



ELARA · PROOF OF SYSTEM

Twelve screens, one system, no reinterpretation.

The palette, type, radii, and gradients are locked. This deck applies them to the real product surface, marks where the system needed a rule it didn't have, and ends with the handoff and the rules nobody may reinterpret.

Four levels of emotional intensity

1

Quiet

Profile, settings, forms

Canvas only, header wash, no
gradient card, no glow.

Density allowed: 5 blocks.

2

Daily

Today, journey days, chat,
lists

One gradient surface OR one
brand control. 24pt rhythm,
tab bar present.

3

Expressive

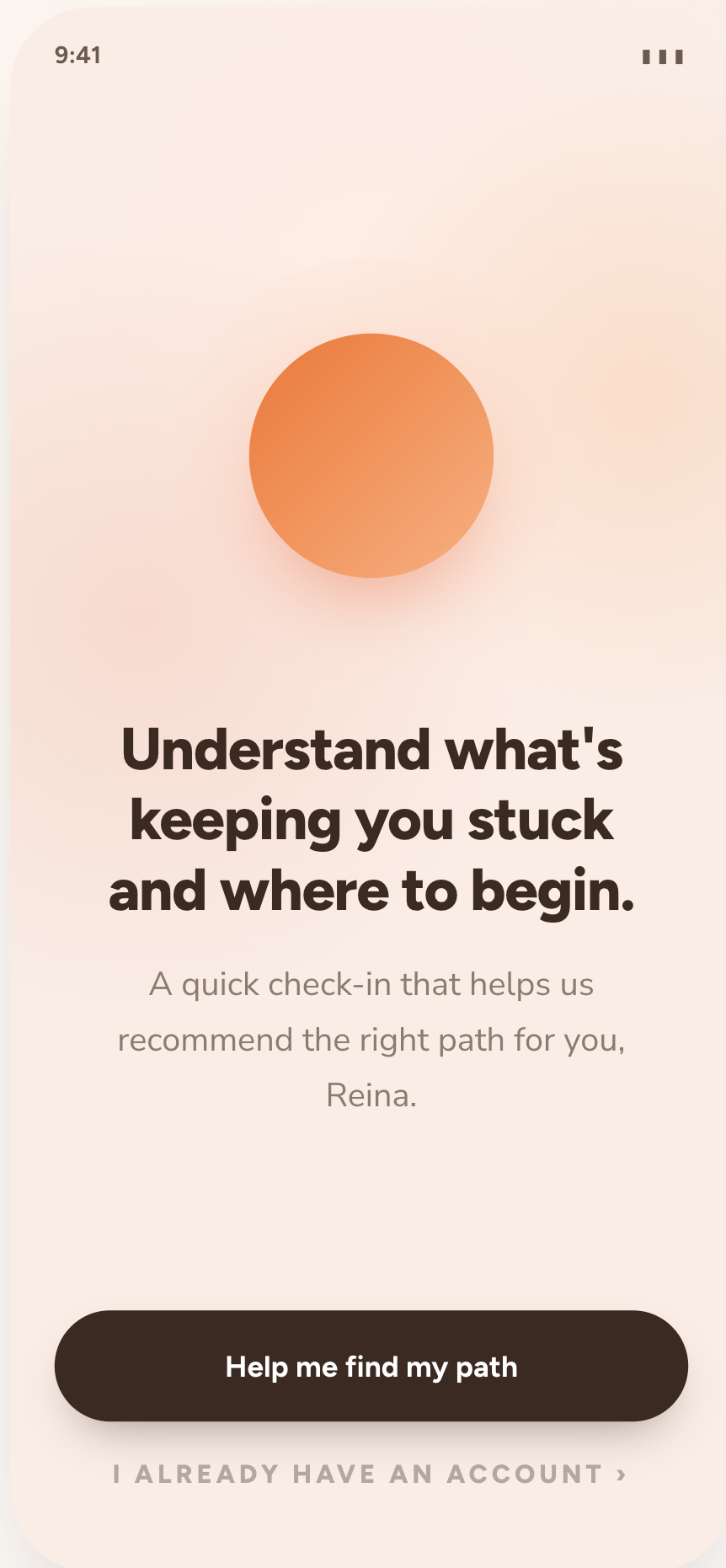
Welcome, reveal,
community

Warm background, one
abstract form or dark card,
centered composition, 3
elements.

4

Completion, milestones

Peach-forward gradient,
white tile, Display 40, two
sparkles, one action. Once per
session.



SCREEN 01

LEVEL 3

Onboarding welcome

Former mascot space is now a single dune-gradient form inside a peach glow field, with two blurred blobs bleeding off both edges. Type carries the warmth: H1 800/32 balanced, Body L subtitle, one gentle-case primary, tertiary opt-in below.

9:41☰

STEP 1 OF 2

What's been weighing on you lately?

Tell us what's been feeling heaviest. We'll use it to recommend where to begin.

