



Roast Duck & Cranberries

Design System - v 1.0

Comprehensive Reference Guide for Design & Engineering Teams

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1. Foundation

1.1 Color Palette

The Roast Duck & Cranberries palette draws from warm earth tones — rich siennas, golden ambers, and deep espresso browns — punctuated by a cranberry-red accent. This palette conveys warmth, trust, and approachability while meeting WCAG 2.1 AA contrast requirements for all text-on-surface pairings.








Primary Palette

Token	Swatch	Hex	RGB	Contrast vs White	Contrast vs #3B2507
--color-primary-900		#3B2507	59, 37, 7	14.4:1 (AAA)	1.0:1 (Fail)
--color-primary-800		#5C3A0E	92, 58, 14	10.2:1 (AAA)	1.4:1 (Fail)
--color-primary-700		#6B4513	107, 69, 19	8.4:1 (AAA)	1.7:1 (Fail)
--color-primary-600		#8B5E2B	139, 94, 43	5.6:1 (AA)	2.6:1 (Fail)
--color-primary-500		#A0522D	160, 82, 45	5.6:1 (AA)	2.6:1 (Fail)
--color-primary-400		#B8733D	184, 115, 61	3.8:1 (AA-lg)	3.8:1 (AA-lg)
--color-primary-300		#D4945A	212, 148, 90	2.6:1 (Fail)	5.6:1 (AA)
--color-primary-200		#E8BF8E	232, 191, 142	1.7:1 (Fail)	8.4:1 (AAA)
--color-primary-100		#F5DFC5	245, 223, 197	1.3:1 (Fail)	11.2:1 (AAA)
--color-primary-50		#FDF3E7	253, 243, 231	1.1:1 (Fail)	13.2:1 (AAA)











Secondary / Accent Palette

Token	Swatch	Hex	RGB	Contrast vs White	Contrast vs #3B2507
--color-secondary-900		#5C4300	92, 67, 0	9.3:1 (AAA)	1.6:1 (Fail)
--color-secondary-800		#7A5A00	122, 90, 0	6.4:1 (AA)	2.3:1 (Fail)
--color-secondary-700		#9E7400	158, 116, 0	4.2:1 (AA-lg)	3.4:1 (AA-lg)
--color-secondary-600		#C49000	196, 144, 0	2.9:1 (Fail)	5.0:1 (AA)
--color-secondary-500		#E5A800	229, 168, 0	2.1:1 (Fail)	6.8:1 (AA)
--color-secondary-400		#F5C542	245, 197, 66	1.6:1 (Fail)	8.9:1 (AAA)
--color-secondary-300		#FFD966	255, 217, 102	1.4:1 (Fail)	10.6:1 (AAA)
--color-secondary-200		#FFE699	255, 230, 153	1.2:1 (Fail)	11.7:1 (AAA)
--color-secondary-100		#FFF2CC	255, 242, 204	1.1:1 (Fail)	12.9:1 (AAA)
--color-secondary-50		#FFFAEB	255, 250, 235	1.0:1 (Fail)	13.8:1 (AAA)



Cranberry / Red Accent




Token	Swatch	Hex	RGB	Contrast vs White
--color-red-700		#8B1A1A	139, 26, 26	9.3:1 (AAA)
--color-red-600		#A82020	168, 32, 32	7.3:1 (AAA)
--color-red-500		#C62828	198, 40, 40	5.6:1 (AA)
--color-red-400		#E53935	229, 57, 53	4.2:1 (AA-lg)
--color-red-300		#EF5350	239, 83, 80	3.5:1 (AA-lg)
--color-red-200		#EF9A9A	239, 154, 154	2.2:1 (Fail)
--color-red-100		#FFCDD2	255, 205, 210	1.4:1 (Fail)

Neutral Palette

Token	Swatch	Hex	RGB	Contrast vs White
--color-neutral-900		#1C1410	28, 20, 16	18.2:1 (AAA)
--color-neutral-800		#2E2419	46, 36, 25	15.2:1 (AAA)
--color-neutral-700		#4A3C2E	74, 60, 46	10.6:1 (AAA)
--color-neutral-600		#6B5D4F	107, 93, 79	6.4:1 (AA)
--color-neutral-500		#8D7F71	141, 127, 113	3.9:1 (AA-lg)
--color-neutral-400		#A89E94	168, 158, 148	2.6:1 (Fail)
--color-neutral-300		#C4BCB4	196, 188, 180	1.9:1 (Fail)
--color-neutral-200		#DDD7D1	221, 215, 209	1.4:1 (Fail)
--color-neutral-100		#EEEEAE6	238, 234, 230	1.2:1 (Fail)
--color-neutral-50		#F9F6F3	249, 246, 243	1.1:1 (Fail)

