

DESIGN SYSTEM

Hotell Harren

A serious interface with unserious details.

The household app for the Holmgren family

November 2026

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01

Overview

Hotell Harren is a household app for the Holmgren family: six people, one house, one washing machine, one dryer and one red Toyota Yaris. It handles the cooking rota, dinner sign-ups, laundry and car bookings, the shared shopping list, weekend dinners and the family chat. It is a PWA, installed from Safari to the home screen on six iPhones, and every screen is designed for a phone held in one hand.

The whole system rests on one sentence:

A serious interface with unserious details.

The interface itself is calm, native-feeling and strict: system type, one brand color, white cards on a pale gray page, nothing that a family member has to learn. The personality lives in the details: hand-drawn cats, a red Yaris that shows up wherever the car does, and short lines of copy with a dry sense of humor. The story behind the app is that it was built by *the cat that crashed the Yaris*. That is why the icon shows a cat peering over the hood, and why the cat is never far away.

Principles

- **Native first.** Use the iOS system font, iOS-sized controls and iOS patterns (segmented controls, sheets, a five-tab bar). Nobody in the family should notice that this is a web app.
- **One color does the work.** `indigo-500` marks what you can press and what is yours. `coral` marks the weekend and anything that wants your attention. Everything else is neutral.
- **The illustrations carry weight.** Cats and the Yaris are part of the interface, not decoration in a corner. If an illustration looks small or pushed aside, it is wrong. Empty states, the Yaris status card and the chat button are built around them.
- **Light, never chatty.** One short sentence, often with a cat in it. Never two jokes in a row, and never a joke where someone needs a clear answer.
- **Nothing the app enforces that the family can settle.** The app reminds, it does not assign. Copy and UI follow from that: no penalties, no red warnings for being late, no automatic decisions.

02

Logo and app icon



App icon



Maskable icon



Splash screen

- The app icon (`assets/Brand/app-icon.png`) is the logo: the wordmark **HOTELL HARREN** in rounded white capitals with an orange outline, arched over the gray-and-orange cat peeking out of the red Yaris, on an `indigo-500` field.
- Use `app-icon-maskable.png` wherever the platform crops the icon into a shape (Android, PWA install). It keeps the cat and the wordmark inside the safe zone.
- Always show the icon on its own indigo field. Never place it on a photo, recolor it, or set the wordmark separately from the illustration.
- In running text and in the top bar, write the name in plain type: **Hotell Harren**. It is always spelled *Harren*, never *Härren*.
- Never use the app name as a notification title. iOS already adds "from Hotell Harren" under every notification from a web app, so the name would appear twice.
- The splash screen (`splash.jpg` , `splash-loop.mp4`) is the Yaris driving off loaded with a mattress, a laundry basket and the gray cat, on `indigo-500` . Hold it for at least 2.2 seconds so it is actually seen, with the name set in `splash-title` at 30% from the top.

03

Color

The palette is Tailwind-based and deliberately small: one indigo scale, four signal hues, four chip pairs and a neutral set that follows iOS.

- **Ground.** Put the page on `bg`, every block of content on a `card` with a 1px `border`, and recessed controls on `bg-secondary`. Do not use shadows to separate cards; the hairline does that.
- **Brand.** Fill primary buttons, selected slots, selected day pills, your own chat bubbles and the send button with `indigo-500` and white text. Use `indigo-600` for text-only actions (secondary buttons, link buttons). Tint with `indigo-100` and write on it in `indigo-700` when something is highlighted, picked or yours (the highlighted card, the picked choice, your row in a list).
- **The week switcher** is the one place that uses a fixed `#4f46e5` in both themes, because `indigo-600` turns too light under white text in dark mode. Keep that exception exactly where it is.
- **Signals.** `coral` means weekend or "look here" (weekend dinners in the calendar, unread badges, an empty fuel tank). `green` means done. `red` means an error in text. Red is never used as a fill for a warning.
- **Chips** come in four semantic pairs, each a background and a text token: `chip-helg-*` (weekend), `chip-klar-*` (done), `chip-fel-*` (error or away), `chip-obs-*` (heads-up). A neutral chip uses `bg-secondary` with `text-secondary`; the brand chip uses `indigo-100` with `indigo-700`. Always write the meaning in the chip; never rely on its color alone.
- **Calendar dots** have fixed meanings: `indigo-400` laundry, `#dc2626` (Yaris red) car, `coral` weekend dinner.
- **Dark mode** follows the phone's setting. Every token has a dark value. Indigo shifts lighter (`indigo-500` and `indigo-600` both become `#818cf8`), tints become deep navy, and chip pairs invert to dark grounds with light text.
- **Known contrast gaps.** White on `indigo-500` measures 4.47:1 in light mode and 2.98:1 in dark mode, and `text-tertiary` on `card` measures 2.5:1 in light mode. They are kept exactly as the app ships them. Use `text-tertiary` only for information that is repeated elsewhere, and keep white text on indigo bold and at least 15px.

Each swatch shows the light value on the left and the dark value on the right.

Brand



indigo-100

`#E0E7FF · #23234A`

Tint for highlighted cards, the selected calendar day, picked choices, small buttons, pinned messages and the prompt banner. Pair with indigo-700 text (6.4:1 light, 10.0:1 dark).



indigo-200

`#C7D2FE · #2E2E5C`

Fallback fill behind an avatar that has no illustration yet, with indigo-700 initials.



indigo-400

`#818CF8 · #818CF8`

Laundry dots in the calendar, the outline of a pinned chat bubble. Marks only, never text.



indigo-500

`#6366F1 · #818CF8`

The brand color. Primary buttons, selected slots and day pills, the active tab, your own chat bubbles, the send button and the splash background. White text on it measures 4.47:1 in light and 2.98:1 in dark: a known gap in the source, kept as it is.



indigo-600

`#4F46E5 · #818CF8`

Text-colored actions: secondary buttons, link buttons, today's date in the calendar. 6.3:1 on card in light, 5.7:1 in dark. The week switcher and next-week banner use the light value #4f46e5 as a fixed fill in both themes, so white text keeps 6.3:1.



indigo-700

`#4338CA · #C7D2FE`

Text on indigo-100 and indigo-200: highlighted card titles, small button labels, picked choices, avatar initials.

Signals



coral

`#F97316 · #FB923C`

Weekend and attention: weekend-dinner dots in the calendar, the unread badge on the Mat tab and the chat button, and the outline of the Yaris card when the tank is empty. Marks and fills only; white text on it measures 2.8:1, so keep it to short counters.



green

`#22C55E · #22C55E`

Done. Filled check rings and ticks, the home dot, the answered mark on household avatars. Always paired with a white check glyph, never used for text.



red

`#EF4444 · #EF4444`

Error text, such as a wrong PIN. 3.8:1 on card in light: use it for short messages only, and say what went wrong in words.



yellow

`#F59E0B · #F59E0B`

Base hue of the obs chip family. Not used as a fill on its own.

Chips



chip-helg-bg
`#FFEDD5 · #3A2415`
Weekend chip background. Text: chip-helg-text.



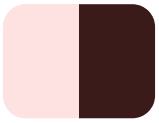
chip-helg-text
`#C2410C · #FDBA74`
Weekend chip text on chip-helg-bg (4.5:1 light, 8.6:1 dark). Also used for 'Tanka snart' on the Yaris card.



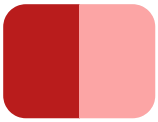
chip-klar-bg
`#DCFCE7 · #14321F`
Done chip and done card background. Text: chip-klar-text.



chip-klar-text
`#15803D · #86EFAC`
Text on chip-klar-bg (4.6:1 light, 9.9:1 dark).



chip-fel-bg
`#FEE2E2 · #3B1A1A`
Error chip background, and the away state of a day chip. Text: chip-fel-text.



chip-fel-text
`#B91C1C · #FCA5A5`
Text on chip-fel-bg (5.3:1 light, 8.2:1 dark).



chip-obs-bg
`#FEF3C7 · #382A12`
Heads-up chip background, such as how many steps are left this week. Text: chip-obs-text.



chip-obs-text
`#B45309 · #FCD34D`
Text on chip-obs-bg (4.5:1 light, 9.7:1 dark).

Surfaces and text



bg
`#F8F8FA · #0F0F12`
Page background behind cards, and the chat sheet background.



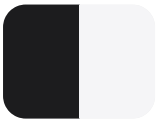
bg-secondary
`#F2F2F7 · #25252B`
Recessed fills: segmented control track, icon buttons, neutral chips, other people's chat bubbles, system messages, taken slots, the composer field.



card
`#FFFFFF · #1C1C20`
Cards, the top bar, the tab bar, inputs, the day sheet and the chat button.



border
`#E5E7EB · #2F2F35`
1px hairlines around cards, inputs and slots, list dividers, the top and tab bar edges, the day sheet grip.



text-primary
`#1C1C1E · #F5F5F7`
Headings and body copy on card, bg and bg-secondary (17:1 light, 15.6:1 dark).



text-secondary
`#6B7280 · #A1A1AA`
Supporting text on card and bg (4.8:1 and 4.6:1 light; 6.6:1 dark). On bg-secondary it drops to 4.3:1 in light: keep it to 13px+ semibold there.



text-tertiary
`#9CA3AF · #8B8B93`
Meta lines, tab labels, weekday headings, timestamps, placeholder avatars. 2.5:1 on card in light (5.0:1 in dark): a known gap in the source. Never put information here that is not also shown elsewhere.