IN YOUR WORDS

Money. I avoid looking at my account until the end of the month|

62 / 300

OR SAY IT OUT LOUD

CONTINUE

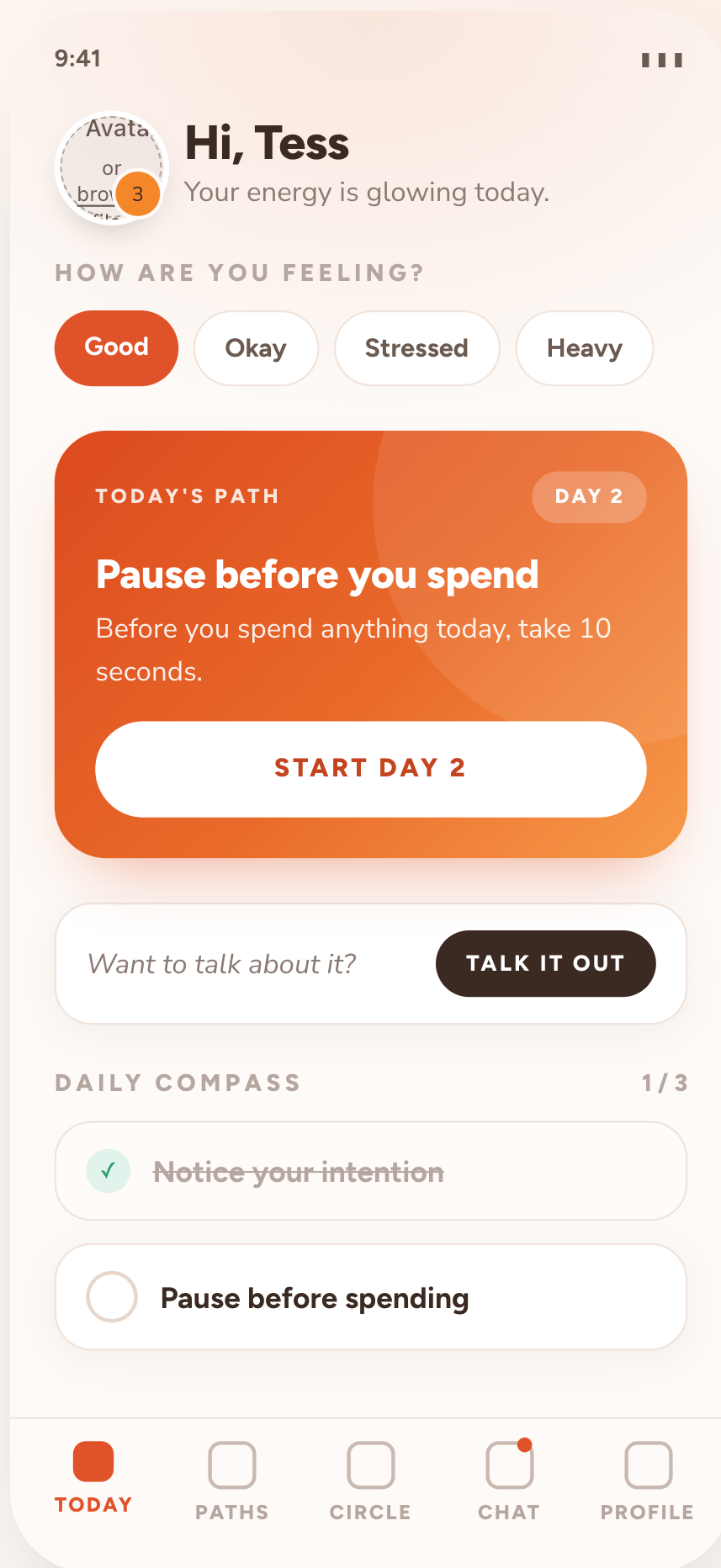
SKIP THIS QUESTION

SCREEN 02

LEVEL 2

Onboarding question

Focused input state shown with brand border, 16% glow, brand label, and italic character caption. Voice capture demoted to a secondary affordance with a peach pulse ring — one primary path, one alternative, one skip.

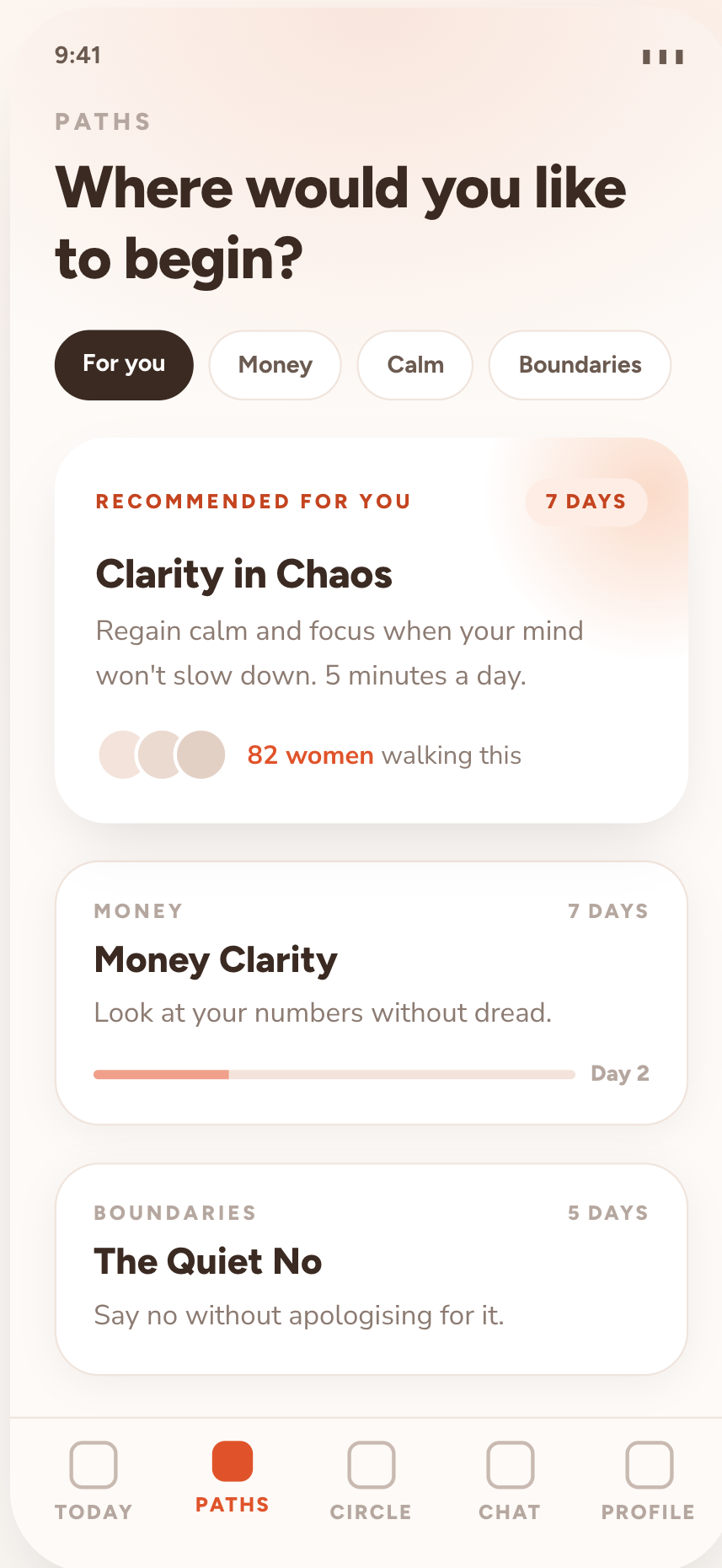


SCREEN 03

LEVEL 2

Today home

One saturated object only — the hero card. Everything below it drops to white and surface.subtle so the eye returns to the day's action. Greeting sits at H2 scale, not H1: this is a functional screen with a hero, not an emotional one.

