary (60% white) maintains 4.5:1 minimum against #0A0A1A base.
- **Interactive states:** All hover/active/focus states have visible contrast change.

12.2 Focus Management

- All interactive elements have a visible focus ring (Trust Blue / System Blue).
- Focus ring: 3px solid with 20% opacity glow — visible on both light and dark surfaces.
- Tab order follows visual layout: header → selector → calendar → toggle → events → nav.
- Modal traps focus and returns focus to trigger element on close.

12.3 Touch Targets

- Minimum 44px × 44px for all interactive elements (WCAG 2.2 AA).
- Calendar day cells: square aspect-ratio ensures adequate tap area.
- Icon buttons: 40px diameter with 4px invisible hit area extension.
- Bottom nav items: 16px horizontal padding creates generous touch zones.

12.4 Motion & Reduced Motion

All animations respect prefers-reduced-motion media query:

```
@media (prefers-reduced-motion: reduce) {
```

```
*, *::before, *::after {  
  animation-duration: 0.01ms !important;  
  transition-duration: 0.01ms !important;  
}  
}
```

12.5 Screen Reader Considerations

- Calendar cells include aria-label with full date (e.g., “Thursday, February 19, 2026”).
- Today’s cell includes aria-current="date".
- Event cards include aria-label combining title, time, and date.
- Dropdown state communicated via aria-expanded on trigger.
- Modal uses role="dialog" with aria-labelledby for the title.

13. CSS Custom Properties Reference

Complete token map for both light and glass/dark mode implementations:

13.1 Glass Mode Variables

```
:root {
  /* Glass surfaces */
  --glass-bg: rgba(255, 255, 255, 0.12);
  --glass-bg-hover: rgba(255, 255, 255, 0.18);
  --glass-border: rgba(255, 255, 255, 0.2);
  --glass-border-strong: rgba(255, 255, 255, 0.35);
  --glass-shadow: 0 8px 32px rgba(0, 0, 0, 0.3);
  --glass-shadow-elevated: 0 20px 60px rgba(0, 0, 0, 0.4);
  --glass-blur: blur(40px);
  --glass-blur-heavy: blur(60px);

  /* Accent colors */
  --accent: #007AFF;
  --accent-light: #5AC8FA;
  --accent-gradient: linear-gradient(135deg, #007AFF, #5856D6);

  /* Text hierarchy */
  --text-primary: rgba(255, 255, 255, 0.95);
  --text-secondary: rgba(255, 255, 255, 0.6);
  --text-tertiary: rgba(255, 255, 255, 0.35);

  /* Semantic */
  --danger: #FF3B30;
  --success: #34C759;
  --warning: #FF9500;
  --pink: #FF2D55;
  --purple: #AF52DE;
  --teal: #5AC8FA;

  /* Radii */
  --radius-sm: 12px;
  --radius-md: 16px;
  --radius-lg: 22px;
  --radius-xl: 28px;
}
```

13.2 Light Mode Variables

```
:root[data-theme='light'] {
  --bg-page: #F1F5F9;
  --bg-card: #FFFFFF;
  --bg-input: #F8FAFC;
  --border-default: #E2E8F0;
  --border-focus: #0056D2;
  --text-primary: #0F172A;
  --text-secondary: #334155;
  --text-tertiary: #64748B;
```

```
--accent: #0056D2;  
--accent-light: #00E8C6;  
}
```

14. Implementation Checklist

Use this checklist when building new screens or components to ensure design system compliance:

1. Font loaded: Inter (400, 500, 600, 700, 800) + Plus Jakarta Sans (700, 800).
2. CSS custom properties defined in :root for both light and glass themes.
3. All spacing on 4px grid. No arbitrary pixel values.
4. Touch targets $\geq 44\text{px}$ on all interactive elements.
5. Color contrast passes WCAG AA (4.5:1 for text, 3:1 for large text/UI).
6. Glassmorphism includes -webkit-backdrop-filter prefix for Safari.
7. Animations respect prefers-reduced-motion.
8. Focus rings visible on all buttons, inputs, and interactive elements.
9. Dropdowns use custom glass-elevated panels, not native browser selects (except in form contexts).
10. Modals use bottom-sheet pattern on mobile with drag handle.