04

Typography

- Set everything in the iOS system font: SF Pro Display for headings (`display` family) and SF Pro Text for everything else (`text` family). Inter is the fallback on non-Apple devices. There are no custom font files.
- Headings are tight: `h1` 30/700 at −0.025em, `h2` 23/600 at −0.02em, `h3` 18/600 at −0.01em. Use `h3` for card titles and the top bar.
- Body copy is `body` at 16px with a 1.5 line height. Inputs must be 16px or larger, or Safari zooms in when someone starts typing.
- The supporting scale is `small` (14px) for secondary lines, `caption` (13px) for meta lines, field labels and chips, `tab-label` (11px) and `cal-name` (10px) for the calendar.
- Use tabular numerals (`font-variant-numeric: tabular-nums`) for times and dates in slots and the calendar, so columns line up.
- Write in sentence case everywhere. Capitalize Swedish dates with `::first-letter`, never with `text-transform: capitalize`, which produces "14 Oktober".

splash-title
30px · 700 · 1.5 · -0.03em

Hotell Harren

The app name over the splash animation, white on indigo-500.

h1
30px · 700 · 1.5 · -0.025em

Hej Elin

Screen titles, such as the app name and the greeting on the login screen. One per screen at most.

h2
23px · 600 · 1.5 · -0.02em

Tvättstugan

Screen headings next to a 64px cat, the month name in the calendar, and the date range in the week banner.

h3
18px · 600 · 1.5 · -0.01em

Veckans matlagning

Card titles, the top bar title, empty-state headings.

body
16px · 400 · 1.5

Gäller middagen. Du kan ändra när som helst.

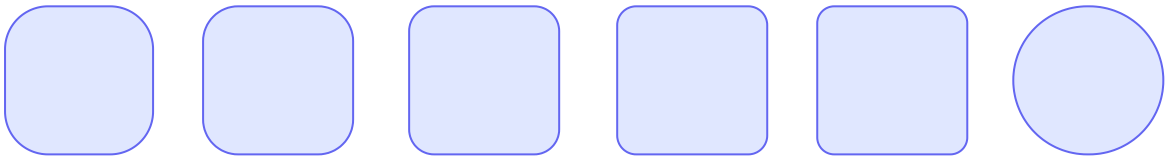
Default body copy, inputs and choice rows. Inputs stay at 16px or larger so Safari does not zoom.

row-title 16px · 500 · 1.5	Matlagningsdag	The main line of a list row or checklist item.
button-primary 17px · 600 · 1.5	**Boka Yarisen**	Primary button label.
button 16px · 600 · 1.5	Jag har tankat	Secondary button label.
chat 15px · 400 · 1.4	Vem tog sista mjölken?	Chat bubbles.
small 14px · 400 · 1.5	Du kan ta flera dagar om du vill.	Secondary lines, small button labels, segmented control labels (600).
caption 13px · 500 · 1.5	3 av 6 har svarat	Meta lines under row titles, field labels (600), chips (600).
tab-label 11px · 500 · 1.5	Kalender	Tab bar labels; 600 when active.
cal-name 10px · 600 · 1.5	**Fredrik**	The cook's name under the avatar in a calendar day. Ellipsis when it does not fit.
pin 26px · 400 · 1.5 · 0.45em	● ● ● ●	PIN entry, centered.

05

Shape, spacing and elevation

- Radii step down with size: `radius-sheet` 22px, `radius-card` 18px, `radius-button` 13px, `radius-small` 10px, `radius-chip` 9px. Avatars, the chat button and check rings are full circles.
- Lay out every screen as a single column: `screen-padding` (16px) around it, `screen-gap` (14px) between cards, `card-padding` (18px) inside a card and `card-gap` (10px) between the things in it.
- Touch targets are at least 44px tall. Primary buttons are 46px, secondary buttons 44px, choice rows 48px, day chips 40px.
- The top bar is sticky, the tab bar is fixed to the bottom with the safe-area inset under it, and the chat button floats 16px from the right edge, just above the tab bar.
- Nothing on a screen may scroll sideways. Long words and links in the chat break with `overflow-wrap: anywhere`.



`radius-sheet`	`radius-card`	`radius-button`	`radius-small`	`radius-chip`	`radius-pill`
22px	18px	13px	10px	9px	999px

Spacing

TOKEN	VALUE	USE
`screen-padding`	16px	Padding around every screen, and the horizontal inset of the top bar, sheets and composer.
`screen-gap`	14px	Vertical gap between cards on a screen.
`card-padding`	18px	Inner padding of a default card.
`card-padding-tight`	14px	Vertical padding of a tight card (16px horizontal).
`row-padding`	12px	Vertical padding of list rows and checklist items; also the gap between avatar and text.
`card-gap`	10px	Gap between items inside a card, and between member cards on the login screen.
`chip-gap`	8px	Gap between chips, slots, day pills and stacked choice buttons.

Elevation

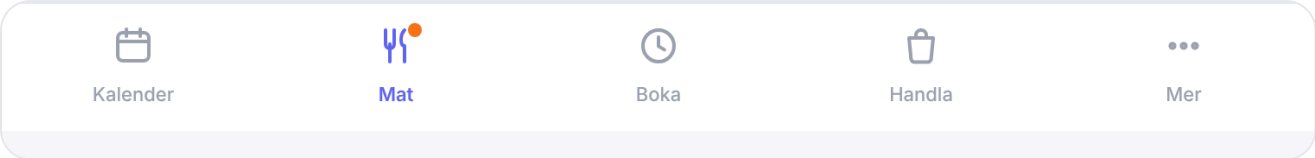
The interface is flat. Only three things float, each with its own shadow token: the chat button (`shadow-fab`), the day sheet over a 35% black backdrop (`shadow-sheet`), and the chat's small menus (`shadow-popover`).

The active segment of a segmented control gets a barely visible `shadow-segment`.

TOKEN	VALUE	USE
`shadow-segment`	0 1px 2px rgba(0, 0, 0, 0.06)	The active segment in a segmented control.
`shadow-popover`	0 2px 8px rgba(0, 0, 0, 0.08)	The chat's message menu and the who-reacted card.
`shadow-fab`	0 4px 14px rgba(0, 0, 0, 0.12)	The floating chat button. The only floating object on a screen.
`shadow-sheet`	0 -8px 40px rgba(0, 0, 0, 0.22)	The day sheet, lifted over a 35% black backdrop.

06

Iconography



- The five tab icons are inline 24px line icons drawn in the app itself: a stroke of 2, round caps and joins, `currentColor`. They are a calendar (Kalender), a fork and knife (Mat), a clock (Boka), a shopping bag (Handla) and three dots (Mer). They inherit `text-tertiary`, or `indigo-500` when active.
- There is no icon library. Do not add one. Where something needs a picture, use one of the illustrations.
- A few glyphs are used as text: ✓ in check rings, picked choices and confirmations ("Kopierat ✓"), ‹ and › to step between months and to leave the chat, ⌄ to close the day sheet, × to remove a guest, and 📌 for pinned messages. These are the only emoji in the interface.

07

Components

Every component in this system is drawn with the app's own stylesheet (`components/bundle.css`) and the tokens above. The previews are static HTML recreations of the real screens; the app itself is written in React.

ACTIONS

Button



Five button styles, from the one main action on a screen down to a bare icon.

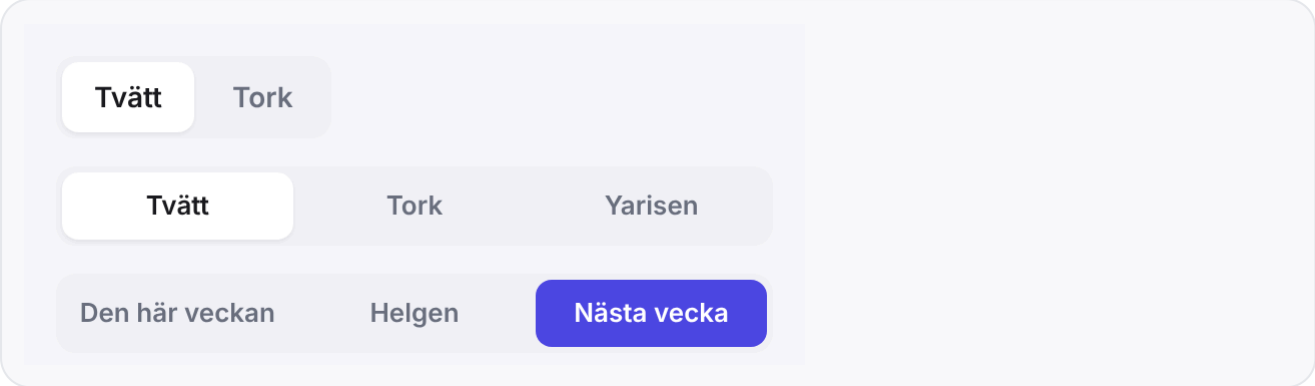
Variants

- `.btn-primary` : the main action of a card or screen, such as *Boka Yarisen* or *Logga in*. `indigo-500` fill, white `button-primary` label, 46px tall, `radius-button` . At most one per card. Disabled at 45% opacity.
- `.btn-secondary` : an alternative or reversible action, such as *Jag har tankat* or *Visa i morgon i stället*. `card` fill, 1px `border` , `indigo-600` label, 44px tall. Add `.wide` for full width.
- `.btn-small` : a compact action inside a list row, such as *Ta dagen* or *Kopiera*. `indigo-100` fill with `indigo-700` text, 10px radius.
- `.btn-link` : a quiet text action at the end of a row, such as *Ta bort* or *Lossa*. `indigo-600` text, no box.
- `.btn-icon` : a 38px square for a single glyph (‹ › ⌄), on `bg-secondary` . Always give it an `aria-label` in Swedish.