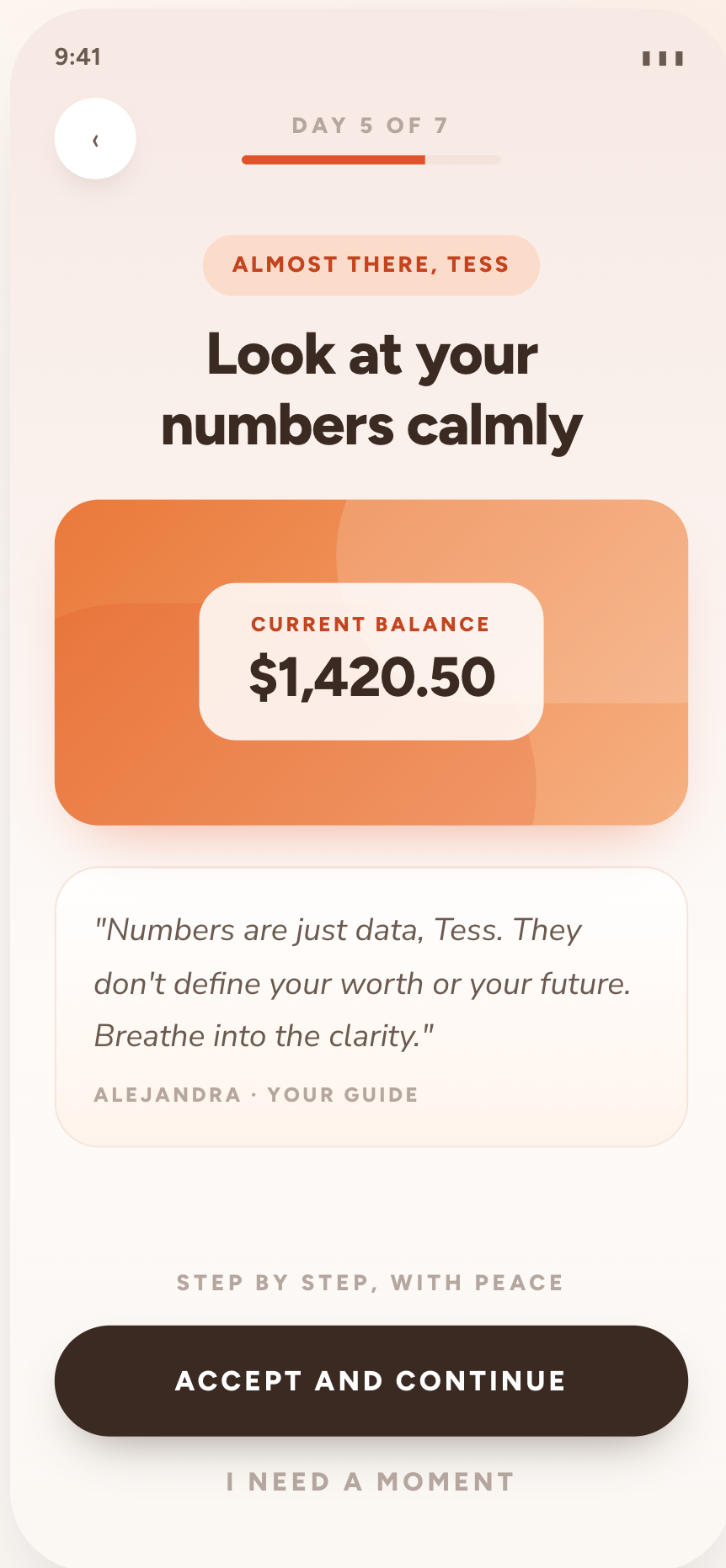


SCREEN 04

LEVEL 2

Journey selection

Hierarchy carried by elevation, not color: one elevated recommended card (radius 28, no border), standard cards below (radius 24, hairline), and the list fades at the scroll edge. Zero orange fills — only the count and the recommendation label.



SCREEN 05

LEVEL 2

Daily journey content

Sensitive data gets the dune block as a cushion, with a frosted plate holding the figure — the number is never naked on canvas. No tab bar: a day step is a focused flow. Warm background top-to-canvas-bottom marks it as journey space.

9:41

☰

<

SAVE DRAFT

DAY 5 · REFLECTION

What did the pause give you?

No right answer. A sentence is enough.

I noticed I wanted to buy something to feel less tired. The pause didn't fix it, but I chose differently|

