

PRODUCT DESIGN SYSTEM · V1

CORPORATE DUMP

The #1 Place to Rate Where You Take #2.

The complete visual language of the app – color, type, iconography, spacing, and component patterns – extracted directly from the source of truth (`theme/theme.js`, `data/reviews.js`, and the component library).

CORPORATE DUMP · EXPO SDK 54 · REACT NATIVE

COLOR PALETTE

Two schemes (Cammode light/dark toggle) keyed by identical semantic token names. The app reads a single live `colors` object; switching themes swaps values in place. Tokens are **semantic, not literal** — e.g. `white` means "primary foreground," so it maps to near-black in the light scheme. **Accent and the three score colors are intentionally identical across both schemes** (brand/score semantics, not surface).

BRAND & STATUS (SHARED ACROSS SCHEMES)

 accent #F5C518 Primary / brand yellow	 accentPressed #D4A800 Pressed accent state	 green #4CAF50 Score ≥ 4.0	 yellow #F5C518 Score 2.5–3.9
 red #E53935 Score < 2.5			

DARK SCHEME (default)

bg #0D0D0D App background	card #111111 Card surface	inputBg #1A1A1A Inputs / pills	white #FFFFFF Primary foreground
border #222222 Default border	borderSoft #1E1E1E Soft divider	borderFaint #1A1A1A Faint divider	borderStrong #2A2A2A Strong border
track #252525 Track	trackDark #1E1E1E Track (dark)	starEmpty #2E2E2E Empty star	textBright #DDDDDD Bright text
textBody #CCCCCC Body text	textMuted #BBBBBB Muted	textDim #AAAAAA Dim	textFaint #666666 Faint
textFainter #555555 Fainter	textGhost #444444 Ghost (labels)	textWhisper #333333 Whisper	textPrimary #FFFFFF Primary text

LIGHT SCHEME (Cammode)

bg #FFFFFF App background	card #F4F4F5 Card surface	inputBg #E9E9EC Inputs / pills	white #0D0D0D Primary foreground
border #E2E2E4 Default border	borderSoft #ECECEE Soft divider	borderFaint #EFFFF1 Faint divider	borderStrong #D4D4D8 Strong border
track #E4E4E7 Track	trackDark #ECECEE Track (dark)	starEmpty #D4D4D8 Empty star	textBright #1A1A1A Bright text
textBody #2A2A2A Body text	textMuted #3F3F46 Muted	textDim #52525B Dim	textFaint #71717A Faint
textFainter #8A8A93 Fainter	textGhost #A1A1AA Ghost (labels)	textWhisper #C4C4CC Whisper	textPrimary #0D0D0D Primary text

SCORE COLOR LOGIC

A single helper – `scoreColor(s)` in `theme/theme.js` – maps any 1–5 score to one of three status colors. Applied everywhere a score appears: leaderboard numbers & bars, review cards, the ticker, and Nearby markers.

< 2.5
RED · CRITICAL

2.5 – 3.9
YELLOW · CAUTION

≥ 4.0
GREEN · GOOD

```
n >= 4      colors.green  #4CAF50
n >= 2.5    colors.yellow #F5C518
else        colors.red    #E53935
```

Thresholds are inclusive at the lower bound: exactly **4.0** is green, exactly **2.5** is yellow.

SCORE CATEGORIES

Every review rates five categories (1–5); the per-review `average` drives all aggregates.

KEY	LABEL
cleanliness	Cleanliness
privacy	Stall Privacy
paper	TP Quality
smell	Smell Factor
overall	Overall Shittability

TYPOGRAPHY

Three families, each with a clear job. Loaded via `@expo-google-fonts` in the root layout. Georgia ships on iOS only and falls back to the platform serif on Android.

BEBAS NEUE
Display / headings · `fonts.heading`
RATE WHERE YOU TAKE #2

Space Mono
UI labels, metadata, inputs · `fonts.mono / monoBold / monoItalic`
The public record depends on it.

Georgia
Review body copy (always italic) · `fonts.serif`
"Heated seat. Ambient jazz. This reviewer has reconsidered their career trajectory."

BEBAS NEUE — DISPLAY SCALE

32 · 1s 3	CORPORATE DUMP	App header / page titles
28 · 1s 2	SCREEN TITLE	Secondary screen titles
26 · 1s 2	SUBMISSION RECEIVED	Card / modal branding
24 · 1s 2	SUBMIT A FIELD REPORT	Modal section titles
22 · 1s 2	CORPORATE DUMP INDEX	Card titles / Index header
20 · 1s 1	COMPANY NAME	Review card company
18	RANK / FACILITY	Leaderboard rank, Nearby name
17 · 1s 2	SUBMIT DEPOSIT	Primary button label
15 · 1s 1	LIVE TICKER COMPANY	Ticker company name

SPACE MONO – UI SCALE

13 · regular	Input & picker text	Text fields, picker results
12 · reg/bold	Secondary labels · metadata	Score labels, card footer
11 · regular	Tertiary text, timestamps, hints	timeAgo, descriptions
10 · 1s1 · UP	SECTION LABEL	Uppercase section headers
9 · 1s .5 · UP	TAB LABELS · WATERMARK	Smallest labels, badges

Bold (monoBold): used at 14 (modal titles), 13 (modal actions), 12 (active score / category value), 10 (active segmented-control label).