Usage

- Provide the label as children. Labels are verbs or first-person statements in sentence case: *Boka passet*, *Jag äter*, *Tanken är tom*.
- While an action runs, swap the label for the present tense with an ellipsis (*Bokar…*) and disable the button.
- Do not put two primary buttons side by side. Do not use a red button for a destructive action; use `.btn-link` and plain words.

SegmentedControl

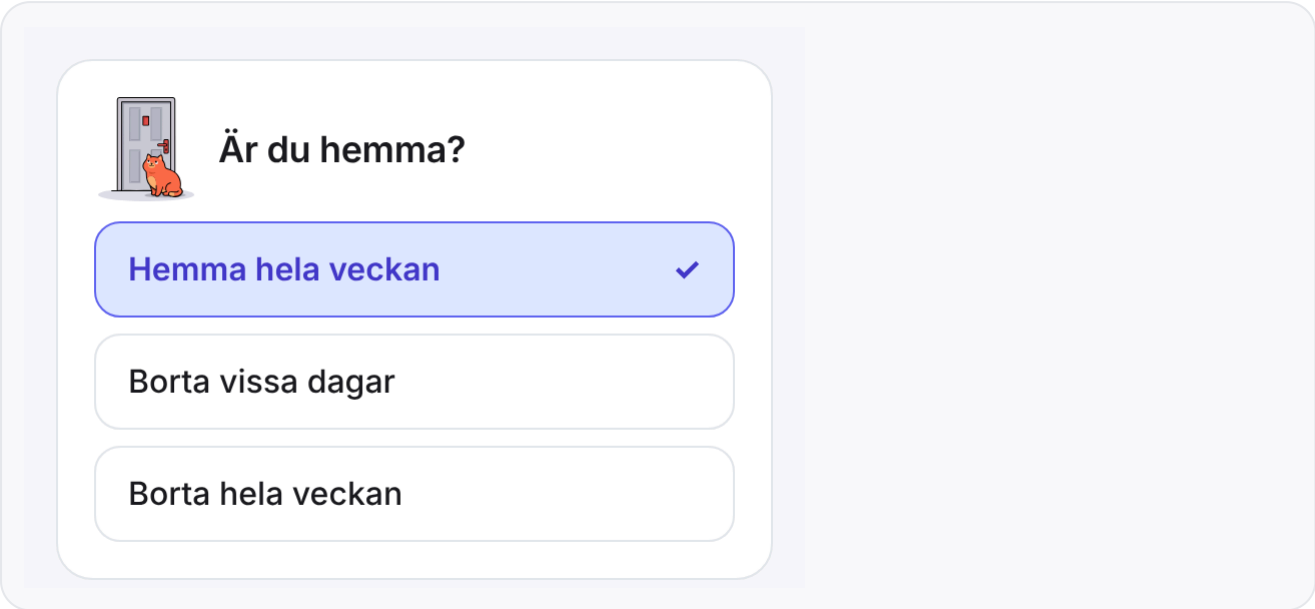


An iOS-style switch between two or three views of the same screen.

- `.segment`: an inline track on `bg-secondary` with 3px padding. The active button sits on `card` with `shadow-segment` and `text-primary`; the others use `text-secondary`. Labels use `small` at 600.
- `.segment.three`: stretches to full width with three equal parts. Used on Boka (*Tvätt / Tork / Yarisen*).
- `.segment.three.strong`: the week switcher on Mat (*Den här veckan / Helgen / Nästa vecka*). The active part is filled with a fixed `#4f46e5` and white text in both themes, so you always see which week you are in.
- `.segment.small`: a tighter variant with 13px labels.

Provide two or three short labels and the active index. Keep labels to one or two words; they must not wrap. Do not use a segmented control for actions; it only switches what is shown.

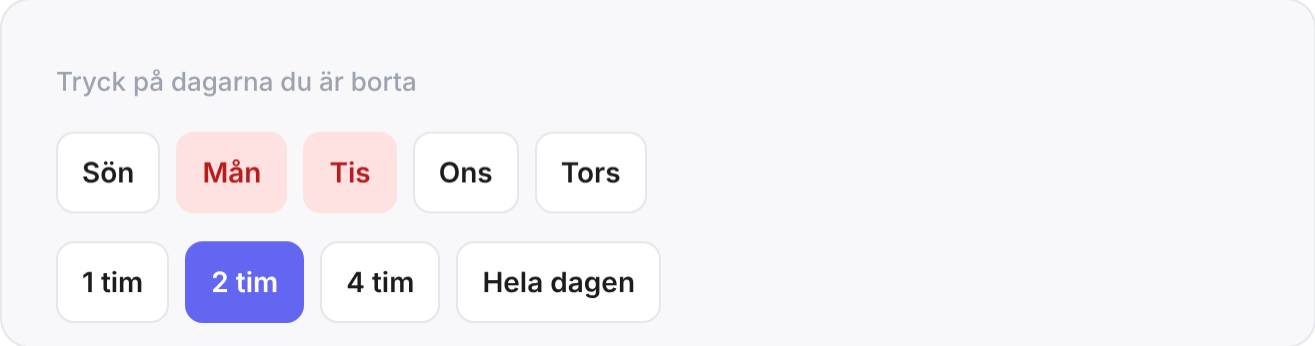
ChoiceList



A vertical stack of full-width rows for picking exactly one answer.

- Wrap the rows in `.stack-buttons` (8px gap). Each row is a `.choice`: 48px tall, `radius-button`, 1px `border` on `card`, `body` text at 500.
- The picked row gets `.picked`: `indigo-500` border, `indigo-100` fill, `indigo-700` text at 600, and a ✓ in `.check` on the right.
- Use it when the answer is a sentence, as in the weekly *Är du hemma?* question. Use a segmented control instead when the options are one-word views.
- Provide the options as full sentences in the second person, and the picked value.

DayChip

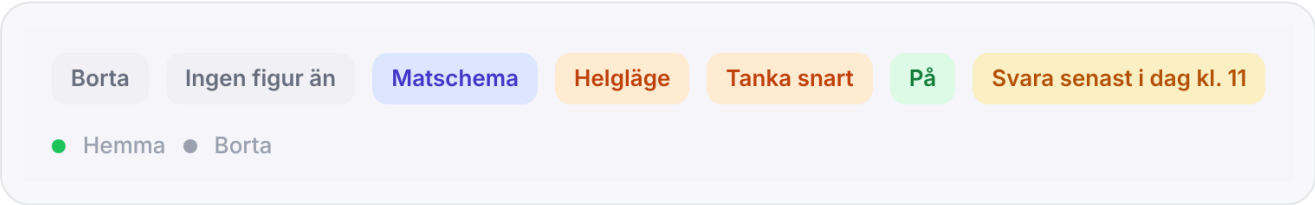


A 40px toggle chip for picking days or a duration from a short row.

- Lay chips out in a `.chip-row` (wraps, 8px gap). Each is a `.day-chip`: `card` fill, 1px `border`, `radius-chip`, 14px at 600.
- `.off` marks a day you are away: `chip-fel-bg` with `chip-fel-text`. Used for the away days in *Är du hemma?*.
- `.on` marks a selected option: `indigo-500` fill with white text. Used for the Yaris booking length.
- The shopping list also uses plain day chips as quick-add buttons (*+ Mjölk*, *+ Smör*), and weekend dinners use one to add a guest (*+ Gäst*).
- Provide short labels (weekday abbreviations, durations) and the selected set. Pair the row with a one-line instruction in `caption`, because the meaning of a filled chip is not obvious on its own.