Only you can see this

108 / 300

Relieved

Tired

Proud

Unsure

SAVE MY REFLECTION

SKIP TODAY

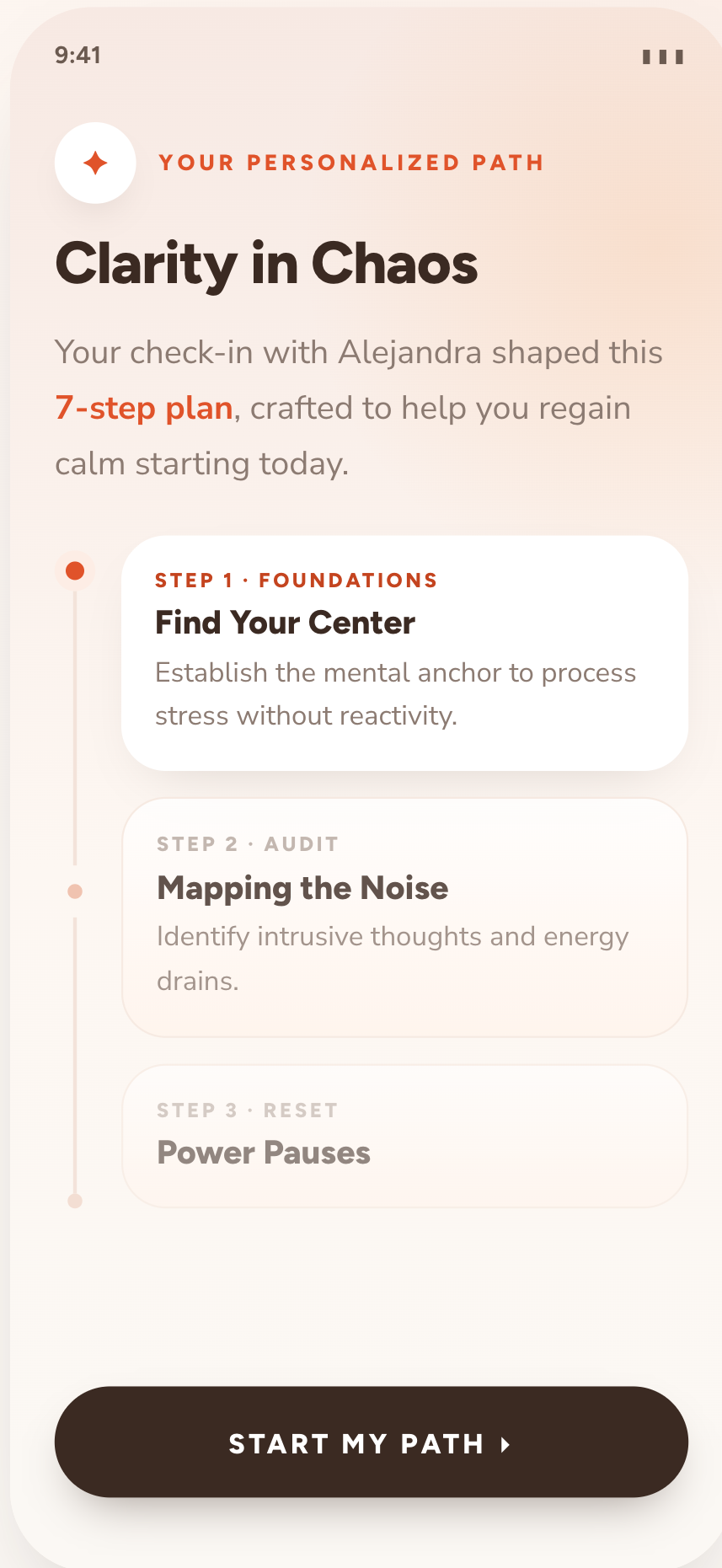
SCREEN 06

LEVEL 2

Reflection input

Undecorated on purpose — no gradient, no illustration, no glow behind the field. Privacy reassurance sits as caption inside the input.

Emotion chips are optional and single-select, peach when chosen.

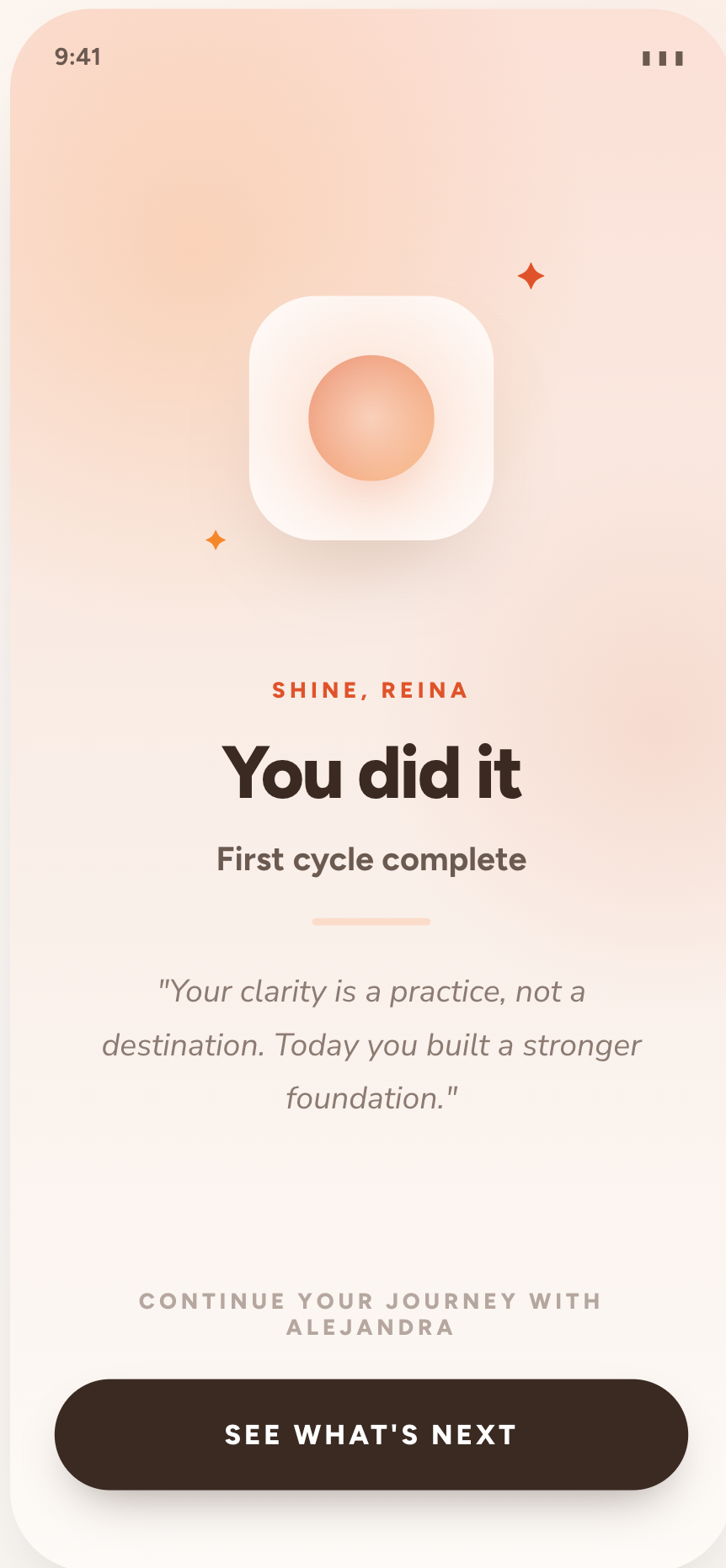


SCREEN 07

LEVEL 3

Journey reveal

Recognition without celebration: one medallion, brand eyebrow, and a spine whose steps fade with distance (100 / 80 / 55% opacity). The fixed CTA sits over a canvas fade so the list can scroll under it.

