

THE BEE TEAM . PRODUCT CANON

Design System

The Crown Bees look-and-feel basis

The visual and interaction language the product is built in - the Crown Bees brand.
Two colors, one typeface, warm neutrals, and a small, disciplined component vocabulary.

VERSION	DOCUMENT	BRAND
v1.0	Product Canon	Crown Bees

Shipped-skin coordinates: btt-server v61 . client EAS build 24 . main 69ed4b5

Contents

- Section 1 - The source-of-truth hierarchy
- Section 2 - Color
- Section 3 - Typography
- Section 4 - Spacing, radii, elevation, layout, motion
- Section 5 - Component vocabulary (`@btt/ui`)
- Section 6 - Voice + iconography
- Section 7 - Logo + IP band
- Section 8 - The authoritative sources (the link hub) + known drift
- Section 9 - Versioning and provenance

Durable document (designated Session 370, 2026-07-13). The **4th** of the four canonical project documents per the Hub methodology **[[10-Three-Document-Product-Canon]]** (`~/Documents/ Claude/Vaults/The Hub/25 Methodology/10-Three-Document-Product-Canon.md`). This is the **Design System** - it answers **"what is the visual + interaction language the product is built in?"** and is the canonical entry point the other three documents point to for the skin. **Version: v1.0** (first authoring; documents the shipped skin reconciled against `packages/ui` and the `crown-bees-design` brand authority). **Current shipped-skin coordinates: btt-server v61, client EAS build 24, product main 69ed4b5** . Living copy: this file. Dated, version-stamped snapshots under `documents/snapshots/` . Companions: **As-Built** (`as-built-spec.md` - what is live), **UX Flow Atlas** (`ux-flow-atlas.md` - the desired experience per persona per flow), and **To Build** (`next-build-spec.md` - what we build next). **Shape: reference-hub, not a copy**. This document summarizes the design system faithfully and points to the authoritative sources (Section 8). It deliberately does NOT duplicate the token files or component source - those live once, in the skill and the code, and copying them here would create a drift surface. Reproduce from the authoritative sources named below; never re-draw from memory.

IP notice. The design system **is the Crown Bees brand** - the sole IP of **Dave Hunter / Crown Bees, LLC**. The `crown-bees-design` skill's own notice governs: **"(c) 2026 Dave Hunter / Crown Bees, LLC. All rights reserved. Confidential - not for distribution. Produced by Scott Sands (advisor) and Claude under Scott's direction, on behalf of Dave Hunter / Crown Bees, LLC. No IP claim by Scott Sands or Claude."** The Bee Team's combined IP is the **app** that implements this brand, per `IP-NOTICE.md` - not the brand itself. When BT extends the DS with app-specific components (the `@btt/ui` net-adds), those components are combined BT work product built in the Crown Bees brand.

SECTION

Section 1 - The source-of-truth hierarchy

The design system exists authoritatively in **two layers**, and they can drift. This document's first job is to name them and the rule between them.

Layer	Where	Authority for
Brand design authority	<code>~/claude/skills/crown-bees-design/</code> - <code>colors_and_type.css</code> (tokens as CSS custom properties), <code>README.md</code> (brand context, voice, visual foundations, iconography), <code>LOGO.md</code> (logo usage), <code>preview/</code> (token + component specimens), <code>ui_kits/marketing-site/</code> (faithful UI recreation), <code>assets/logos/</code> (official logo artwork)	The design intent - what the brand is. Extracted verbatim from the Crown Bees Pollination Success App v0.1 prototype; the prototype is the ultimate source, and where the skill and the prototype disagree, the prototype wins.
Implemented	product repo <code>packages/ui/src/tokens/*.ts</code> (the shipped tokens) + <code>packages/ui/src/components/*.tsx</code> + <code>charts/*.tsx</code> (the <code>@btt/ui</code> component library)	What actually ships - the As-Built reality. This is what renders in the app on iOS / Android.

The rule. The brand design authority governs ***intent***; `packages/ui` governs ***what is live***. Where a shipped value differs from the brand authority, that is a **drift to reconcile** - the implemented value is what the user sees (and so what the As-Built records), while the brand authority states what it should be. Known drift is listed in Section 8 so neither layer

is read as complete on its own. New work reproduces from **both**: the brand authority for the rules and voice, `packages/ui` for the exact shipped tokens and component APIs.