STATUS

Chip

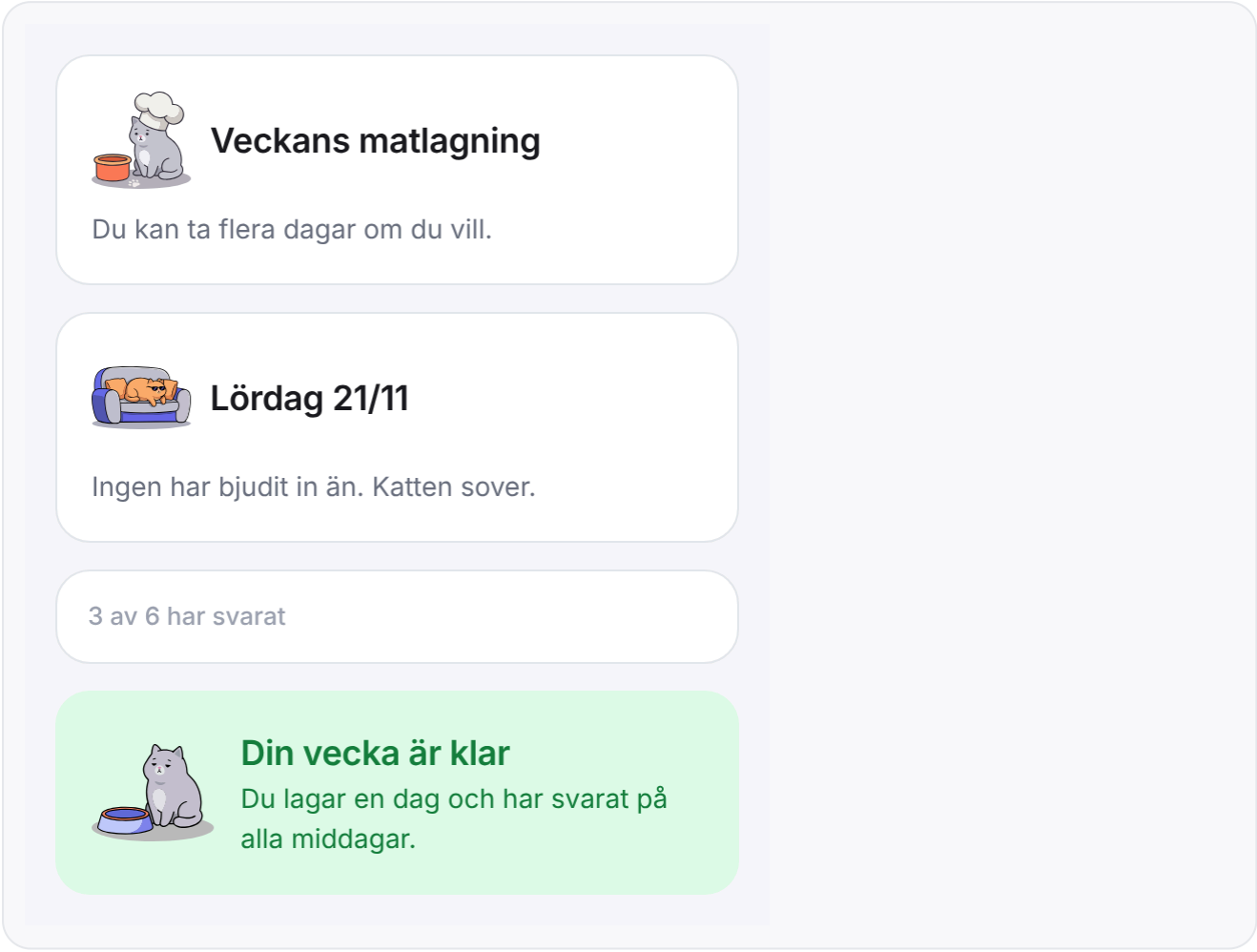


A small, non-interactive label that names a state.

- `.chip` is 13px at 600 on a `radius-chip` pill. Each tone uses its own background and text pair:
- default (`bg-secondary` / `text-secondary`): neutral facts, such as *Borta* or *Ingen figur än*.
- `.indigo` (`indigo-100` / `indigo-700`): an ordinary cooking day in the day sheet, *Matschema*.
- `.helg` (`chip-helg-*`): weekend mode, *Helgläge*, and things that need doing soon, *Tanka snart*.
- `.klar` (`chip-klar-*`): something switched on or finished, such as notifications being *På*.
- `.obs` (`chip-obs-*`): a deadline, *Svara senast i dag kl. 11*.
- `.fel` (`chip-fel-*`) is defined for errors but not used as a chip today; its colors mark away days on the DayChip.
- `.dot.home` (`green`) and `.dot.away` (`text-tertiary`) are 8px status dots. Always put a word next to them.
- Provide one or two words. The word carries the meaning; the color only supports it. Chips are never buttons; use a DayChip for anything you can tap.

CONTAINERS

Card



The basic container: every block of content on a screen sits in a card.

Variants

- `.card` : `card` fill, 1px `border` , `radius-card` , `card-padding` inside and `card-gap` between children. No shadow.
- `.card.tight` : 14px × 16px padding and an 8px gap, for a one-line summary.
- `.card.done-card` : a horizontal card on `chip-klar-bg` with a 64px cat and `chip-klar-text` , shown when your week is complete.
- The stylesheet also defines `.card.highlight` (`indigo-100` fill, `indigo-700` title) and `.card.weekend` (a 3px `coral` left edge). Neither is used on a screen today; keep them in reserve rather than inventing new card styles.

Inside a card

- Title with `.card-title` (`h3` size). Put a 52px cat in front of it with `.title-row` and `.card-cat` when the card has a clear subject.
- Use `.card-row` for a title and an action or chip on one line, pushed apart.
- Provide the content as children. Keep one card per subject, and stack cards with `screen-gap` .

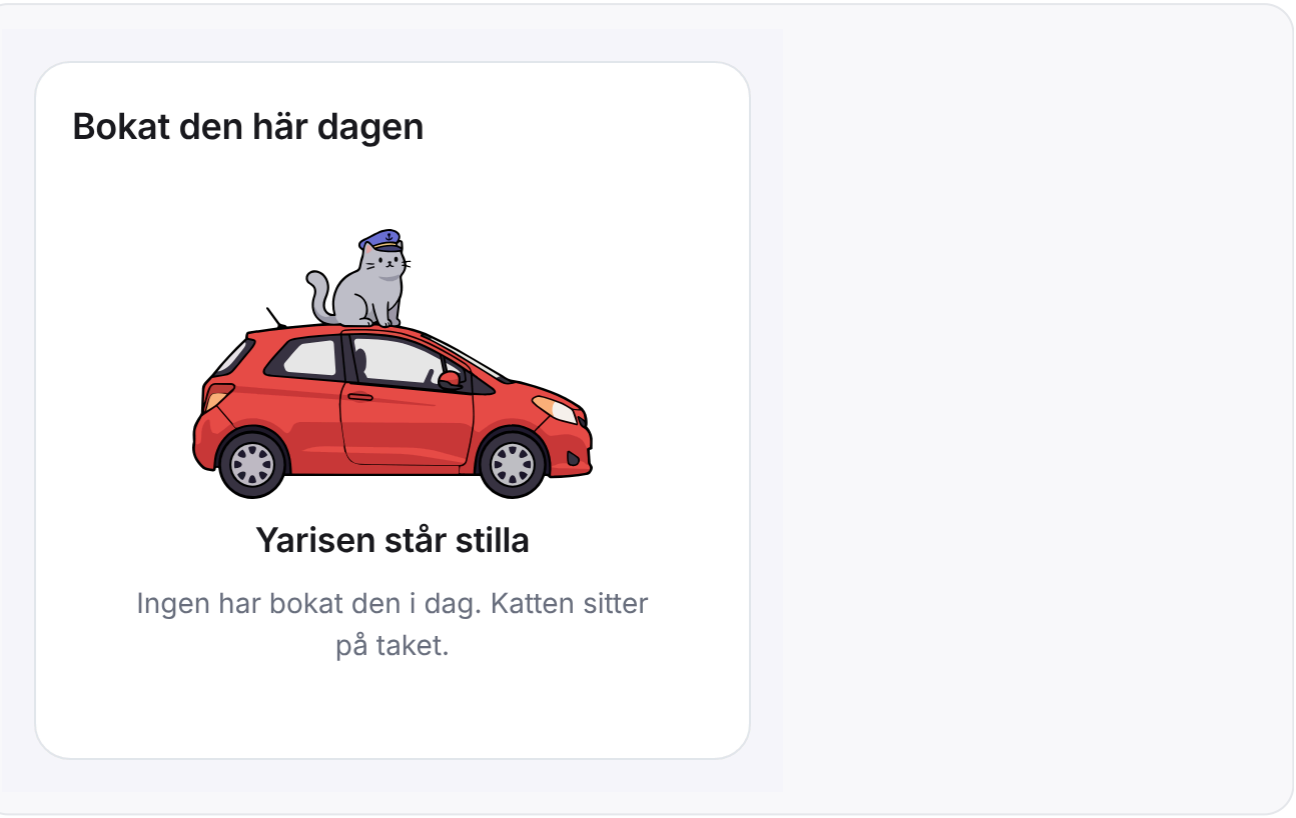
WeekBanner



A banner under the week switcher that states the week number and dates.

- `.week-banner` is a card-like block with a `caption` kicker in `text-secondary` and the range in `h2` size (`.wb-range`).
- Add `.next` when the banner shows next week: it fills with the fixed `#4f46e5` and white text (6.3:1), so you never fill in the wrong week by mistake.
- Provide which week is being planned and its date range, written as *V. 47 · 16–22 november*. When a week spans two months, shorten both months to three letters: *30 nov–6 dec*.

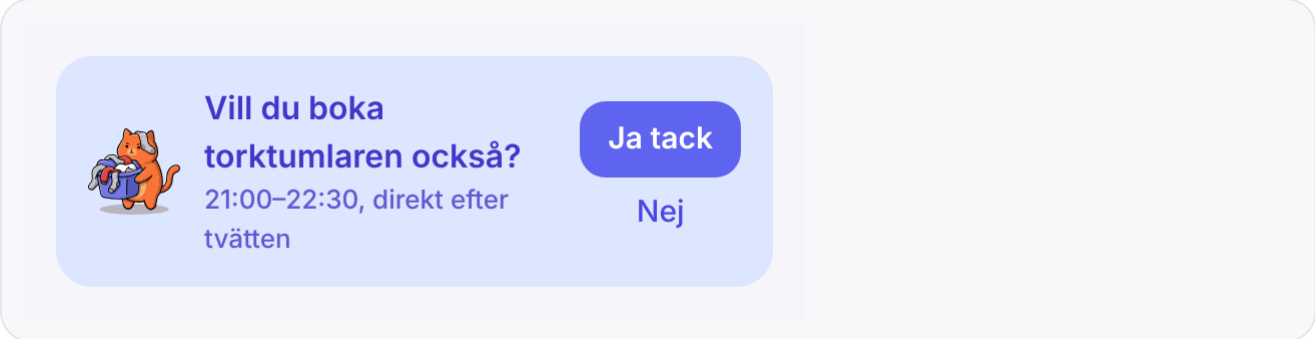
EmptyState



What a list shows when it has nothing in it: a large illustration, a heading and one line of copy.