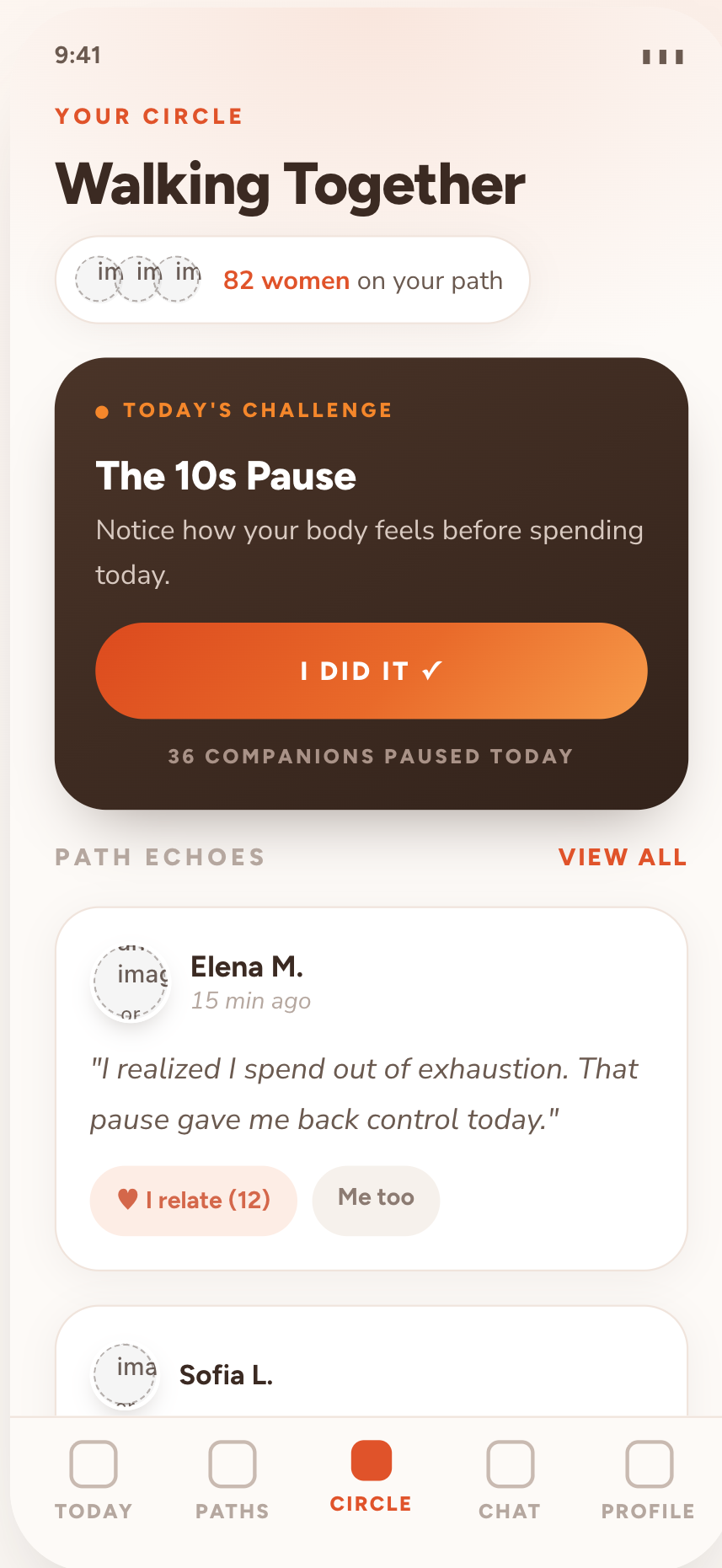


SCREEN 08

LEVEL 4

Completion

The only Display-scale screen in the product. Peach-forward background, one gradient form in a white tile, two flat sparkles maximum, a 64×4 peach rule instead of a divider line. No confetti, no counters, no share prompt above the fold.