Building a new screen is **compose-from-the-kit**, not a reskin: the live app skin already **is** this design system.

SECTION

Section 2 - Color

COLOR

The palette

Two brand colors carry everything - green is frame, heading, and structure; orange is the only call-to-action, used sparingly so it always reads as "do this." Warm neutrals only, never cold grey.

BRAND

Brand green
#004322
Frame / heading

Green dark
#002e17
Hover / pressed

Green light
#1d6a44
Hero terminus

Action orange
#e69100
The only CTA

Orange dark
#b87100
Hover / pressed

Orange light
#fff6e6
Pale surface

SEMANTIC STATUS - GO / WAIT / HOLD

Success green
#28a745
GO

Warning amber
#eb9247
WAIT

Alert red
#e95050
HOLD / sale

WARM NEUTRALS

Text
#222222
Body copy

Muted
#6b6760
Secondary

Soft
#888888
Captions

Field
#f8f8f8
Page fill

Cream
#fdf6e6
Callout fill

Border
#e6e3dd
Hairline

CHART ACCENTS

Clay #bd6b43 Early / harvest	Sage #74886b Mid-tier	Sky #2c5fa3 Late / GDD	Plum #7a5ea8 Huckleberry
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Two brand colors carry everything. Green is frame / heading / structure; orange is the **only** call-to-action color, used sparingly so it always reads as "do this."

Role	Hex	CSS var (skill)	Code token (<code>packages/ui</code>)
Brand green (primary)	#004322	--cb-green	colors.green
Green dark (hover / pressed)	#002e17	--cb-green-dark	colors.greenDark
Green light (hero terminus)	#1d6a44	--cb-green-light	colors.greenLight
Action orange (only CTA)	#e69100	--cb-orange	colors.orange
Orange light (pale surface)	#fff6e6	--cb-orange-light	colors.orangeLight
Orange dark (hover / pressed)	#b87100	--cb-orange-dark	colors.orangeDark

Semantic status trio (GO / WAIT / HOLD): success green #28a745 (--cb-success / colors.success), warning amber #eb9247 (--cb-warning / colors.warning), alert red #e95050 (--cb-red / colors.red). Red also carries "sale."

Warm neutrals (never cold grey): text #222222 , muted #6b6760 , soft #888888 , white surface #ffffff , page field #f8f8f8 , cream highlight #fdf6e6 , hairline border #e6e3dd , faint divider #f0ede6 . (Code tokens: colors.text / textMuted / textSoft / bg / bgSoft / bgCream / border / borderSoft .)

IP / confidentiality band palette (always-on notices): parchment #fdf6e3 (--ip-bg), brown text #6b5a2c (--ip-text), gold border #ecd9a3 (--ip-border).

Status-pill tints (pale bg + saturated text), via pillTints in code:

Tone	bg	fg
green	#e6f5ec	#28a745
orange	#fff2e0	#b87100
red	#fce8e8	#e95050
blue	#e6f0f7	#2c5fa3
grey	#ececec	#6b6760

Chart accent palette (added S209 / S242; implemented in colors.ts , see Section 8 drift note): clay #bd6b43 (early-tier / harvest / temp) + claySoft #f4e6dc ; sage #74886b (mid-tier / Summer Leaf) + sageSoft #eef2e9 ; sky #2c5fa3 (late-tier / threshold / GDD) + skySoft #e6f0f7 / skyBorder #cfe0ee ; plum #7a5ea8 (Huckleberry).

SECTION

Section 3 - Typography

TYPOGRAPHY

One family: Inter

A single typeface (weights 400-800) carries the whole product. Display is tight and heavy; body is comfortable at 15 on a 1.5 line-height. System-mono for code and labels only; no serif in the live app.

hero
36 / 800

Pollinator Oasis

h1
30 / 800 . -0.3

Grow more food

h2
22 / 700 . -0.2

This week in your garden

h3
16 / 700

Bloom window is open

lead
17 / 400

The desired experience, by persona and flow.

body
15 / 400 . 1.5

Body copy reads at a comfortable fifteen on a one-and-a-half line height.

small
13 / 400

Captions and muted secondary detail.

micro
11.5 / 500

EYEBROW LABEL

A single family: Inter (weights 400-800), loaded via `@expo-google-fonts/inter` in the app and Google Fonts in the skill. System-mono fallback (`SF Mono`, `Menlo`, `Consolas`) for code / labels only. No serif in the live app.