- Use `.empty` inside the card whose list is empty. The image is 200px wide (at most 70%), the heading is 17px, and the line is `small` in `text-secondary`, capped at 30 characters per line.
- Provide the illustration that matches the screen (see Illustrations), a heading that states the situation, and one line that explains it. This is where the app is allowed a joke, usually about the cat.
- Add a primary button under the text only when there is an obvious next step, as on an empty weekend day (*Bjud in*).
- Never show a bare "Inga resultat". Never shrink the cat to fit more text.

Prompt



A tinted banner that offers the obvious next step right after you have done something.

- `.prompt` sits on `indigo-100` with `radius-card`, a 46px cat, a `row-title` and `meta` in `indigo-700`, and a compact primary button with a link under it.
- It slides up 6px and fades in over 200ms (no motion with Reduce Motion).
- Use it for one follow-up only: after booking the washing machine, it offers the dryer straight after. Provide the question, the detail line, and the two actions.
- Do not stack prompts, and do not use one for warnings.

YarisStatus



Yarisen är ledig

Nästa bokning tis 14:00

Tanken är tom



Irma har den

Tillbaka 18:30 · Ica

Tanka snart

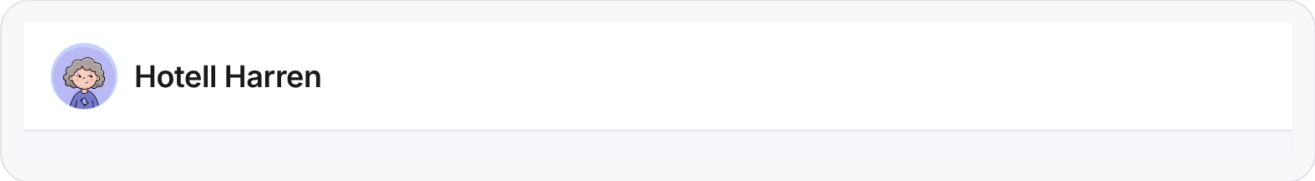
Jag har tankat

The status card at the top of the Yaris tab: who has the car, when it is back, and whether it needs fuel.

- `.card.car-status` centers a 210px Yaris illustration (at most 76%), an `h3`, a `secondary` line and a full-width secondary button. The car is the first thing you see, not a vignette in a corner.
- With `.warn` the card gets a 1.5px inset `coral` outline, the illustration switches to `yaris-tank.svg` and a *Tanka snart* chip appears.
- Provide the current holder (or *Yarisen är ledig*), the return time with an optional note, and the fuel flag. The button label is what you do, not what is true: *Tanken är tom* sets the flag, *Jag har tankat* clears it.

NAVIGATION

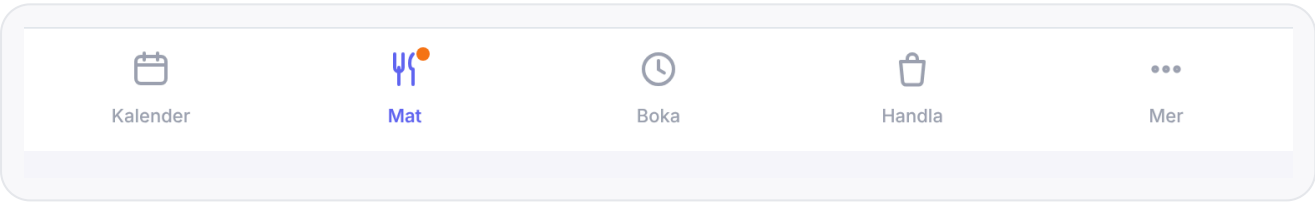
TopBar



The sticky header at the top of every screen: your avatar and the app name.

- `.topbar` is a `card`-filled row with a 1px `border` underneath, 16px side padding and the top safe-area inset added above. It sticks to the top while the screen scrolls.
- Provide the signed-in person's avatar (`md`, 40px) and the title in `h3`.
- The overflow lock sits on `body`, never on `html` or `.app`; either of those breaks the sticky positioning.

TabBar



The fixed five-tab bar at the bottom of the app: Kalender, Mat, Boka, Handla and Mer.

- `.tabbar` is a five-column grid on `card` with a 1px `border` on top, fixed to the bottom with the safe-area inset below it. When the app runs in a Safari tab instead of from the home screen, it gets 12px of extra bottom padding so the address bar does not cover it.
- Each `.tab` stacks a 24px line icon (stroke 2, round caps) over an 11px `tab-label`. Inactive tabs use `text-tertiary`; the active tab uses `indigo-500` at 600.
- `.badge`: an 8px `coral` dot on the icon. It sits on Mat until you have filled in your week.
- Provide the active tab and the badge state. Keep exactly five tabs with one-word labels.

ChatButton

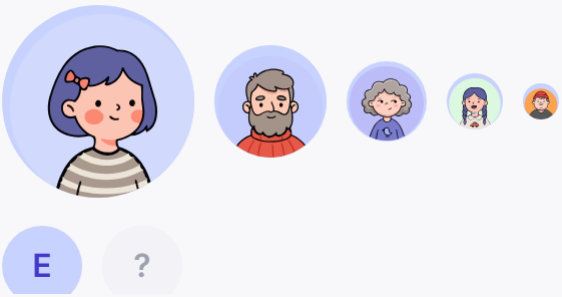


The round floating button with both cats under a speech bubble. It opens the family chat.

- `.chat-fab` is a 60px circle on `card` with a 1px `border` and `shadow-fab`, floating 16px from the right edge just above the tab bar. It is the only floating element on a screen.
- **`.fab-badge`**: a `coral` counter with white text for unread messages, showing *9+* above nine.
- The chat grows out of this button when it opens (see Motion). Provide the unread count and an `aria-label` (*Öppna chatten*).

PEOPLE

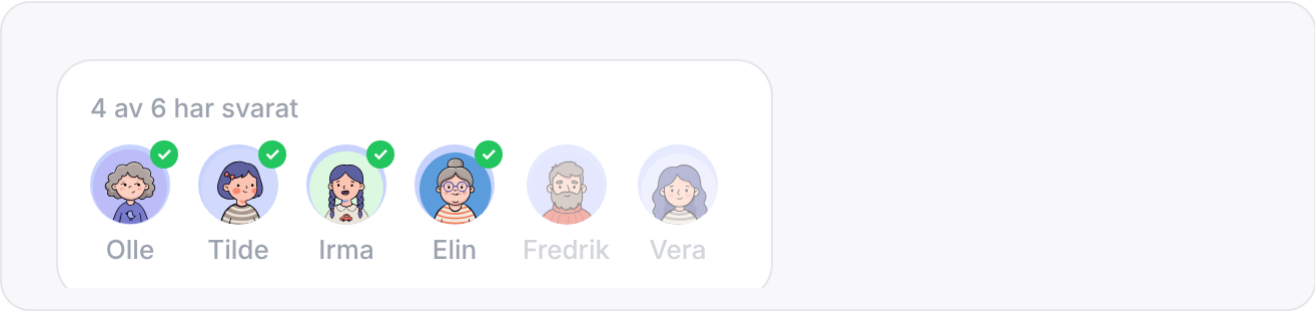
Avatar



A round portrait for a family member, using the figure they picked from the eighteen avatar illustrations.

- Sizes: `.xl` 96px (the figure picker), `.lg` 56px, `.md` 40px (top bar, rows), `.sm` 28px (chat, bookings), `.xs` 18px (calendar days).
- Until someone picks a figure, show their initial in `indigo-700` on `indigo-200`.
- **`.ghost`** (`bg-secondary` with a ? in `text-tertiary`) marks a day nobody has taken yet.
- Provide the avatar number and the person's name. The image is decorative (`alt=""`); the name is always shown next to it or in the row.