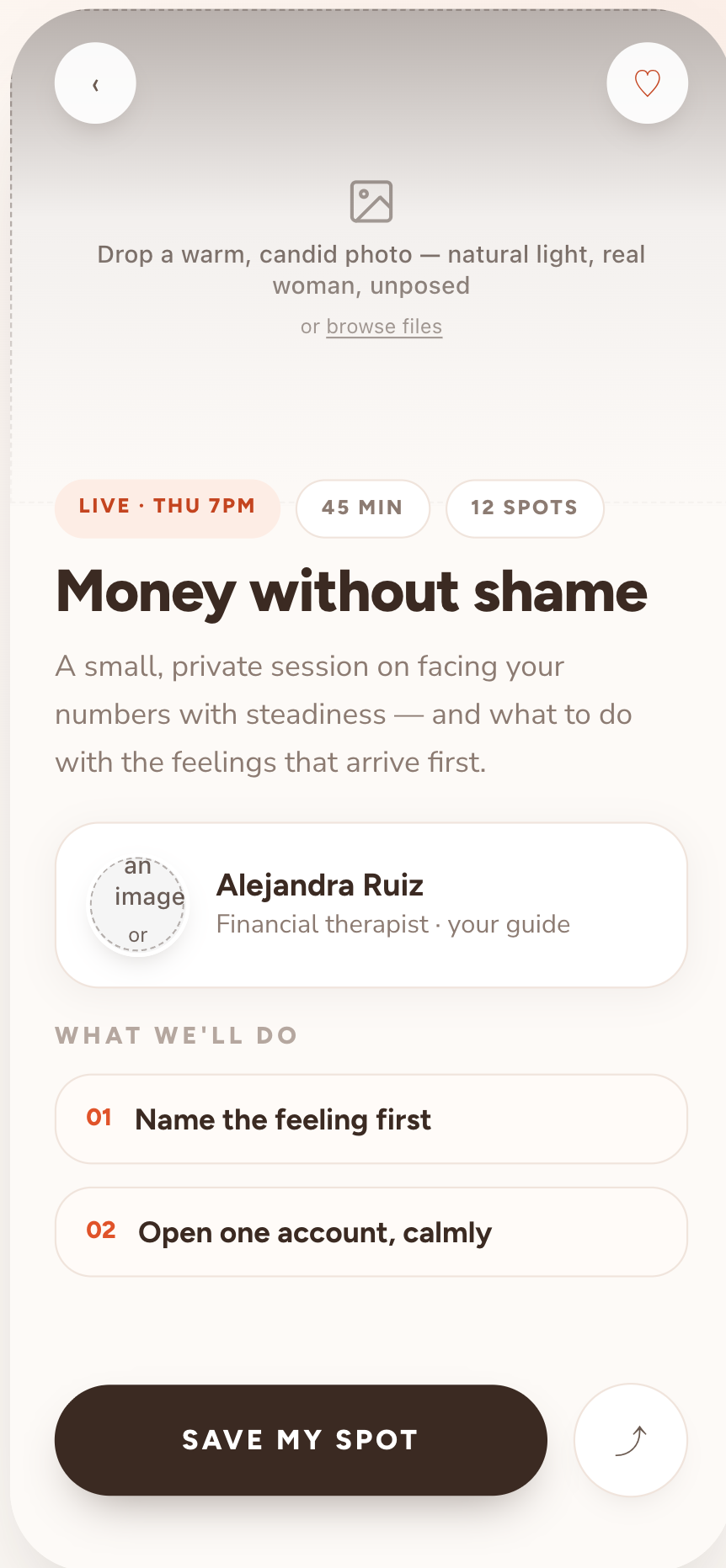


SCREEN 09

LEVEL 3

Community landing

The dark recognition card is this screen's single focal point and the only place a brand-gradient button appears. Photography enters here as small avatars only — real faces, white ring, never full-bleed.



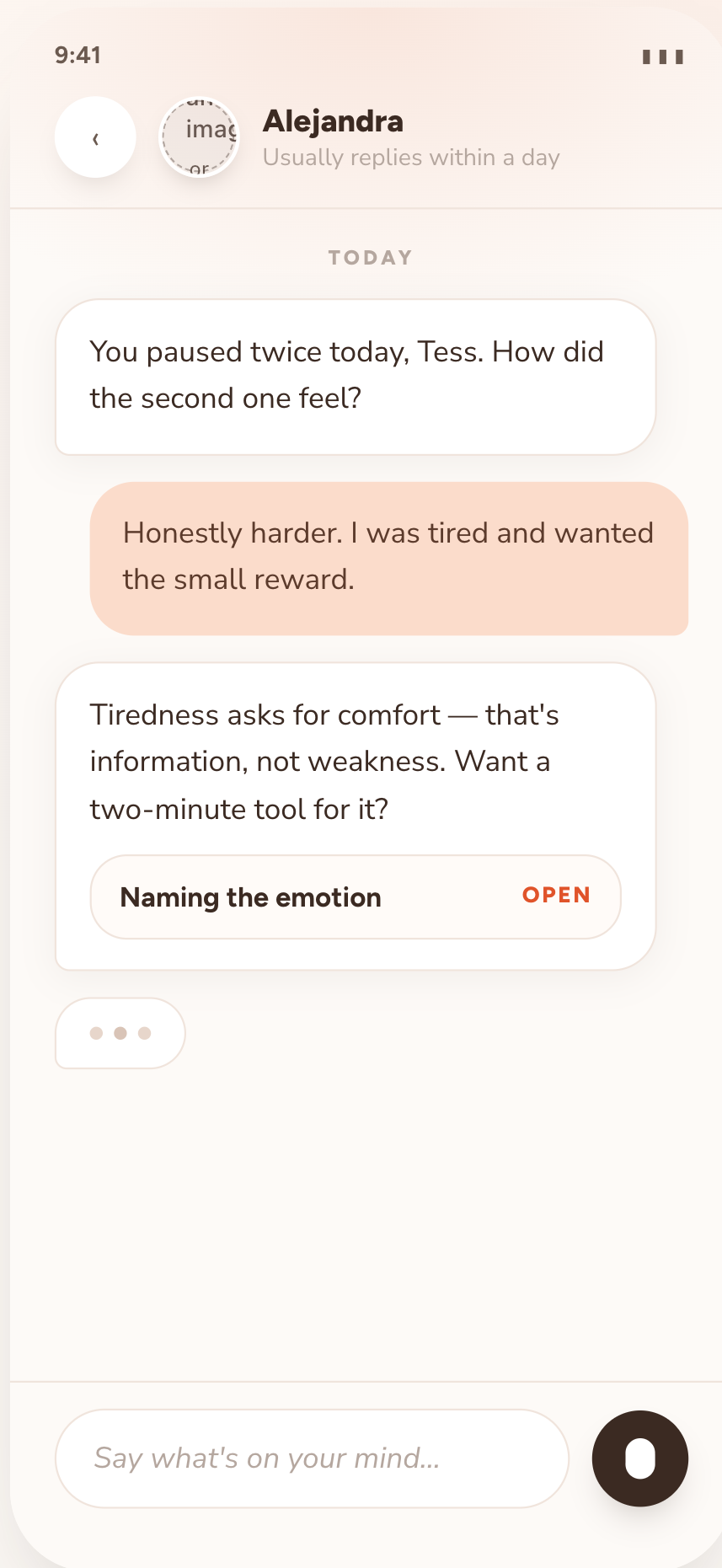
SCREEN 10

LEVEL 2

Workshop detail

The one screen family where photography leads.

Image is a 268pt band with a top scrim for the floating controls and a canvas fade into the content — text never sits on the photo. Meta as tags, agenda as surface.subtle rows.