Font-family tokens (`fontFamily` in `typography.ts`): `Inter_400Regular`, `Inter_500Medium`, `Inter_600SemiBold`, `Inter_700Bold`, `Inter_800ExtraBold`.

Scale (size / weight / tracking), from `fontSize` + `fontWeight` + `letterSpacing`:

Role	Size	Weight	Tracking	Note
hero	36	800	-	welcome hero h1
h1	30	800	-0.3	display, tight + heavy
h2	22	700	-0.2	
h3	16	700	-	
lead	17	400	-	intro paragraph, muted
body	15	400	-	line-height 1.5 (= 22.5)
small	13	400	-	captions / muted
micro	11.5	500	-	IP band, eyebrow (uppercase, +0.3 tracking)

Display is tight and heavy; body is comfortable at 15/1.5.

SECTION

Section 4 - Spacing, radii, elevation, layout, motion

- **Spacing** (4px base, sparse map - reproduce the exact keys), `spacing` token:

`1:4 / 2:8 / 3:12 / 4:16 / 6:24 / 8:32 / 12:48`.

- **Radii**, `radii` token: default `10`, lg `14` (cards / heroes / banners), xl `20`, pill `999`.
- **Elevation**: exactly **one shadow** in the system - the sticky header

`0 1px 4px rgba(0,0,0,0.08)` (`shadows.header`, platform-aware via `Platform.select`). **Cards carry NO shadow** - a 1px warm border + 14px radius does the separating.

- **Layout**: content capped at **980px** centered, 16px side gutters (`--max-width` / `--gutter`).
- **Motion** (minimal, quick): screen fade-in `0.18s ease` (opacity 0->1, translateY 4px->0);

hover / press `0.12s ease`; progress-bar width `0.4s`. No bounces, loops, or parallax.

- **Signature gradients (the only two)**: the welcome **hero** `linear-gradient(135deg, green ->`

green-light) and the **GDD progress bar** `linear-gradient(90deg, green -> orange)`. Everything else is a flat fill - no photography, textures, or patterns.

SECTION

Section 5 - Component vocabulary (@btt/ui)

COMPONENT VOCABULARY

The kit

Screens are composed from a small, disciplined set. A component not already in the kit is a **net-add** - flag it. Cards carry no shadow; a 1px warm border and a 14px radius do the separating.

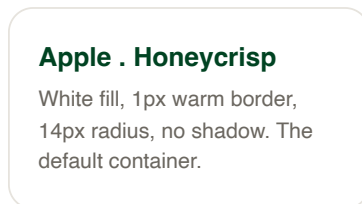
BUTTONS



PILLS - 5 TINTS (TITLE CASE, NO PUNCTUATION)



CARD



DECISION BANNER - THE DAILY RELEASE CALL



GO / WAIT / HOLD is the app's most saturated surface, reserved for the daily release decision. It is *DecisionBanner*, never a *Pill*.

The implemented library lives at `packages/ui/src/`; import from `@btt/ui`. Each has a test in `__tests__/`. Compose screens from these; a component not already here is a **net-add** (flag it).

Primitives:

- `Button` - variants primary / outline / outlineOnDark / secondary / ghost / green / heroLight;

sizes sm / md / lg. Hover darkens to the `-dark` token; disabled = 0.5 opacity.

- `Pill` - 5 tones (Section 2 tints); `toPillLabel` Title-Cases + strips punctuation, all-caps

tokens survive. GO / WAIT / HOLD is `DecisionBanner`, not a *Pill*.

- `Card` - white fill, 1px warm border, 14px radius, no shadow; padding default 24 / tight 16.
- `Typography` - the Section 3 variant scale.
- `DecisionBanner` - the large, full-color GO / WAIT / HOLD banner (the app's most saturated

surface, reserved for the daily release call). Distinct from *Pill*.