GEORGIA – REVIEW BODY (ITALIC)

15 · 1h 26	Full review text in expanded modals
14 · 1h 24	Review body in cards
13 · 1h 20	Ticker blurb (2-line truncated)

BADGE SYSTEM

Badges are **auto-derived from the score matrix** (`badgesForScores` in `data/reviews.js`), never assigned manually — any review earns its badges purely from its scores (capped at 3 per card). Each badge carries its own color, used for the pill border (`color+55`) and fill (`color+12`). Rendered via `components/BadgePill.jsx` .

The system now defines **12** badges — the original 11 plus **Standard Issue** (added later). The 🧟 **Unshittable** tier is the catastrophic floor (all scores 1).



Executive Throne

Reserved for facilities of exceptional distinction. · #FFD700



Blue Collar Champion

Reliable. Consistent. Never lets you down. · #4A90D9



Emergency Stop Only

Not recommended for discretionary visits. · #FF6B35



Biohazard Zone

Facility has been flagged for remediation. · #8B0000



Ghost Pooper Detected

Occupancy unconfirmed. Stall activity unexplained. · #9B59B6



Combat Dump

Mission completed under hostile conditions. · #6B7B3A



Code Brown Facility

Proceed at your own risk. · #8B4513



Single-Ply Hell

Management's position on employee welfare is noted. · #CD853F



Hall of Fame

Pilgrimage-worthy. A landmark of the form. · #C0C0C0



OSHA Event

Investigators have been notified. · #FF4500



Unshittable

Catastrophic across every metric. Structurally beyond use. · #B00020



Standard Issue

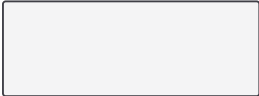
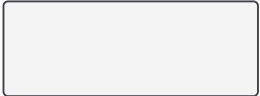
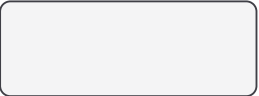
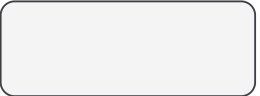
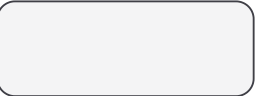
Aggressively average. Neither a warning nor an endorsement. · #888888

SPACING SCALE

A loose 2px-based scale; the recurring values below cover nearly all padding, margin, and gap usage. **16 / 18 / 20** dominate container padding; **8 / 10 / 12 / 14** handle inline gaps and small spacing; **60** is the standard list `paddingBottom` (clears the floating FAB).

4px		micro – animation offset, tightest gaps
6px		star-button gap, star radius
8px		inline gaps, dot spacing
10px		list-row margin, badge gap
12px		input padding, row gap
14px		input H-padding, card margin
16px		screen/list padding, section gap
18px		card internal padding
20px		screen edge padding, modal padding
22px		modal inner card padding
24px		major section spacing
48px		success-screen vertical padding
60px		list <code>paddingBottom</code> (clears FAB)

BORDER RADIUS

				
2px Tab indicator, ticker dots	3px Score progress bars	6px Star rating buttons	8px Inputs, dropdowns, analyst notes	10px Ticker, Nearby/Index rows, primary button
				
12px Standard cards (ReviewCard, Index header)	15px Icon button (sheet close)	16px Centered modals / dialogs	20px Pills, segmented control, sheet top corners	31px FAB (full circle)

COMPONENT PATTERNS

STANDARD CARD

```
background          colors.card
border              1px border / borderStrong
borderRadius        12 (cards) · 10 (rows/ticker)
padding             18 (card) · 14-16 (rows)
marginBottom        14 (card) · 10 (row) · 8
                    (Index)
```

ReviewCard adds a 4px score-colored accent bar on top. Index rows tint the border: #F5C51833 (top) / #E5393522 (bottom).

PRIMARY BUTTON

```
background          accent → borderStrong
                    (disabled)
borderRadius         10
paddingVertical      15
label               Bebas 17 · 1s 2 · #000
align               center
```

PILL / SEGMENTED CONTROL

```
track bg            inputBg , radius 20, padding
                    3
option              radius 16 · pad 6×14
active              bg accent , text #0d0d0d
inactive            transparent, textFaint
label               Mono 11 · 1s 1 · UPPER
BadgePill: radius 20, pad 3×10, border color+55 , bg
color+12 , text = badge color.
```

TEXT INPUT

```
background          inputBg
border              1px borderStrong , radius 8
padding             12 × 14
text                Mono 13 · white
marginBottom        12
Multiline review field uses Georgia italic 14 / lh 22 /
minHeight 120.
```

MODAL / BOTTOM SHEET

```
sheet bg            colors.card
top corners         radius 20 · maxHeight 92%
centered modal      radius 16 · padding 22
border              1px borderStrong
backdrop            #000000cc-dd
```

SCORE PROGRESS BAR

```
height              5px (3px in cards)
track               track / borderSoft
fill width          (score / 5) × 100%
fill color          scoreColor(score)
radius              3 · overflow hidden
```

COMPONENT LIBRARY

COMPONENT	ROLE
Stars	1-5 star score display
ScoreBar	Labeled progress bar (score-colored fill)
ReviewCard	Expandable review card with badges, kebab menu
BadgePill	Colored badge label pill
SegmentedControl	Reusable Nearest/Top-Rated pill toggle
RecentDepositsTicker	Rotating weighted "highlights reel"
CompanyPicker	Searchable company dropdown + "Other"
AppHeader / CustomTabBar	Brand header · custom tab bar
ToiletHandleFAB	Floating submit action (react-native-svg)
ShareableReviewCard	Render target for share-image export