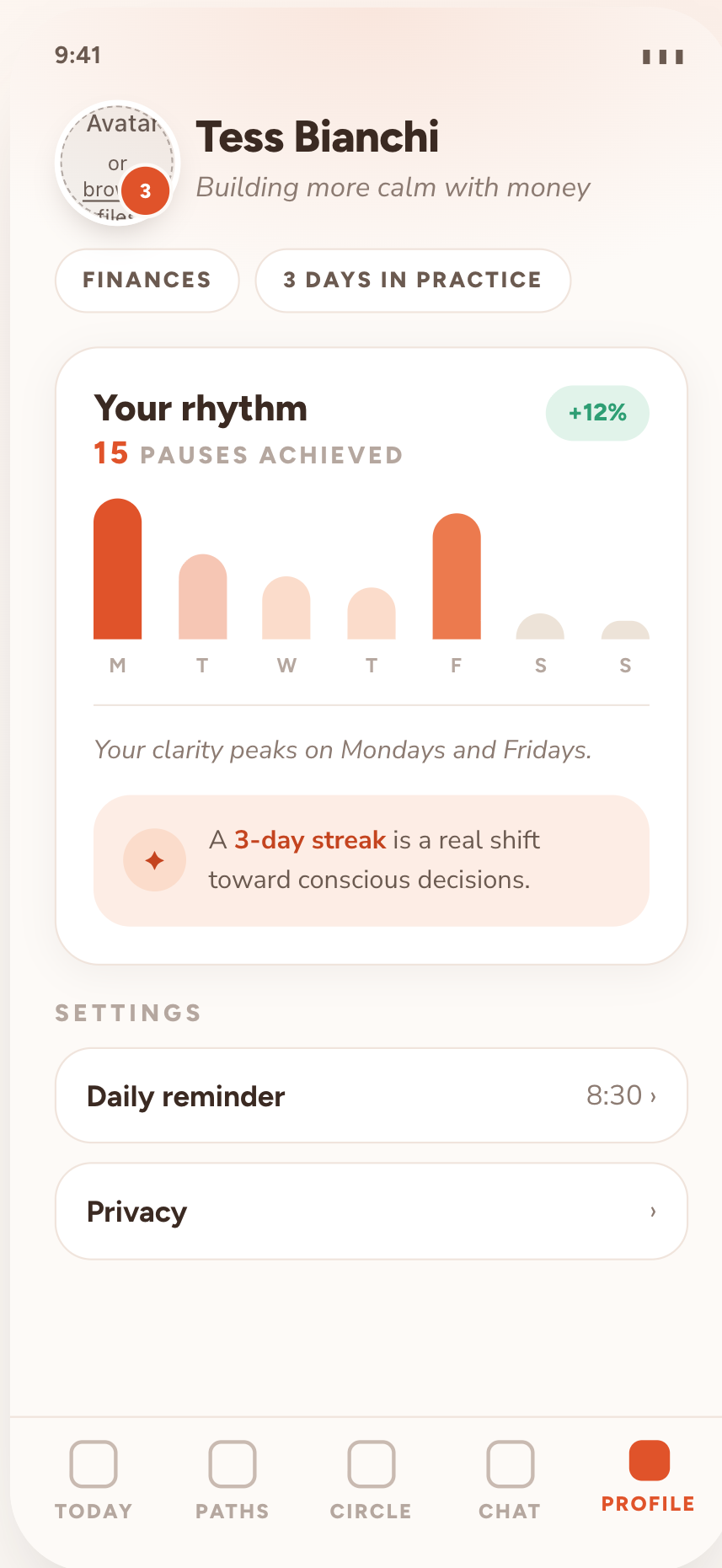


SCREEN 11

LEVEL 2

Chat

Guide messages are white cards with a tucked corner; the woman's own words get peach — she is the warm voice in her own thread. Suggested tools appear as `surface.subtle` rows inside the message, never as buttons in the bubble.



SCREEN 12

LEVEL 1

Profile & settings

Level 1: no gradient card, no hero, no glow beyond the header wash. Data is one insight card — bars use brand for peaks, peach for ordinary days, sand for rest days, so no day reads as failure. Settings rows stay r20 and label-only.

What broke first

MUST FIX

Contrast

- text.muted #B5A79F is 2.6:1 — decorative labels only.
- Every tertiary action moves to #8C7B72.
- Peach bubbles need color.text.onPeach #5C3B2C.
- Dark-card microlabels locked to #D8C9C0.

WATCH

Too much orange

- Today home stacked hero gradient + brand CTA + brand chip + brand tab.
- Fixed: white CTA inside the hero, support-orange streak, neutral below.
- Community is the only screen with a brand-gradient button.
- Rule: one gradient surface and one brand control per screen.

Flatness and hierarchy

WATCH

Beige or generic

- Journey selection read as a settings list until elevation was applied.
- Profile is intentionally the flattest screen — do not warm it up.
- Diagnostic: a screen needs a white surface, a gradient, or a photograph. One of the three.

RESOLVED

Button hierarchy

- Chocolate = commitment. White = inside a colored surface. Gradient = community only.
- Uppercase for commitments, gentle case for invitations.
- One primary per screen; second actions are tertiary text, not outlines.

RESOLVED

Radii & padding

- Three radii only: 28 feature, 24 content, 20 row and input.
- Padding pairs with radius: 22 / 20 / 16.
- Chat needed a fourth shape — radius.bubble 24 with an 8pt tuck.

RESOLVED

Typography

- H1 is the screen question. A person's name is H2.
- Display 40 appears once — completion.
- Italic is voice only. Body never below 16pt.

Imagery and restraint

GUIDANCE

Photography

- Yes: workshop headers, avatars, community authors, profile.
- No: onboarding, journey, reflection, completion, chat.
- Text never sits on a photograph — scrim, then fade to canvas.

GUIDANCE

Leave undecorated

- Reflection: her words are the content.
- Profile and chat: header wash only.
- Abstract form only where the mascot stood: welcome, reveal, completion.

