Descriptive Buttons (Text-Based)

State	Behavior
Idle	Default color (#6C4E31), with 2px border
Hover	Slight scale up (105%), color shift to #603F26, cursor changes to pointer
Clicked	Quick scale down to 95%, plays click sound
Disabled	Opacity reduced to 60%, no hover/click interaction

Animation Duration: 150ms

Transition Type: Ease-in-out

Icon Buttons

State	Behavior
Idle	Static 32x32px sprite
Hover	Icon bounces slightly (3px vertical) + subtle glow
Clicked	Slight rotation or shrink animation (optional)

Tooltip Delay: 1 second

Animation Duration: 120ms

Pop-Ups / Panels

Event	Behavior
Open	Scale from 0.8 to 1.0, fade in (opacity 0 → 100%)
Close	Scale down to 0.8, fade out (opacity 100% → 0%)
Background	Dimmed overlay with rgba(0,0,0,0.4), disables interaction behind

Animation Duration: 200ms

Transition Type: Ease-out

Dialog Boxes (Narrative/Cutscene)

| Triggered By | Character interactions or tutorial steps |

| Behavior | Slides upward into view + scale in from 90% to 100% |

| Buttons | "Next" and "Skip" animate with soft bounce on hover |

Fade-In Text Delay: 0.3s per line (optional typing effect)

Loading Screen

State	Behavior
Initial	Background fades in
Progress Bar	Grows from 0% to 100% width with `ease-in` curve
Cat Sprite	Loops idle animation while loading occurs
Sign Element	Hangs and swings subtly every few seconds

Total Loading Animation Time: Synced with loading duration

Daily Rewards Pop-Up

State	Behavior
Show	Pops in with upward scale effect (0.9 → 1.0)
Claim Button	Glows and pulses every 2 seconds until clicked
Close	Exit icon rotates slightly before fading out

File Naming Conventions (Used in Animation Files)

Component	Animation State	File Name Example
Start Button	Hover	`btn_start_hover.png`

Pop-up Panel	Open Animation	`popup_settings_open.gif`
Dialog Box	Entry	`dialog_intro_slidein.png`
Reward Button	Glow Loop	`btn_claim_loop.gif`

Implementation Notes

- All transitions use **ease-in-out** unless specified.
- Animations are **non-blocking** — user can still interact with other buttons unless modal is active.
- Keep sprite animations under **200ms** for responsiveness.