- `TopProgressBar` - the top loading line = the header's idle orange underline.

Content components: `Hero`, `DetailHero`, `StepCard`, `KvList`, `GddBar`, `PlantCard`, `AddPlantCard`, `AdviceItem`, `KnowledgeCard`, `BloomConfirmRow`, `AlertFeedRow`, `SpeciesAccordion`, `ActionDetailSheet`, `WeeklyTipSheet`, `TodayWeatherCard`, `WeatherGrid`, `HomeSummaryCards`.

Charts (`packages/ui/src/charts/`): `ChartFrame` , `GddYearChart` , `PollenGauge` , `VarietyTimelineChart` , `TempActiveBeesChart` , `BlossomWindowsChart` (+ `gdd-geometry` / `scale` helpers).

Chrome (app-level, in `apps/client` , built on the kit):

- **SiteHeader** - green `#004322` app bar on every signed-in screen: orange-bee CROWNBEEES

wordmark -> Home, notifications bell -> Advice (orange unread badge), avatar -> Profile, a 3px orange bottom line (`TopProgressBar`). Mobile below 980px; horizontal nav row at/above 980px.

- **BottomTabBar** - white, mobile-only, five slots: **Home / Weather / [center orange "Ask" FAB]

/ Yard / Advice**. The FAB (54x54, orange, floating) is the Rep-AI "Ask" entry point (BT-062).

SECTION

Section 6 - Voice + iconography

Voice (from the prototype's copy): warm, plain-spoken, confidence-building - an expert gardener, never a marketer.

- **Second person, possessive**: "your garden", "your bees", **My** Plants, **your** Crown Bees

cart. The app speaks as "we" (Crown Bees).

- **Sentence case** for body and most headings. The three decision verbs **GO / WAIT / HOLD** are

the only shouted words (plus all-caps status pills like `BLOOM ACTIVE`). Nav labels are Title Case ("My Plants", "Weather & Bees").

- **Action-oriented**: every screen reduces to a clear next action. Domain terms (Growing Degree

Days, cocoons, hatchery) always paired with a plain consequence.

- **Concrete numbers**, no vague intensifiers. Contractions used freely.

Iconography = emoji, used functionally (never decoratively). No SVG / icon-font / line-icon set - introducing one (Lucide / Heroicons / etc.) breaks from the source; flag if a true icon is unavoidable.

- **Plant glyphs**: apple, pear, cherry, blueberry, peach, strawberry / raspberry, almond / nut, garden flowers.

- **Status / weather**: check (pass / GO), cross (fail), hourglass (wait), shield (guard), sprout, bee, bird, and the sun / cloud / rain forecast set.

- Keep new emoji at the same functional scale (22-36px).

SECTION

Section 7 - Logo + IP band

The mark: an apple / berry (a fruit body with two leaves holding seven seeds, one a **bee**) locked up with the **CROWNBEEES** wordmark (CROWN green, BEEES orange). Current selection is "**Option 2**" - a solid orange-disc bee (full color) / negative-space ring (reversed). Official artwork lives in `assets/logos/` ; never recolor or rebuild it.

File	Role	Use on
<code>crown-bees-horizontal.png</code>	Primary - horizontal, full color	light backgrounds
<code>crown-bees-vertical.png</code>	Primary - vertical, full color	square spaces, app icons, badges
<code>crown-bees-horizontal-ondark.png</code>	Reversed - horizontal	Crown Green / dark backgrounds
<code>crown-bees-vertical-ondark.png</code>	Reversed - vertical	Crown Green / dark backgrounds

Logo color note: the logo's orange is the artwork's own gold-orange `#F0A010` - intentionally a hair warmer than the UI action orange `#e69100`. **Keep the logo's built-in orange; do not recolor it to the UI token.** Clear space = the height of the "C" in CROWNBEEES on all sides. Minimum ~120px wide (horizontal) / ~90px tall (vertical) on screen. For infinite-scale print, request the original vector from Crown Bees. Full rules: `LOGO.md`.