Semantic / Status Colors

Token	Swatch	Hex	Usage
--color-success-500		#4CAF50	Success states, completed badges, XP earned
--color-success-100		#E8F5E9	Success background tint
--color-warning-500		#FF9800	Warnings, in-progress, attention needed
--color-warning-100		#FFF3E0	Warning background tint
--color-error-500		#E53935	Errors, destructive actions, critical alerts

Token	Swatch	Hex	Usage
--color-error-100		#FFEDEE	Error background tint
--color-info-500		#2196F3	Informational highlights, links, tips
--color-info-100		#E3F2FD	Info background tint

1.2 Typography Scale

The type system uses a modular scale of 1.25 (Major Third) anchored at a 16 px base. Primary typeface: a humanist sans-serif such as **Inter** or **Source Sans Pro** for body text. Display / hero: **DM Serif Display** or a warm slab-serif for large headings. Monospace: **JetBrains Mono** for code and token references.

Style	Token	Size	Weight	Line Height	Letter Sp.	Usage
Display	<code>--type-display</code>	48 px	700	56 px (1.17)	-0.02 em	Hero banners, splash
H1	<code>--type-h1</code>	36 px	700	44 px (1.22)	-0.015 em	Page titles
H2	<code>--type-h2</code>	28 px	700	36 px (1.29)	-0.01 em	Section headers
H3	<code>--type-h3</code>	22 px	600	28 px (1.27)	0	Sub-sections
H4	<code>--type-h4</code>	18 px	600	24 px (1.33)	0	Card titles, dialog titles
H5	<code>--type-h5</code>	16 px	600	22 px (1.38)	0.005 em	Labels, sub-headers
Body LG	<code>--type-body-lg</code>	16 px	400	24 px (1.5)	0	Primary body text
Body	<code>--type-body</code>	14 px	400	20 px (1.43)	0	Default body text
Body SM	<code>--type-body-sm</code>	13 px	400	18 px (1.38)	0.005 em	Secondary info
Caption	<code>--type-caption</code>	12 px	400	16 px (1.33)	0.01 em	Timestamps, meta
Overline	<code>--type-overline</code>	11 px	600	16 px (1.45)	0.08 em	Section overlines (UC)
Micro	<code>--type-micro</code>	10 px	500	14 px (1.4)	0.02 em	Badges, status pills

Font Stack Tokens

```
--font-family-sans: 'Inter', 'Source Sans Pro', system-ui, sans-serif;
--font-family-display: 'DM Serif Display', Georgia, serif;
--font-family-mono: 'JetBrains Mono', 'Fira Code', monospace;
```

1.3 Spacing System

Spacing is based on a **4 px base unit**. All margin, padding, and gap values are multiples of 4 px. This creates a consistent vertical rhythm and horizontal alignment grid.

Token	Value	px	Usage
<code>--space-0</code>	0	0	Reset / collapse
<code>--space-1</code>	0.25rem	4	Tight: icon-to-label gap

Token	Value	px	Usage
--space-2	0.5rem	8	Compact: inline elements, badge padding
--space-3	0.75rem	12	Default inner padding
--space-4	1rem	16	Standard padding, form field gap
--space-5	1.25rem	20	Card internal padding
--space-6	1.5rem	24	Section gap, card spacing
--space-8	2rem	32	Large section breaks
--space-10	2.5rem	40	Panel top/bottom padding
--space-12	3rem	48	Major section divider
--space-16	4rem	64	Page-level vertical space
--space-20	5rem	80	Hero/banner breathing room

Rule: Never use arbitrary pixel values. All spacing must reference a token. When designing new components, snap to the nearest token value.

1.4 Grid & Layout System

The layout system is a responsive 12-column fluid grid. Column count, gutter width, and margins adapt at each breakpoint.

