

AI DevOps Framework Brand Guidelines - 16:9 Slides

Source: DESIGN.md

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Status: generated handoff artifact for issue 24834. Regenerate after any DESIGN.md change.

Token Summary

version: alpha

name: AI DevOps Framework

description: Developer-first automation interface using GitHub-dark surfaces, blue focus, green operational success, compact cards, and system typography.

colors:

primary: "58a6ff"

secondary: "8b949e"

tertiary: "238636"

neutral: "0d1117"

background: "0d1117"

surface: "161b22"

surface-raised: "21262d"

on-surface: "c9d1d9"

on-primary: "0d1117"

on-tertiary: "ffffff"

outline: "30363d"

muted: "6e7681"

success: "3fb950"

warning: "fbbf24"

error: "da3633"

error-hover: "#f85149"

typography:

headline-display:

fontFamily: "-apple-system, BlinkMacSystemFont, 'Segoe UI', Roboto, sans-serif"

fontSize: 32px

fontWeight: 700

lineHeight: 1.15

letterSpacing: -0.02em

headline-lg:

fontFamily: "-apple-system, BlinkMacSystemFont, 'Segoe UI', Roboto, sans-serif"

fontSize: 24px

fontWeight: 700

lineHeight: 1.2

headline-md:

fontFamily: "-apple-system, BlinkMacSystemFont, 'Segoe UI', Roboto, sans-serif"

fontSize: 18px

fontWeight: 600

lineHeight: 1.3

body-lg:

fontFamily: "-apple-system, BlinkMacSystemFont, 'Segoe UI', Roboto, sans-serif"

fontSize: 16px

fontWeight: 400

lineHeight: 1.55

body-md:

fontFamily: "-apple-system, BlinkMacSystemFont, 'Segoe UI', Roboto, sans-serif"

fontSize: 14px

fontWeight: 400

lineHeight: 1.5

body-sm:

fontFamily: "-apple-system, BlinkMacSystemFont, 'Segoe UI', Roboto, sans-serif"

fontSize: 12px

fontWeight: 400

lineHeight: 1.45

label-md:

fontFamily: "-apple-system, BlinkMacSystemFont, 'Segoe UI', Roboto, sans-serif"

fontSize: 12px

fontWeight: 600

lineHeight: 1.2

rounded:

none: 0px

sm: 4px

md: 6px

lg: 8px

xl: 12px

full: 9999px

spacing:

unit: 4px

xs: 4px

sm: 8px

md: 12px

lg: 16px

xl: 20px

gutter: 16px

margin: 20px

components:

dashboard-page:

backgroundColor: "{colors.neutral}"

textColor: "{colors.on-surface}"

typography: "{typography.body-md}"

padding: 20px

card:

backgroundColor: "{colors.surface}"

textColor: "{colors.on-surface}"

typography: "{typography.body-md}"

rounded: "{rounded.lg}"

padding: 16px

card-hover:

backgroundColor: "{colors.surface}"

textColor: "{colors.on-surface}"

rounded: "{rounded.lg}"

input-default:

backgroundColor: "{colors.background}"

textColor: "{colors.on-surface}"

typography: "{typography.body-md}"

rounded: "{rounded.md}"

padding: 8px

button-primary:

backgroundColor: "{colors.tertiary}"

textColor: "{colors.on-tertiary}"

typography: "{typography.body-md}"

rounded: "{rounded.md}"

padding: 8px
button-primary-hover:
backgroundColor: "2ea043"
textColor: "{colors.on-primary}"
rounded: "{rounded.md}"
button-secondary:
backgroundColor: "{colors.surface-raised}"
textColor: "{colors.on-surface}"
typography: "{typography.label-md}"
rounded: "{rounded.md}"
padding: 6px
button-secondary-hover:
backgroundColor: "{colors.outline}"
textColor: "{colors.on-surface}"
rounded: "{rounded.md}"
button-danger:
backgroundColor: "{colors.error}"
textColor: "{colors.on-tertiary}"
typography: "{typography.label-md}"
rounded: "{rounded.md}"
padding: 6px
button-danger-hover:
backgroundColor: "{colors.error-hover}"
textColor: "{colors.on-primary}"
rounded: "{rounded.md}"
badge-success:
backgroundColor: "{colors.success}"