IP / confidentiality band appears on every brand surface and **MUST** stay visible: `*(c) 2026 Dave Hunter / Crown Bees, LLC. All rights reserved. Confidential - not for distribution.*` Rendered in the parchment / brown / gold IP palette (Section 2). Blocks in `assets/ip-notice.html`.

SECTION

Section 8 - The authoritative sources (the link hub) + known drift

Point here for exhaustive detail; reproduce from these, never from memory:

Source	Path	Authority for
Brand tokens (CSS)	<code>~/ .claude/skills/crown-bees-design/colors_and_type.css</code>	Color + type + spacing + radii + motion, as design intent
Brand context / voice	<code>~/ .claude/skills/crown-bees-design/README.md</code>	Brand story, copy voice, visual foundations, iconography
Logo usage	<code>~/ .claude/skills/crown-bees-design/LOGO.md</code>	Logo files, color, clear space, do / don't
Token + component specimens	<code>~/ .claude/skills/crown-bees-design/preview/</code>	Rendered color / type / spacing / component cards
UI-kit recreation	<code>~/ .claude/skills/crown-bees-design/ui_kits/marketing-site/</code>	A faithful HTML recreation of the app + storefront
Implemented tokens	<code>packages/ui/src/tokens/*.ts</code> (product repo)	The shipped color / type / spacing / radii / shadow values
Implemented components	<code>packages/ui/src/components/*.tsx</code> + <code>charts/*.tsx</code>	The <code>@btt/ui</code> component APIs actually shipped
Full skin reference (narrative)	<code>outputs/s305/THE-BUILD-SPEC.md</code> Appendix A	The reproduction-grade skin write-up that seeded this document

Known drift between the two layers (the implemented layer leads the brand-authority layer; reconcile when the DS is next revised):

1. **Radii xl:20.** `packages/ui` `radii` carries an `xl: 20` step the skill's `colors_and_type.css`

does not list (skill has default 10 / lg 14 / pill 999). `xl:20` is shipped and canonical.

1. **Chart accent palette.** `colors.ts` carries the clay / sage / sky / plum chart accents (+ their soft tints, `skyBorder`) added S209 / S242; `colors_and_type.css` does not yet carry them. They are shipped, documented in THE-BUILD-SPEC Appendix A, and canonical - not yet back-ported to the skill CSS.

Neither drift is a defect in the app; both are the brand-authority CSS lagging shipped additions. A future DS revision should back-port them into the skill so the two layers reconcile.

SECTION

Section 9 - Versioning and provenance

This document carries its own version, decoupled from product semver. The As-Built version tracks production (it changes on every build); the design system changes far less often - only when the DS itself changes (a new token, a new `@btt/ui` component, a palette or type shift). So the DS version bumps on DS changes, and the shipped-skin coordinates (server release, client build, commit) are pinned in the header for reference at authoring time.

v1.0 - first authoring, Session 370 (2026-07-13). Reference-hub over the two authoritative layers, reconciled against `packages/ui` at product `main` `69ed4b5` and the `crown-bees-design` skill. Shipped-skin coordinates: btt-server v61, client EAS build 24.

Provenance. The design system was extracted from the Crown Bees Pollination Success App v0.1 prototype (`~/Documents/Claude/Vaults/Crown Bees/Crown-Bees-Pollination-App/prototype/index.html`) into the `crown-bees-design` skill, then implemented in `packages/ui`. This document consolidates the As-Built Section 4 skin summary and the THE-BUILD-SPEC Appendix A reference into the canonical DS entry point, per Scott's Session 369 direction that the Design System become the 4th canon document. It is a reference-hub (Option A), not a copy - the token files and component source remain the single source of truth in the skill and the code.

Design System v1.0 - The Bee Team. The 4th canonical product document per the Hub Three-Document Product Canon methodology (expanded to four at Session 369-370). The design system is the Crown Bees brand (Dave Hunter / Crown Bees, LLC sole IP); the app that implements it is combined BT IP. Reference-hub over two authoritative layers - the `crown-bees-design` brand skill (intent) and `packages/ui` (what ships). Change history lives in git + the LMA records + the dated snapshots, never this footer.