Breakpoint	Token	Min Width	Columns	Gutter	Margin	Max Content
Mobile S	<code>--bp-xs</code>	320 px	4	16 px	16 px	100%
Mobile L	<code>--bp-sm</code>	480 px	4	16 px	20 px	100%
Tablet	<code>--bp-md</code>	768 px	8	24 px	32 px	720 px
Desktop S	<code>--bp-lg</code>	1024 px	12	24 px	40 px	960 px
Desktop L	<code>--bp-xl</code>	1280 px	12	32 px	auto	1200 px
Wide	<code>--bp-2xl</code>	1440 px	12	32 px	auto	1344 px

1.5 Elevation / Shadow System

Elevation communicates interactive hierarchy. Higher elevation = more interactive or floating.

Level	Token	CSS Value	Usage
0	<code>--shadow-none</code>	<code>none</code>	Flat surfaces
1	<code>--shadow-xs</code>	<code>0 1px 2px rgba(59,37,7,0.06)</code>	Cards at rest, subtle depth
2	<code>--shadow-sm</code>	<code>0 2px 4px rgba(59,37,7,0.08)</code>	Hovered cards, raised buttons
3	<code>--shadow-md</code>	<code>0 4px 12px rgba(59,37,7,0.10)</code>	Dropdowns, floating menus
4	<code>--shadow-lg</code>	<code>0 8px 24px rgba(59,37,7,0.12)</code>	Modals, dialogs, tooltips
5	<code>--shadow-xl</code>	<code>0 16px 48px rgba(59,37,7,0.16)</code>	Top-level overlays

1.6 Border Radius Tokens

Border radii follow the kit's warm, rounded aesthetic. The UI kit consistently uses generous radii on buttons and cards with fully rounded pills for tags.

Token	Value	Usage
<code>--radius-none</code>	0	Sharp edges (tables, code blocks)

Token	Value	Usage
<code>--radius-sm</code>	4 px	Small inputs, compact elements
<code>--radius-md</code>	8 px	Buttons, standard cards, form fields
<code>--radius-lg</code>	12 px	Large cards, panels, dialogs
<code>--radius-xl</code>	16 px	Hero cards, modals
<code>--radius-2xl</code>	24 px	Feature callouts, banners
<code>--radius-full</code>	9999 px	Pills, avatar circles, toggle knobs

1.7 Iconography Guidelines

Icons in the kit use a warm, rounded style that complements the typography. They should feel friendly and approachable, never sharp or clinical.

Property	Token / Value	Notes
Default size	<code>--icon-md: 24 px</code>	Inline with body text, navigation items
Small	<code>--icon-sm: 16 px</code>	Captions, badges, compact UI
Large	<code>--icon-lg: 32 px</code>	Hero actions, empty states
XL	<code>--icon-xl: 48 px</code>	Feature cards, onboarding
Stroke weight	1.5 px	Consistent across all sizes
Optical padding	2 px per side	Inside touch target, keeps icon centered
Color	Inherits <code>--color-neutral-700</code>	Override with semantic color for status

Usage Rules: Always pair icons with visible labels except in well-established patterns (close, search, menu). Provide aria-label or sr-only text for icon-only buttons. Do not scale icons below 16 px. Maintain 8 px minimum gap between icon and adjacent label.

2. Components

Each component is documented with its anatomy, variants, states, sizing specs, accessibility requirements, and do/don't guidance. Design tokens are used throughout for implementation-agnostic portability.

2.1 Buttons

Buttons trigger actions. The kit features a primary CTA button in warm brown with gold accent, secondary outlined variants, and icon-paired utility buttons.

Variants

Variant	Background	Text	Border	Usage
Primary	--color-primary-800	--color-secondary-300	none	Main CTA: 'Continue', 'Submit'
Secondary	transparent	--color-primary-700	--color-primary-300	Alternative actions
Ghost	transparent	--color-primary-600	none	Tertiary, low-emphasis
Danger	--color-red-500	#FFFFFF	none	Destructive: 'Delete', 'Remove'
Icon-only	transparent	--color-neutral-600	none	Toolbar actions (close, more)

States

State	Visual Change	Token Override
Default	Resting appearance	—
Hover	Lighten bg 8%, cursor: pointer	filter: brightness(1.08)
Active	Darken bg 6%, scale(0.98)	filter: brightness(0.94)
Focus	2 px ring --color-secondary-400, offset 2 px	--ring-color, --ring-offset
Disabled	opacity: 0.4, cursor: not-allowed	pointer-events: none
Loading	Spinner replaces label, same dimensions	--spinner-size: 16px

Anatomy

[Leading Icon (optional)] + [Label Text] + [Trailing Icon / Chevron (optional)]. Padding: 10 px vertical, 20 px horizontal (md size). Min-width: 80 px. Height tokens: sm = 32 px, md = 40 px, lg = 48 px.

