

# 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 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
<code>ease-default</code>	<code>cubic-bezier(0.4, 0, 0.2, 1)</code>	General transitions (Google Material standard)
<code>ease-spring</code>	<code>cubic-bezier(0.4, 0, 0.2, 1)</code>	Buttons, cards, scale interactions
<code>ease-bounce</code>	<code>cubic-bezier(0.34, 1.56, 0.64, 1)</code>	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  $\geq 44$ 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.