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textColor: "{colors.on-primary}"
typography: "{typography.label-md}"
rounded: "{rounded.full}"
padding: 4px
badge-warning:
backgroundColor: "{colors.warning}"
textColor: "{colors.on-primary}"
typography: "{typography.label-md}"
rounded: "{rounded.full}"
padding: 4px
badge-neutral:
backgroundColor: "{colors.muted}"
textColor: "{colors.on-tertiary}"
typography: "{typography.label-md}"
rounded: "{rounded.full}"
padding: 4px
badge-error:
backgroundColor: "{colors.error}"
textColor: "{colors.on-tertiary}"
typography: "{typography.label-md}"
rounded: "{rounded.full}"
padding: 4px
```

Design System: AI DevOps Framework

Overview

AI DevOps is a developer-operations framework and OpenCode plugin. Its interface language should feel like a reliable engineering console: dark by default, compact, status-led, and evidence-oriented. The current implemented UI evidence is the MCP Server Dashboard in `.opencode/server/mcp-dashboard.ts`, which uses GitHub-dark colours, compact cards, system fonts, blue focus/highlight states, green

primary actions, red destructive actions, and 4px/8px spacing increments.

Design goals:

- Keep operational state obvious: running, stopped, error, authenticated, last update, and command actions should scan quickly.
- Preserve developer trust with native system typography, code-friendly contrast, visible borders, and restrained motion.
- Use compact density for dashboards and sidebars, but keep controls at least 44px high when touch use is plausible.
- Prefer semantic tokens over one-off values so generated reports, OpenCode UI surfaces, and dashboard screens stay consistent.

Colors

The canonical palette is derived from the dashboard CSS in `.opencode/server/mcp-dashboard.ts`:

Token Value Use

background / neutral 0d1117 Page background, input background, code wells

surface 161b22 Cards, authentication bar, raised panels

surface-raised 21262d Secondary buttons and low-emphasis controls

outline 30363d Borders, dividers, hover fills

on-surface c9d1d9 Primary text on dark surfaces

secondary 8b949e Body metadata, helper copy, inactive labels

muted 6e7681 Lowest-emphasis timestamps and stopped/unknown badges

primary 58a6ff Headings, focus, hover border, selected highlights

tertiary 238636 Primary action and running status

success 3fb950 Authenticated/success text

warning fbbf24 Warnings and cautionary evidence badges

error da3633 Error status and destructive actions

error-hover f85149 Error text and danger hover

Contrast rules:

- Use c9d1d9 or white text on 0d1117, 161b22, 21262d, 238636, and da3633.
- Do not use muted text below 12px; pair 6e7681 only with non-critical metadata.
- Blue 58a6ff is an accent, not the primary CTA colour; reserve CTA fill for green 238636 unless the action is navigation/focus.

Typography

Use native system UI fonts for app and dashboard surfaces:

font-family: -apple-system, BlinkMacSystemFont, 'Segoe UI', Roboto, sans-serif;

Scale:

- Display: 32px / 700 / 1.15 for handoff covers and major report titles.
- Large heading: 24px / 700 / 1.2 for page-level headings.
- Medium heading: 18px / 600 / 1.3 for card titles; matches the dashboard .card-title size.
- Body: 14px / 400 / 1.5 for dashboard controls and normal UI copy.
- Small: 12px / 400-600 for badges, metadata, helper text, and compact buttons.

Code snippets and command examples may use SFMono-Regular, Consolas, Liberation Mono, Menlo, or monospace, but the primary interface remains system sans.

Layout

Use a compact 4px base with an 8px rhythm:

- Page padding: 20px on dashboard-like pages.
- Grid gap: 16px; dashboard cards use `repeat(auto-fill, minmax(300px, 1fr))`.
- Panel/card padding: 16px.
- Form/control horizontal rhythm: 8px or 12px gaps.
- Sidebar width: 420px default, 320px minimum, 640px maximum from `.opencode/ui/chat-sidebar/constants.ts`.
- Message and panel content should use a readable max width near 600px when not in a dashboard grid.

Keep dashboard layouts responsive through fluid grids rather than fixed breakpoints. On narrow screens, cards stack to a single column and action rows may wrap.

Elevation & Depth

Depth is border-led rather than shadow-led:

- Use 1px solid 30363d for card, auth bar, input, and button boundaries.
- Use 161b22 panels over 0d1117 page background.
- Use 21262d for secondary action surfaces.
- Hover depth changes border or fill colour, not position.
- Reserve heavy shadows for generated browser/PDF report previews, not operational dashboards.

Shapes

Radius is compact and functional:

- 4px for code chips and very small inline elements.
- 6px for inputs and buttons.
- 8px for cards, panels, and auth bars.
- 12px for larger generated report containers.
- Full radius for status badges and pills.

Avoid large rounded marketing cards in operational screens unless the surface is a report preview or handoff artifact.

Components

Core component rules:

- Page shell: 0d1117 background, c9d1d9 text, 20px padding, system font.
- Cards: 161b22 background, 30363d border, 8px radius, 16px padding. Hover changes border to 58a6ff.
- Inputs: 0d1117 background, 30363d border, c9d1d9 text, 6px radius, 8px 12px padding.
- Primary buttons: green 238636 fill with white text; hover 2ea043.
- Secondary buttons: 21262d fill, 30363d border, c9d1d9 text; hover 30363d.
- Danger buttons: red da3633 fill and border; hover f85149.
- Status badges: 4px 8px padding, full pill radius, 12px/500 type. Running is green, stopped/unknown is muted grey, error is red.
- Metadata: use 8b949e at 12px; use 6e7681 only for lowest-emphasis timestamps.
- Focus: keyboard focus should use blue 58a6ff outline or border with at least 2px visible affordance.

Do's and Don'ts

Do:

- Use semantic tokens from this file before adding new hex values.
- Keep dashboards compact, structured, and border-defined.
- Use green for safe primary operations and red only for destructive/error states.
- Preserve high contrast and readable 12px+ metadata.
- Keep generated reports and brand handoffs free of private local paths, secrets, raw transcripts, and unrelated repo names.

Don't:

- Add light-only UI surfaces without a matching dark-mode treatment.
- Use blue filled CTAs when green better communicates an operational action.
- Hide error state in colour alone; pair colour with text labels.
- Introduce decorative gradients, glassmorphism, or heavy shadows into operational tooling.
- Use skeleton placeholder brand values in UI or generated guidelines.

Responsive Behaviour