Sizing Specs

Size	Height	Padding X	Font Size	Icon Size	Radius
sm	32 px	12 px	13 px	16 px	--radius-md
md	40 px	20 px	14 px	20 px	--radius-md
lg	48 px	24 px	16 px	24 px	--radius-lg

Accessibility

Role: `button` (native `<button>` element). Keyboard: Enter/Space to activate. Focus: visible 2 px ring. Disabled buttons: use `aria-disabled="true"` instead of the HTML `disabled` attribute to keep them in the tab order with a tooltip explanation. Icon-only: always provide `aria-label`.

Do's and Don'ts

■ **DO:** Use a single primary CTA per view. Pair icons with text labels. Use verb-first labels ('Save Draft', 'Continue').

■ **DON'T:** Stack multiple primary buttons side by side. Use vague labels like 'Click Here'. Disable without explaining why.

2.2 Inputs & Form Controls

Form inputs follow a warm, rounded style with clear focus and error states. The kit shows search bars, text fields, file upload zones, and toggle switches.

Text Input

Property	Token / Value
Height	40 px (md), 32 px (sm), 48 px (lg)
Background	--color-neutral-50
Border	1 px solid --color-neutral-300
Border (focus)	2 px solid --color-secondary-500
Border (error)	2 px solid --color-error-500
Border radius	--radius-md (8 px)
Padding	0 12 px (with 8 px icon gap)
Placeholder	--color-neutral-400, italic
Label	--type-body-sm, --color-neutral-700, 4 px below
Helper text	--type-caption, --color-neutral-500
Error message	--type-caption, --color-error-500

Toggle / Switch

Track size: 44 x 24 px. Knob: 20 px circle. Off bg: --color-neutral-300. On bg: --color-secondary-500. Transition: 150 ms ease. Keyboard: Space to toggle. Role: `switch` with `aria-checked`.

Checkbox & Radio

Size: 20 x 20 px. Border: 2 px --color-neutral-400 (unchecked), bg --color-secondary-500 (checked). Checkmark/dot: --color-white. Radius: 4 px (checkbox), 50% (radio). Focus ring: 2 px --color-secondary-400 offset 2 px.

Select / Dropdown Input

Same dimensions as text input. Trailing chevron icon. Opens a dropdown panel (see section 2.13). Arrow key navigation through options. Esc to close.

File Upload

The kit shows a drop zone with dashed border (`--color-neutral-300`, 2 px dashed). Upload icon (24 px) centered above instructional text. Drag-over state: `bg --color-secondary-50`, `border --color-secondary-400`. CTA button inside: 'Attach File' (primary small). Uploaded file shown as chip with filename + remove icon.

Accessibility (All Inputs)

All inputs require a visible `<label>` linked via `for/id`. Error messages use `aria-describedby` pointing to the error element. Required fields: `aria-required="true"`. Invalid fields: `aria-invalid="true"`.

2.3 Cards

Cards are the primary content container in the kit, used for gamification stats (points, XP, achievements), navigation items, and informational panels. They feature warm cream backgrounds with subtle shadows.

Property	Token	Value
Background	<code>--surface-card</code>	#FFFAF5
Border	<code>--border-card</code>	1 px solid <code>--color-neutral-200</code>
Border radius	<code>--radius-lg</code>	12 px
Shadow	<code>--shadow-xs</code>	0 1px 2px <code>rgba(59,37,7,0.06)</code>
Shadow hover	<code>--shadow-sm</code>	0 2px 4px <code>rgba(59,37,7,0.08)</code>
Padding	<code>--space-5</code>	20 px
Gap (stacked)	<code>--space-6</code>	24 px between cards

Card Variants

Stat Card: Displays a metric (1.7K Points, 1,955 XP, 580 Achievers) with icon, number, and label. Dark background variant (`--color-primary-800`) with light text.

Action Card: Contains a call-to-action row — text + chevron. E.g., 'Welcome back, ready to continue?'

Content Card: Header + body + optional footer with social stats (views, comments, XP).

Calendar Card: Month view with date grid, event markers, and navigation arrows.