Locked recipes 1 / 2

Onboarding & welcome	3	background.warm + two edge blobs · one dune form in a glow field · H1 centered · Body L · gentle-case chocolate primary · tertiary link. No tab bar, no photography.
Question & input	2	Canvas + wash · step label + 120pt track · H1 left · one focused field with micro-label and italic captions · voice as secondary · primary + skip.
Today home	2	Avatar + streak + H2 greeting · mood chips · ONE brand.hero card with white inner CTA · neutral rows below · tab bar. Five blocks max.
Selection & lists	2	Label + H1 · filter chips · one elevated r28 recommendation with contained blob · r24 hairline cards · future items at 55%.
Journey day	2	Warm-to-canvas gradient · back circle + Day n of 7 + track · peach encouragement pill · H1 centered · dune data block for any figure · guide quote.
Reflection	2	Undecorated canvas · brand eyebrow · H1 question · permission line · r24 textarea focused · privacy and count captions · primary + skip.

Locked recipes 2 / 2

Reveal & recognition	3	White medallion + brand eyebrow · H1 name · one brand-weighted phrase · vertical spine at 100/80/55% · fixed primary over a canvas fade.
Completion	4	Peach gradient + two blobs · r36 white tile with one gradient form · two sparkles · Display 40 · 64×4 peach rule · italic quote · one primary.
Community	3	Brand eyebrow + H1 · companion pill · ONE dark recognition card holding the gradient CTA · echo cards with italic quotes and affirmation chips.
Workshop / event	2	268pt photo band with scrim and canvas fade · floating white circles · tag row · H1 · host row · agenda as r20 rows · fixed primary.
Chat	2	Guide = white bubble tucked left · she = peach bubble tucked right on text.onPeach · tools as r20 rows inside bubbles · pill composer.
Profile & settings	1	Header wash only · avatar + H2 name + italic intention · meta chips · ONE insight card with the 4-step data ramp · r20 settings rows.

ADDITIONS ONLY — NO EXISTING VALUE CHANGES

Token changes required

color.text.action.tertiary	#8C7B72	Tertiary buttons failed AA in muted. Muted stays decorative.
color.text.onPeach	#5C3B2C	Peach bubbles and pills need their own foreground.
color.chip.neutral.bg	#F6F1EC	Unselected reaction chips must not read as chosen.
color.data.peak / mid / low / rest	#E0532A · #EC7A4E · #FBDCCB · #EDE3D8	Named 4-step ramp; rest days stay sand so no day reads as failure.
color.state.disabled.bg / fg	#F3EAE3 · #BCAEA6	Disabled is a real pair, not opacity — dimming looked broken.
radius.bubble	24 · tuck 8	Chat needed a fourth shape rather than bending radius.card.
opacity.step.next / future	0.80 · 0.55	Two fixed steps express soon and later across journeys and lists.
layout.scrim.fade	canvas 0→100%, 40pt	Every fixed CTA and photo band fades the same way.
gradient.header.wash.l1–l3	32% · 40% · 45% height	The glow signals emotional level; three fixed heights stop drift.
shape.blob.opacity / blur	0.07–0.12 · 60–70px	Above 12% the abstract forms stop reading as atmosphere.

EACH APPEARED 3+ TIMES

Make these reusable

ScreenShell

Level 1–4 in, canvas + wash + blobs + safe area out.

PrimaryPill

Six variants, case prop, fixed-footer mode with the fade.

TertiaryAction

Tracked uppercase at #8C7B72, 44pt hit area.

EyebrowLabel

Tone prop: muted, brand, inverse. Optional medallion.

ProgressTrack

Peach track, brand fill, three widths, optional count.

ChipRow

Selectable and static chips, 44pt minimum, 8pt gap.

AvatarStack

White-ringed photos, five sizes, -9pt overlap, badge cap.

GuideQuote

card.warm block, italic voice, attribution eyebrow.

DuneDataBlock

The only approved way to show money in-journey.

JourneySpine

Node states drive step-card opacity automatically.

RecognitionCard

Dark gradient card, self-limited to one per screen.

TabBar & FloatingBack

Blurred five-tab bar; 44pt back circle primitive.

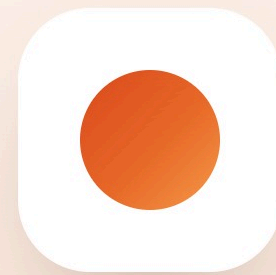
BEFORE MERGE

Developer handoff checklist

- ☐ Ship tokens first as one source file. No literal hex in a view.
- ☐ Screens declare their level; ScreenShell owns background, wash, blobs, safe area.
- ☐ Input font-size 16pt minimum; placeholder italic, label above.
- ☐ Reduce Motion: swap rise + fade for a 150ms opacity change. Never drop the state change.
- ☐ Fixed footers use safe-area insets + the scrim fade; scroll views pad 120pt.
- ☐ Empty states: type plus one abstract form. No characters.
- ☐ Embed Figtree 400/600/700/800 and Nunito Sans 400/600/700 + italic. Tabular figures on.
- ☐ Every tappable target $\geq 44 \times 44$ pt, chips and tab glyphs included.
- ☐ Dynamic Type to XXL: headlines cap at +2 steps, uppercase labels never exceed 15pt.
- ☐ One primary action per screen — two filled buttons is a build blocker.
- ☐ Images 3×, warm-toned, peach-tint loading fallback — never grey.
- ☐ Contrast every new pairing: 4.5:1 below 18pt, 3:1 above.

DO NOT REINTERPRET Locked rules

- 01** The palette is closed. No new hues, no second accent, no cool greys.
- 02** Five gradients exist. Never on text, borders, or a full screen.
- 03** One gradient surface and one brand-filled control per screen.
- 04** Three radii — 28 / 24 / 20 — plus pills, bubbles, and the 44 shell.
- 05** Figtree sets structure, Nunito Sans sets voice. Italic is voice only.
- 06** One H1 per screen. Display 40 only on completion.
- 07** One primary action. Chocolate commits, white sits on color, gradient is community.
- 08** 24pt margins, 4pt scale, 32pt between blocks. Three elements emotional, five functional.
- 09** No characters, mascots, emoji, confetti, or bounce.
- 10** No shame mechanics: no broken-streak red, no missed-day counts, no leaderboards.
- 11** Photography only in workshops, avatars, and community. Never behind text.
- 12** Motion: 400ms fade + 8pt rise on entry, 120ms scale 0.98 on press. Nothing else moves.



If a screen would feel at home in a productivity dashboard, it is wrong. If it feels like a warm room where someone is already expecting you, it is right.