Color Palette

Name	Hex Code	Usage
Light Beige	#FFEAC5	Backgrounds
Peach Cream	#FFDBB5	UI Containers, Tooltips
Dark Brown	#6C4E31	Primary Text, Icons
Deep Brown	#603F26	Buttons, Borders
Accent Orange	#D1763C	Active states, highlights

Typography

Font Name	Usage	Size (px)	Style
Press Start 2P	Titles, Buttons	16–20	Uppercase
ByteBounce	In-game Labels	12–14	Regular
Pixel Arial 11pt	Tooltips, Subtext	10–12	Regular

Button Styles

Descriptive Buttons (Text-Based)
- Shape: Rounded rectangle
- Padding: 16px horizontal, 8px vertical
- Hover: Slight bounce + brightness increase
- States:
  - **Default:** Dark Brown background, Light Beige text
  - **Hover:** Lighter Brown background, Bold text
  - **Pressed:** Shrink

Icon Buttons (Square)
- Size: 32x32px
- Icons: All
- Hover: Gentle scale-up animation
- Tooltip appears after 1s hover delay (optional)

Containers & Pop-Ups

Element	Size/Spacing	Style Description
Dialog Boxes	300x120px min	Pop-in animation, soft drop shadow
Inventory Window	Flexible	Grid layout with scroll
Daily Reward Box	220x160px	Center-aligned, contains icon + button below

Interaction Patterns

- **Hover Effects**: All interactive UI elements must respond visually
- **Pop-Ups**: Animate from scale `0.8 → 1.0`, duration: 200ms
- **Transitions**: Fade in/out (200ms) when switching menus or scenes
- **Loading**: Includes animated sign + progress bar with cat animation

Accessibility Notes

- Minimum contrast ratio for text: **4.5:1**
- Use text labels or tooltips for all icon-only buttons
- Avoid red/green-only indicators – include icons or text hints

Export & File Naming Convention

Asset Type	Format	Naming Example
UI Buttons	.PNG	`btn_[name]_idle.png`, `btn_[name]_hover.png`
Icons	.PNG	`icon_[name].png`
Pop-up Panels	.PNG	`popup_[name].png`
Sprite Sheets	.PNG / .GIF	`anim_[element]_sheet.png`, `anim_[element].gif`