Accessibility

If clickable, wrap in `<a>` or `<button>` with descriptive text. Stat cards: use `aria-label` combining number + label (e.g., '1,700 Points'). Interactive cards must have visible focus ring.

2.4 Modals & Dialogs

The kit's dialog UI features a 'Congratulations' celebration modal with confetti decoration, reward breakdown list, and a primary CTA. Dialogs use a dark overlay backdrop.

Property	Token	Value
Backdrop	<code>--overlay-bg</code>	<code>rgba(28,20,16,0.6)</code>
Container bg	<code>--surface-card</code>	#FFFAF5
Border radius	<code>--radius-xl</code>	16 px

Property	Token	Value
Shadow	<code>--shadow-lg</code>	0 8px 24px rgba(59,37,7,0.12)
Max width	<code>--dialog-max-w</code>	480 px
Padding	<code>--space-6</code>	24 px
Header bg	<code>--color-primary-800</code>	Dark strip with decorative accents
Title style	<code>--type-h3</code>	22 px, 600 weight, <code>--color-secondary-300</code>
Close button	<code>top-right</code>	24 px icon, 8 px inset from edge

Accessibility

Role: dialog with `aria-modal="true"`. Focus trapped within dialog. Esc to close. On open, focus moves to first interactive element or the close button. On close, focus returns to the trigger element. Use `aria-labelledby` pointing to the title.

2.5 Navigation

The kit demonstrates a top navigation header with the product title, contextual prompts, and a 'Continue' action. Side navigation is shown via a vertical menu list with icons.

Top Navigation Bar

Property	Value
Height	56 px (mobile), 64 px (desktop)
Background	--color-primary-900
Title	--type-h4, --color-secondary-300, uppercase
Nav items	--type-body, --color-neutral-100
Active indicator	2 px bottom border, --color-secondary-500
Padding X	--space-6 (24 px)

Side Navigation / Menu List

Vertical list items: 48 px height, icon (24 px) + label + optional chevron. Active item: bg --color-secondary-100, text --color-primary-700. Hover: bg --color-neutral-100. Dividers between groups.

Tabs

The calendar panel shows month tabs (August, September, October) with pill-style selection. Active tab: bg --color-secondary-500, text --color-primary-900. Inactive: bg transparent, text --color-neutral-600. Role: `tablist > tab > tabpanel`. Arrow keys navigate between tabs.

Breadcrumbs

Separator: chevron icon (16 px). Text: --type-body-sm, --color-neutral-500. Current page: --color-primary-700, font-weight 600. Wrap in `<nav aria-label="Breadcrumb">`.

2.6 Tables

Data tables inherit the warm palette. Header row uses --color-primary-700 background with white text. Alternating row backgrounds: white and --color-neutral-50. Border: 1 px --color-neutral-200. Cell padding: 12 px H, 8 px V. Sortable columns show a directional arrow icon. Hover row: bg --color-secondary-50.

Accessibility

Use semantic `<table>`, `<thead>`, `<tbody>`. Provide `<caption>` or `aria-label`. Sortable headers: `aria-sort` attribute.

2.7 Alerts & Toasts

The kit shows notification banners (e.g., 'Great job! You just hit a new milestone!') using a golden-amber background with icon + text + optional dismiss action.

Variant	Background	Icon Color	Text Color
Success	--color-success-100	--color-success-500	--color-neutral-800
Warning	--color-warning-100	--color-warning-500	--color-neutral-800
Error	--color-error-100	--color-error-500	--color-neutral-800
Info	--color-info-100	--color-info-500	--color-neutral-800
Milestone	--color-secondary-100	--color-secondary-600	--color-primary-800

Toasts auto-dismiss after 5 s (configurable). Role: `alert` or `status`. Position: `top-center` or `bottom-center`. Min-height: 48 px. Radius: `--radius-lg`.

2.8 Tooltips

The kit references 'Engaging tooltips' as a teaching mechanism. Tooltips use the dark surface color for maximum contrast.

Property	Value
Background	<code>--color-primary-900</code>
Text color	<code>--color-neutral-50</code>
Font size	<code>--type-caption (12 px)</code>
Padding	<code>6 px 12 px</code>
Border radius	<code>--radius-sm (4 px)</code>
Shadow	<code>--shadow-md</code>
Arrow	<code>6 px CSS triangle, same bg</code>
Max width	<code>240 px</code>
Delay	<code>200 ms show, 100 ms hide</code>

Role: `tooltip`. Trigger via `aria-describedby`. Visible on hover and keyboard focus. Esc to dismiss.