HouseholdRow

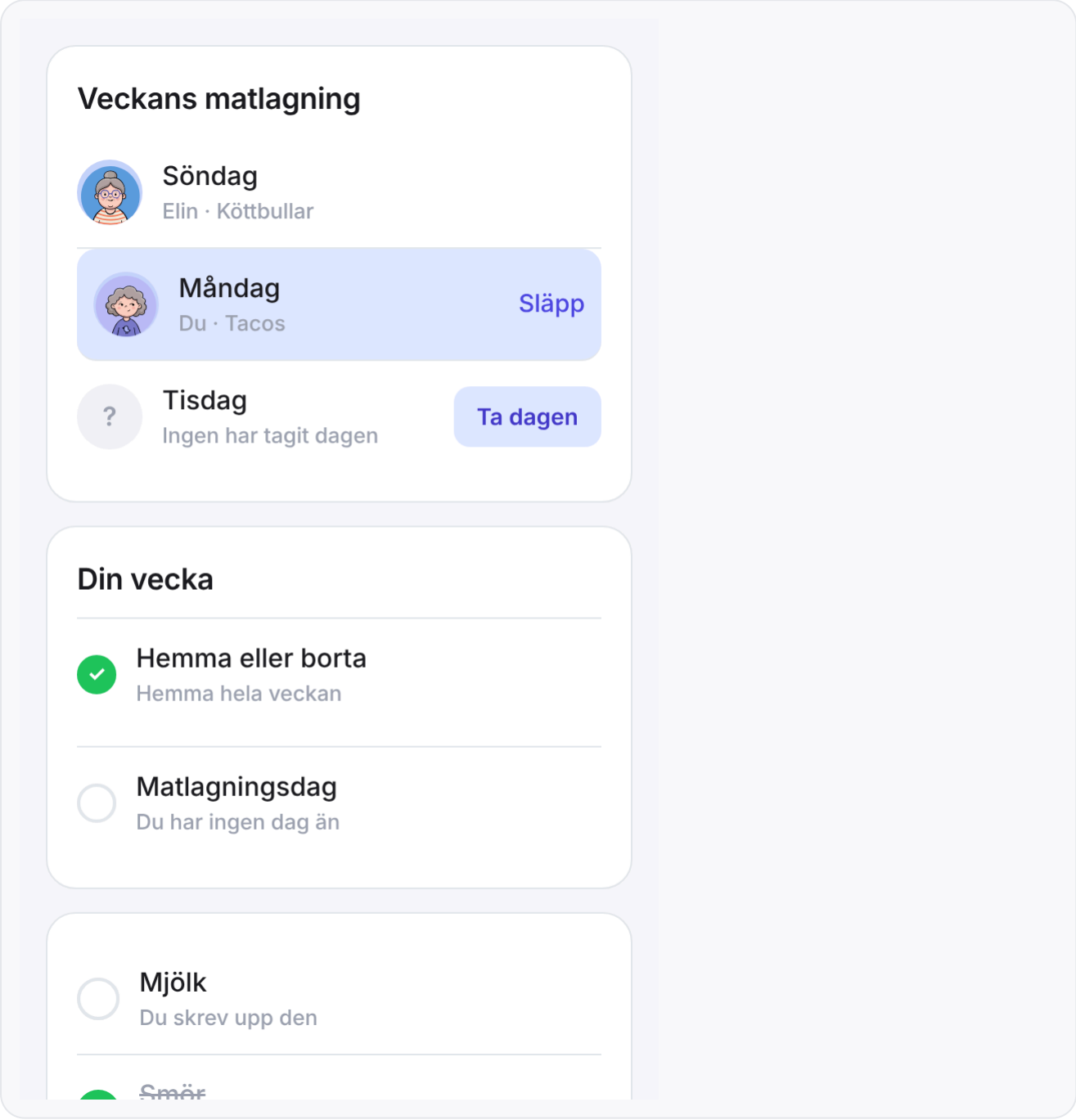


A row of the whole household that shows, at a glance, who has answered this week's question.

- Each `.house-person` is a 40px avatar over the name in `caption`. People who have not answered are dimmed to 45%. `.answered` restores full opacity and adds a 14px `green` check badge at the top right.
- Wrap it in a `.card.tight` with a count line: *4 av 6 har svarat*.
- Provide every household member and whether each has answered. The row only informs; nobody is singled out in red.

LISTS

ListRow



A list row: an avatar or check on the left, a title and a meta line, and an optional action on the right.

Variants

- `.row` inside a `.list`: 12px vertical padding and a 1px `border` divider (none after the last row). `.row-title` is `row-title`; the line under it is `.meta`.
- `.row.mine`: your own row gets an `indigo-100` fill with 12px radius, so you find yourself in the list instantly.
- `.todo`: a checklist item with a 24px `.ring` that fills `green` with a white ✓ (`.ring.on`) when the step is done. The items on *Din vecka* scroll to the matching card when tapped.

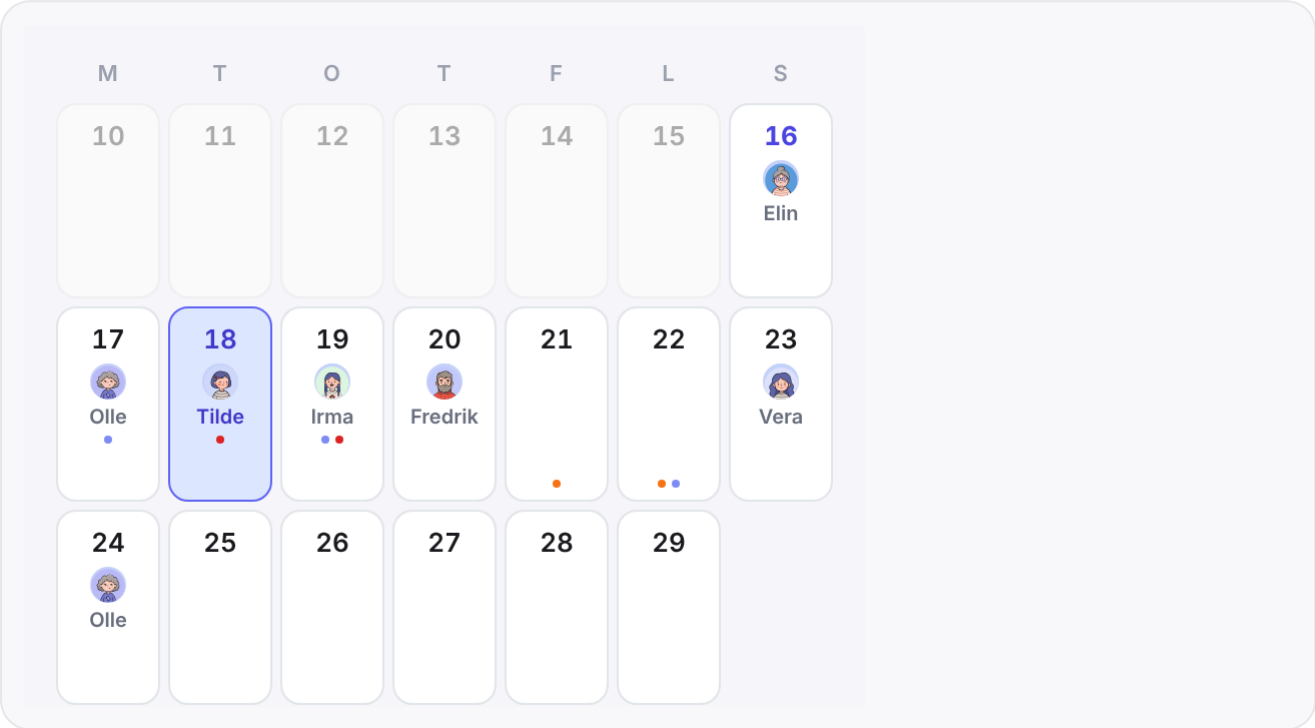
- `.row.buy` with a 26px `.tick`: a shopping list item. `.bought` strikes the title through in `text-tertiary`.

Usage

Provide the leading element (avatar, ring or tick), the title, a meta line and at most one trailing action (`.btn-small` to take something, `.btn-link` to give it back or remove it).

TIME

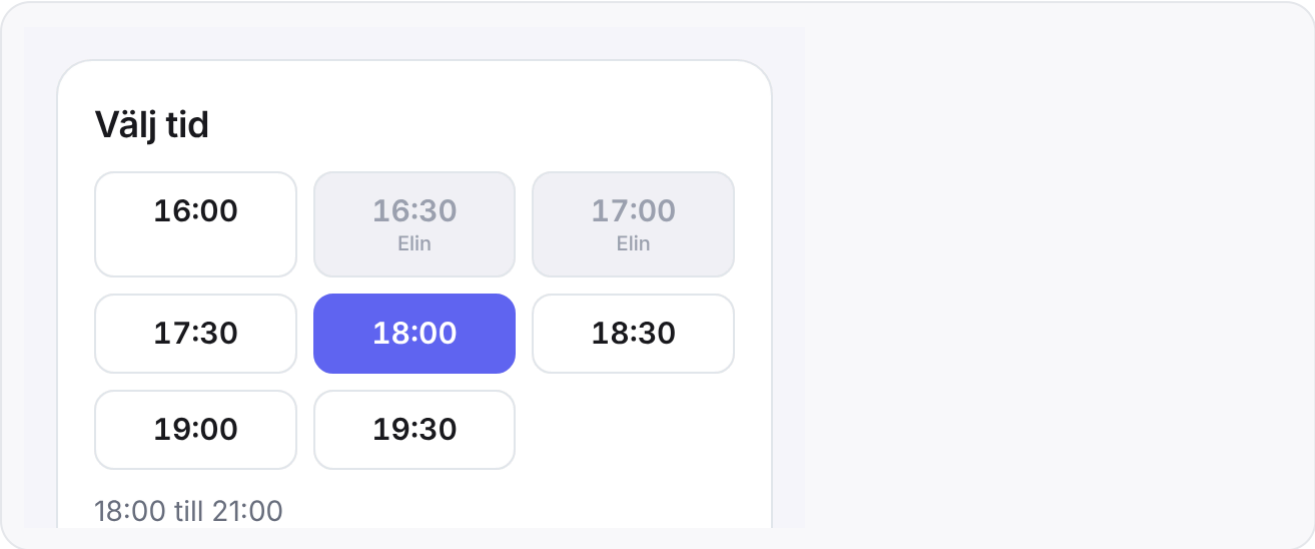
CalendarGrid



The month calendar: who cooks each day, with dots for laundry, car and weekend dinners.

- `.cal-heads` holds the weekday abbreviations in 11px `text-tertiary`. `.cal-grid` is seven columns with a 4px gap.
- Each `.cal-day` is a 64px tile on `card` with 10px radius: the date in tabular `caption`, the cook's `xs` avatar with their name in `cal-name`, and up to three 4px dots. Dots: `indigo-400` laundry, `#dc2626` car, `coral` weekend dinner.
- `.today` sets the date in `indigo-600` at 700. `.selected` fills the tile with `indigo-100` and an `indigo-500` border. `.outside` dims days from other months to 35%.
- Tapping a day opens the DaySheet, which grows out of that tile. Provide the month, each day's cook and its bookings.