2.9 Badges & Tags

The kit uses pill-shaped badges for gamification (XP, points, achievements) and status indicators. They appear alongside metrics and in social stat bars.

Variant	Background	Text	Example
XP Badge	<code>--color-secondary-500</code>	<code>--color-primary-900</code>	+250 XP
Points Badge	<code>--color-primary-600</code>	<code>#FFFFFF</code>	1.7K Points
Achievement	<code>--color-red-500</code>	<code>#FFFFFF</code>	12 Achievements
Count Badge	<code>--color-primary-800</code>	<code>--color-secondary-300</code>	1.2K
Status (active)	<code>--color-success-100</code>	<code>--color-success-500</code>	Complete

Size: 24 px height (sm), 28 px (md). Padding: 4 px 10 px. Radius: `--radius-full`. Font: `--type-micro` (10 px, 500 weight). Accessibility: Use `aria-label` that reads the full context (e.g., '250 experience points earned').

2.10 Avatars

Circular avatars appear in profile sections and social interactions. Sizes: xs (24 px), sm (32 px), md (40 px), lg (56 px), xl (80 px). Fallback: initials on `--color-primary-300` background with `--color-primary-800` text. Border: 2 px `--color-white` (on dark bg) or 2 px `--color-neutral-200`. Status dot: 8 px circle, positioned bottom-right, semantic color.

2.11 Pagination

Page numbers: 36 px square, `--radius-md`. Active page: bg `--color-secondary-500`, text `--color-primary-900`. Inactive: bg transparent, text `--color-neutral-600`. Hover: bg `--color-neutral-100`. Prev/Next arrows with labels. Ellipsis for ranges > 7 visible pages. Nav with `aria-label="Pagination"`, active page `aria-current="page"`.

2.12 Accordions

Expandable sections for FAQ, settings, and progressive disclosure. Header: 48 px height, icon + title + chevron that rotates 180° on expand. Content area: padding `--space-4`, collapsible with 200 ms ease transition. Border: bottom 1 px `--color-neutral-200` between items. Use `aria-expanded` on trigger, `aria-controls` pointing to panel.

2.13 Dropdowns

Floating menu panel. Background: `--surface-card`. Shadow: `--shadow-md`. Radius: `--radius-lg`. Item height: 40 px. Hover: bg `--color-neutral-100`. Active: bg `--color-secondary-100`, text `--color-primary-700`. Dividers between groups. Max-height: 320 px with scroll. Arrow key navigation, Home/End, type-ahead character matching. Role: `menu > menuitem`.

2.14 Progress Indicators

The kit features prominent progress bars showing step completion ('2 / 4 Steps Completed', 'Level 7 | 80% Complete'). Multi-color segmented bars are used for gamification progress.

Property	Value
Track height	8 px (default), 12 px (prominent)
Track bg	<code>--color-neutral-200</code>
Fill bg	Linear gradient: <code>--color-secondary-500</code> to <code>--color-secondary-300</code>
Border radius	<code>--radius-full</code>

Property	Value
Step indicator	24 px circle, number inside, active: <code>--color-secondary-500</code>
Label position	Below bar: '2 / 4 Steps Completed' left, 'Continue' button right
Percent label	Centered in or above track: <code>--type-caption</code>

Accessibility: Use `role="progressbar"` with `aria-valuenow`, `aria-valuemin`, `aria-valuemax`, and `aria-label`.

2.15 Dividers

Horizontal rule: 1 px solid `--color-neutral-200`. Vertical divider: 1 px solid `--color-neutral-200`, height auto. Margin: `--space-4` above and below. Decorative variant: 2 px `--color-secondary-500` (used as accent separator in kit header). Role: `separator` for semantic dividers, or `role="none"` for decorative.

3. Patterns

3.1 Form Layouts & Validation

Layout: Single-column forms for mobile. Two-column for desktop when fields are short (name + email). Labels above inputs (never floating labels as primary pattern — they fail accessibility heuristics). Group related fields with fieldset/legend.

Validation: Validate on blur for individual fields, on submit for the full form. Show inline error messages below the field with error icon + red text. Use `aria-invalid` and `aria-describedby`. Success state: green check icon beside the field, no separate message unless complex. Disable submit until required fields are complete or show a summary error banner at top.

3.2 Empty States

When no data is available, show an illustration (warm-toned, on-brand) centered in the content area. Include a headline (`--type-h4`), a short description (`--type-body`, `--color-neutral-500`), and a primary CTA button. Example: 'No achievements yet — Start your first quest!' Vertical spacing: `--space-6` between illustration and text, `--space-4` between text and button.

3.3 Loading States

Skeleton screens: Replace card content with animated placeholder blocks. Background: `--color-neutral-100`. Shimmer gradient: `--color-neutral-200` to `--color-neutral-100`. Animation: 1.5 s infinite ease-in-out. Match the shape of the element being loaded (rounded rects for text, circles for avatars).

Spinners: Circular, 24 px default. Stroke: 2 px `--color-secondary-500` with transparent tail. Used inside buttons during action processing.

Progressive loading: Show the layout shell immediately, populate data regions as they resolve. Progress bar at top for multi-step operations.

3.4 Error Handling Patterns

Field-level: Red border + error message below field. Icon: exclamation circle.

Form-level: Alert banner at top of form listing all errors with anchor links to fields.

Page-level (404/500): Full-page empty state with warm illustration, title, description, and 'Go Home' CTA.

Network error: Toast notification with retry button. Auto-retry with exponential backoff for background operations.

3.5 Responsive Adaptation Rules

Component	Desktop (>1024 px)	Tablet (768-1023 px)	Mobile (<768 px)
Top nav	Full horizontal links	Hamburger + drawer	Hamburger + full-screen
Cards	3-4 column grid	2 column	Single column stack
Dialog	Centered overlay, max 480px	Centered overlay	Full-screen bottom sheet
Tables	Full table	Horizontal scroll	Card-based layout
Calendar	3 months side by side	2 months	1 month, swipe
Progress bar	Inline with text	Same	Full-width, text below
Stat cards	Horizontal row of 3	2+1 wrap	Vertical stack

3.6 Dark Mode Token Mapping

Dark mode inverts the surface/text relationship while preserving accent warmth. Accent colors remain largely unchanged; surfaces shift to deep browns.

Light Token	Light Value	Dark Value	Dark Token Note
--surface-page	#FFFFFF	#1C1410	neutral-900
--surface-card	#FFFAF5	#2E2419	neutral-800
--surface-elevated	#FFFFFF	#3B2507	primary-900
--text-primary	#1C1410	#F9F6F3	neutral-50
--text-secondary	#6B5D4F	#C4BCB4	neutral-300
--border-default	#DDD7D1	#4A3C2E	neutral-700
--color-secondary-500	#E5A800	#FFD966	Brighter for contrast
--color-primary-500	#A0522D	#D4945A	Lighter for legibility

4. Content & Voice

4.1 Microcopy Guidelines

The kit's copy is warm, encouraging, and gamification-oriented. It celebrates user progress ('Great job!', 'Congratulations!', 'Way to go! Keep it up!') and uses friendly prompts ('Welcome back, ready to continue?', 'Need help completing this step?').

Element	Pattern	Example
Button label	Verb + object, 2-3 words max	Continue, Attach File, Watch Quick Tips
Success message	Celebration + specific reward	You've completed this task and earned +150 XP!
Placeholder	Instructional, starts with verb	Search..., Drag a destination...
Error message	What happened + how to fix	File too large. Max size is 10 MB.
Empty state	Explain + invite action	No comments yet. Start the conversation!
Progress label	Current / total + unit	2 / 4 Steps Completed
Tooltip / Tip	TIP: prefix + actionable advice	TIP: Use playback speed controls to learn faster!

4.2 Capitalization & Punctuation

Element	Rule	Example
Headings / Titles	Title Case	UI Kit: Roast Duck & Cranberries
Button labels	Title Case	Attach File, Watch Quick Tips
Body / descriptions	Sentence case	You've completed this task and earned +150 XP!
Badges / metrics	All Caps or Title Case	1.2K, AUGUST, XP
Overlines	ALL CAPS	SECTION HEADER
Tooltips	Sentence case	Use the playback speed controls to learn faster!

Punctuation rules: Use exclamation marks sparingly and only in celebratory contexts. No periods on button labels. Use an ellipsis for truncation, never mid-word. Oxford comma in lists. Em dash with no spaces for parenthetical phrases.