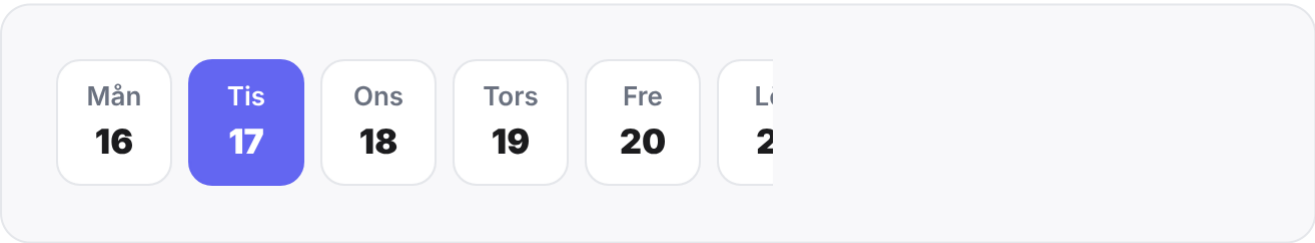
TimeSlots



A grid of half-hour start times for booking the washing machine, the dryer or the Yaris.

- `.slot-grid` fills columns at least 78px wide with an 8px gap. Each `.slot` shows the time in tabular 15px at 600 on `card` with a 1px `border` and 10px radius.
- **`.taken`** greys the slot to `bg-secondary` and `text-tertiary`, disables it and names who has it in `.slot-who`. **`.selected`** fills it with `indigo-500` and white text.
- Times that have passed are hidden, not disabled. When none are left, show *Alla tider har passerat i dag.* with a button to the next day.
- Provide the slots for the chosen day and who holds each booked one. Confirm the full range under the grid: *18:00 till 21:00*.

DayStrip

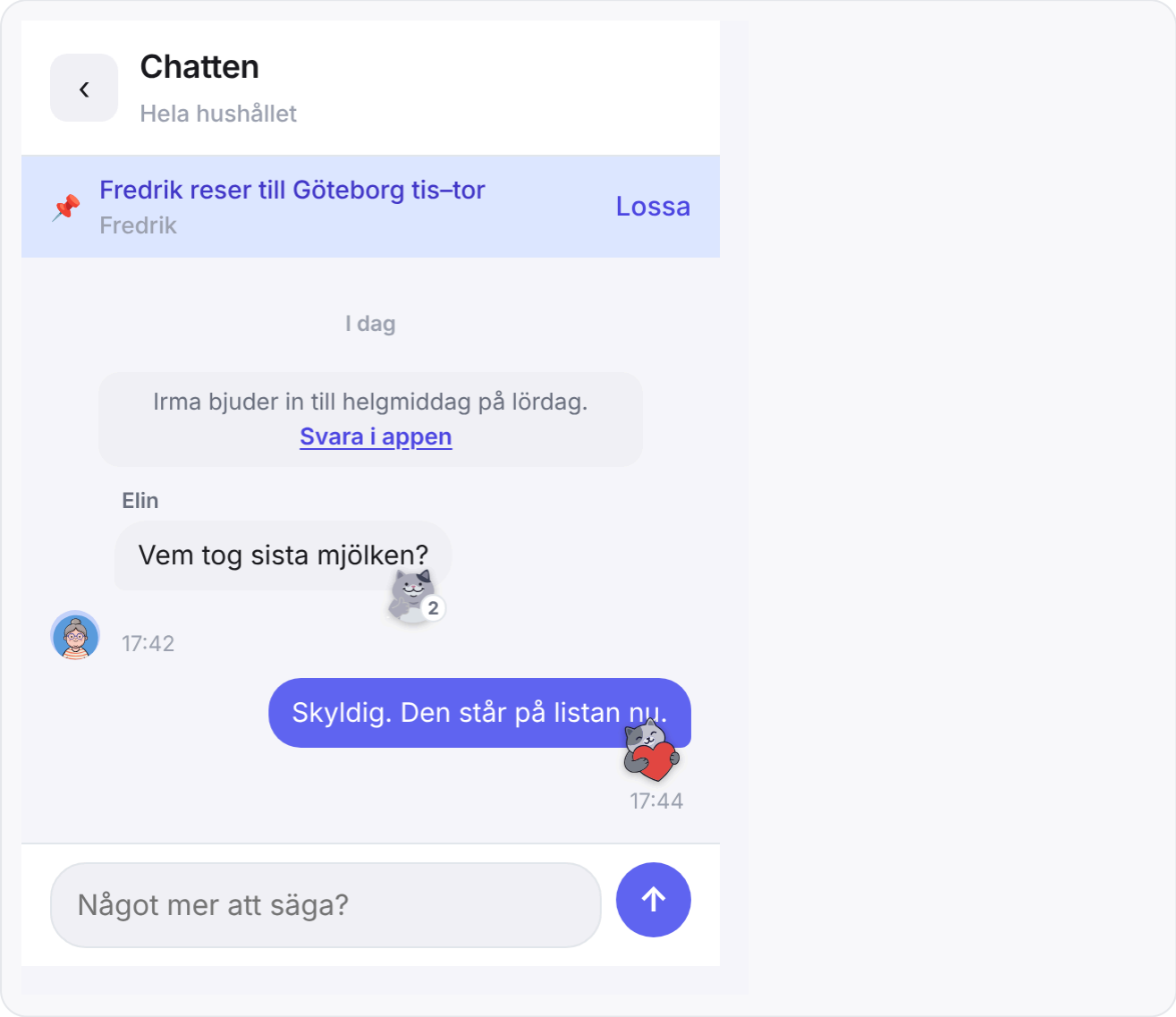


A horizontally scrolling row of days for choosing which day to book.

- Each `.day-pill` is at least 58px wide: the weekday in 13px over the date in 17px, on `card` with a 1px `border` and 12px radius.
- **`.active`** fills the pill with `indigo-500` and white text.
- The strip covers two weeks ahead and scrolls sideways without a visible scrollbar. It is the one element that scrolls horizontally; the screen itself never does.
- Provide the days and the selected one.

CHAT

ChatThread



The family chat: a full-screen sheet with pinned messages, a thread and a composer.

Parts

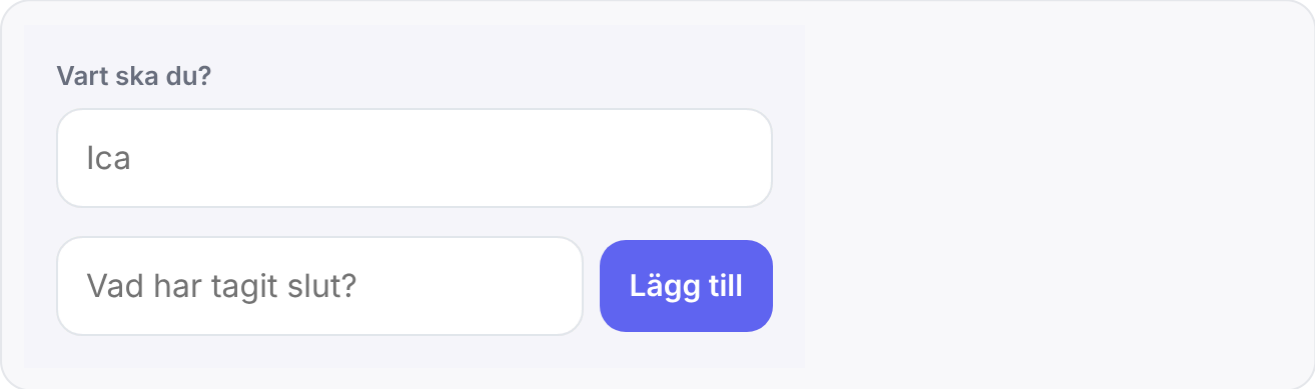
- **Header** (`.sheet-head`): a ‹ back button, *Chatten* in `h3` and *Hela hushållet* as meta.
- **Pinned** (`.pinned`): an `indigo-100` strip with 📌 and the pinned text in `indigo-700`, each with *Lossa* to unpin.
- **Bubbles** (`.bubble`): 15px `chat` text, 18px radius with one 6px corner toward the sender. Others' bubbles sit on `bg-secondary` with a 28px avatar and their name above the first message in a run. Your own (`.mine`) are `indigo-500` with white text, aligned right. A pinned bubble gets a 2px `indigo-400` inner outline.
- **Reactions** (`.reactions`): one of three cats (thumbs up, thumbs down, heart), 36px, standing without a plate and peeking over the bottom edge of the bubble, with a small counter. Long-press a bubble to react, copy or pin.
- **System messages** (`.system-msg`): centered `caption` text on `bg-secondary`, used sparingly, and may carry a `.system-link` that jumps to the right place in the app.
- **Composer** (`.composer`): a 16px rounded field on `bg-secondary` and a 42px `indigo-500` send button.

Behavior

The sheet grows out of the chat button. Its height follows `visualViewport` so the composer sits right on top of the keyboard. Provide the messages, the people, the reactions and the pinned set.