4.3 Tone Principles

- **Warm & Encouraging:** Celebrate every milestone. Use 'Great job!', 'Keep it up!', and emoji accents (■ ■) where appropriate.
- **Clear & Direct:** Front-load the most important information. Keep sentences under 20 words. Avoid jargon.
- **Supportive, Not Patronizing:** Offer help proactively ('Need help completing this step?') but respect user autonomy. Never blame the user for errors.
- **Action-Oriented:** Every screen should have a clear next step. Copy should guide users forward, not just describe.
- **Consistent Gamification Voice:** Points, XP, Achievements, and Levels are first-class vocabulary. Always capitalize these game elements.

5. Accessibility Standards

5.1 WCAG 2.1 AA Compliance Checklist

Criterion	Guideline	Requirement
1.1.1	Non-text Content	All images, icons have text alternatives
1.3.1	Info & Relationships	Semantic HTML, ARIA landmarks, headings hierarchy
1.4.1	Use of Color	Color is not the only means of conveying information
1.4.3	Contrast (Minimum)	4.5:1 text, 3:1 large text / UI components
1.4.4	Resize Text	Content usable at 200% zoom
1.4.11	Non-text Contrast	3:1 for UI components and graphical objects
1.4.12	Text Spacing	No loss of content with increased spacing
2.1.1	Keyboard	All functionality keyboard-accessible
2.1.2	No Keyboard Trap	Focus can be moved away from any component
2.4.3	Focus Order	Logical, meaningful tab sequence
2.4.6	Headings & Labels	Descriptive headings and labels
2.4.7	Focus Visible	Visible focus indicator on all interactive elements
2.5.5	Target Size	44 x 44 px minimum touch target (enhanced)
3.2.1	On Focus	No unexpected context changes on focus
3.3.1	Error Identification	Errors described in text, not color alone
3.3.2	Labels or Instructions	Input fields have associated labels
4.1.2	Name, Role, Value	All UI components have accessible names, roles

5.2 Color Contrast Requirements

All text on surface pairings must meet WCAG AA (4.5:1 for normal text, 3:1 for large text at 18 px+ or 14 px+ bold). UI component boundaries (e.g., input borders, button outlines) must meet 3:1 against their background.

Key pairings validated:

Pairing	Ratio	AA Normal	AA Large	AAA
--color-primary-800 on White	10.2:1	■	■	■
--color-primary-900 on White	14.4:1	■	■	■
--color-neutral-900 on Cream	16.6:1	■	■	■
--color-secondary-300 on Dark	10.6:1	■	■	■
--color-neutral-600 on White	6.4:1	■	■	■
--color-red-500 on White	5.6:1	■	■	■
--color-secondary-500 on Dark	6.8:1	■	■	■

5.3 Focus Management Rules

Focus ring style: 2 px solid --color-secondary-400, 2 px offset from element edge. Never use `outline: none` without providing a custom visible indicator.

Focus order: Follows visual reading order (left to right, top to bottom). Skip navigation link as first focusable element.

Focus trapping: Active in modals/dialogs only. Tab from last element returns to first. Shift+Tab from first returns to last.

Focus restoration: On modal close, return focus to the triggering element. On route change, move focus to the main content heading or a skip target.

5.4 Touch Target Minimums

Element	Min Target Size	Notes
Buttons	44 x 44 px	Physical tap area, even if visual element is smaller
Icon buttons	44 x 44 px	Extend via padding, not visual size
Links in text	44 px height	Ensure line-height provides adequate target
Checkboxes/Radio	44 x 44 px	Label extends tap area
Close buttons	44 x 44 px	Critical for dialog dismissal
Nav items	48 px height	Full-width row is the target

5.5 Reduced Motion Considerations

Respect the `prefers-reduced-motion: reduce` media query. When active, disable or minimize all of the following:

- Skeleton shimmer animations (show static placeholder instead)
- Progress bar fill transitions (jump to final state)
- Dialog entrance/exit animations (instant show/hide)
- Confetti and celebration particles (show static badge instead)
- Tooltip fade-in (instant appearance)
- Accordion expand/collapse (instant toggle)
- Page transition animations

Implementation pattern:

```
@media (prefers-reduced-motion: reduce) {  
  *, *::before, *::after {  
    animation-duration: 0.01ms !important;  
    transition-duration: 0.01ms !important;  
  }  
}
```

End of Document — Roast Duck & Cranberries Design System v1.0
Questions or contributions? Contact the Design Systems team.