FORMS

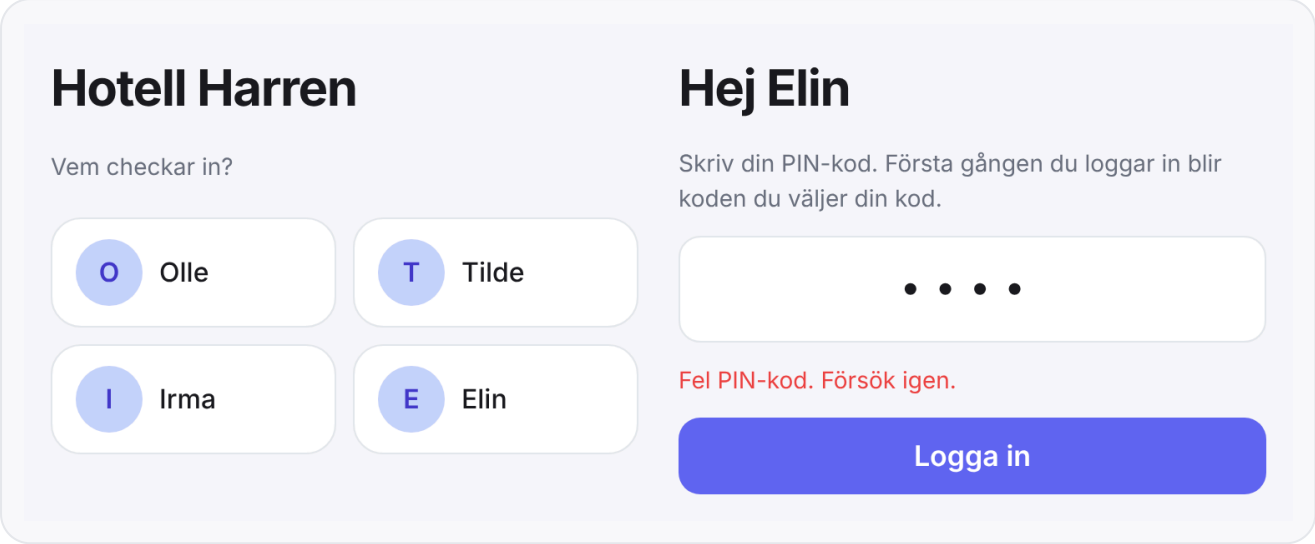
TextField



A text input with a label above it, or a single field with a button beside it.

- `.field` : a `caption` label at 600 in `text-secondary` , 6px above an input with 12px × 14px padding, `radius-button` , a 1px `border` and `card` fill.
- `.field-row` : an unlabeled input that stretches next to a compact primary button, as in *Vad har tagit slut?* on the shopping list.
- Inputs are always 16px or larger, or Safari zooms in on focus.
- Provide the label as a short question, and a realistic placeholder from the family's life (*Ica*, *Tacos*, *Träningskläder*) instead of an instruction.

PinLogin

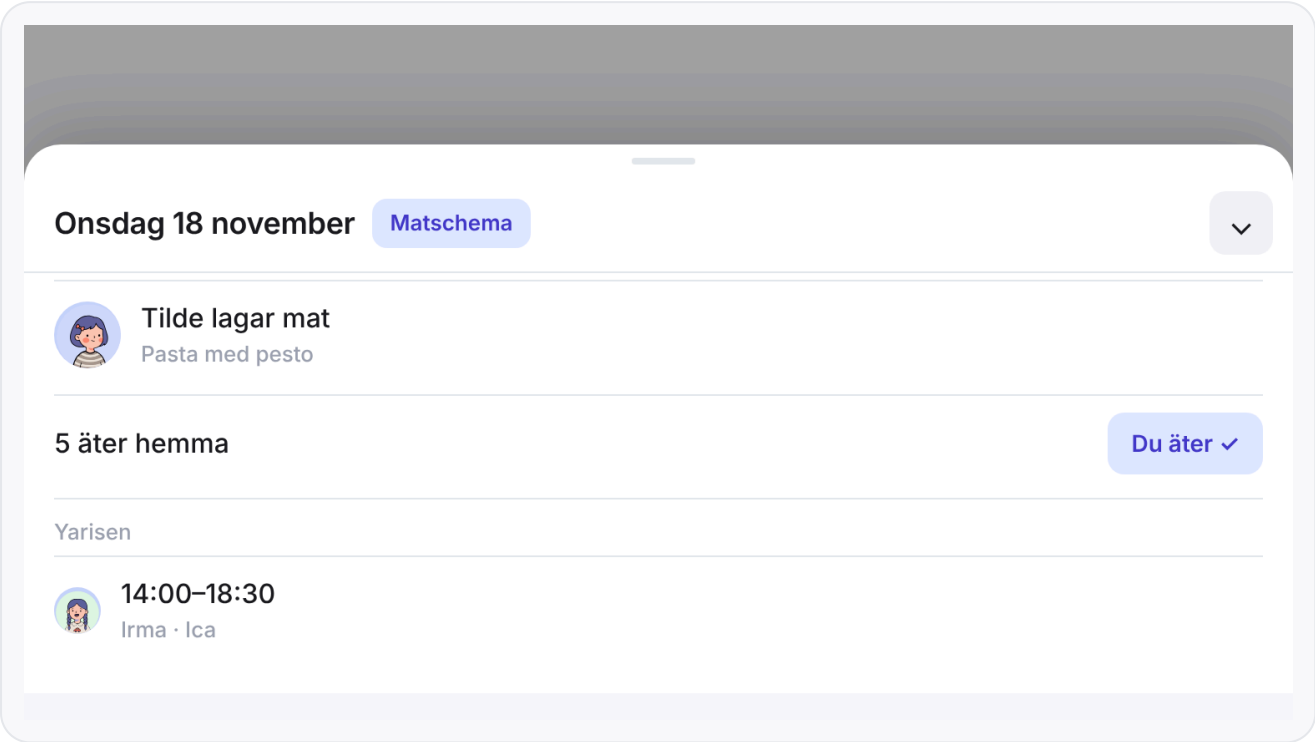


The two-step sign-in: pick your name from the household, then type a four-digit PIN.

- **Step 1** lists the household as `.member-card`s in a grid of columns at least 140px wide: an avatar with the initial and the name, on `card` with a 1px `border` and `radius-card`. Heading *Hotell Harren* in `h1`, question *Vem checkar in?* in `secondary`.
- **Step 2** greets the person by name (*Hej Elin*) over a `.pin-input`: 26px digits spaced 0.45em, centered, in a `radius-button` field.
- The first PIN someone types becomes their own, so there is no sign-up flow.
- Errors are a single `red` line in plain words under the field. Provide the household members and the error text, if any.

OVERLAYS

DaySheet



A bottom sheet with everything about one day: who cooks, who eats at home, and the day's laundry and car bookings.

- `.daysheet` rises from the bottom on `card` with `radius-sheet` top corners and `shadow-sheet`, over a 35% black backdrop. It is at most 76% of the screen tall.
- The head has a 38px grip, the date as an `h3` (first letter capitalized with `::first-letter`), a chip for the day type (*Matschema* or *Helgläge*), and a ⌄ close button. Drag the head down to close.
- The body uses `.detail-row` and `.detail-block` (a `caption` label such as *Tvättstugan* or *Yarisen* over its rows), separated by 1px `border` lines.
- It grows out of the calendar tile that was tapped (see Motion). Swiping sideways between days is deliberately left out, because it clashes with drag-to-close.
- Provide the date, the cook, the eaters and the bookings.

FEEDBACK

Loading



Packar in veckan...

The loading state: the overloaded Yaris rocking gently while data loads.

- `.loading-inline` centers a 160px `.loading-car` with an optional `caption` line under it in the voice of the app (*Packar in veckan…*).
- The car moves 6px left and right and lifts 3px over 1.6 seconds, looping. With Reduce Motion it stands still.
- Use it for a whole screen or a whole card, never for a single button (buttons switch to *Bokar…* instead). Do not use a spinner.

08

Illustrations



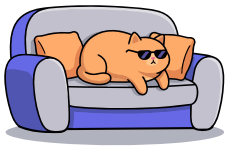
Cooking



Home or away



Waiting



Weekend



Laundry



Chat



Free



Empty tank



No bookings



1



2



3



4



5



6



7



8



The illustrations are Olle's own, drawn in one consistent style: thick dark outlines, flat fills, soft pink cheeks and a pale gray ground shadow. There are three families: the cats, the Yaris, and the avatars. All of them ship

as SVG in `assets/`.

How to use them

- **Give them room.** An illustration is the first thing you see on the screen it belongs to, never a vignette in a corner. Empty states set it at 200px wide (at most 70% of the card), the Yaris status card at 210px (at most 76%), and the hero cat at 190px.
- **One illustration per card.** The cat in a card title (`card-cat`, 52px) and the cat in an empty state never appear in the same card.
- **Match the cat to the job.** Each cat has a fixed role, listed below. Do not swap them for variety.
- **No plate behind them.** Cats stand directly on the surface. In the chat, reaction cats sit without a background and peek over the bottom edge of the bubble with a soft drop shadow. In dark mode they get a faint white edge so their dark outlines do not disappear.
- **Decorative, so hidden from screen readers.** Every illustration uses `alt=""`. The text next to it must make sense on its own.
- **Never redraw, recolor or crop them.** Use the files as they are. Do not add new characters without Olle.

The cats

There are two cats: a round **gray cat** with an orange patch over one ear, and an **orange cat**. The gray cat does most of the work.

FILE	WHERE IT APPEARS
`katt-matschema.svg`	The gray cat in a chef's hat beside a pot. The cooking rota card, and a day nobody has taken in the calendar.
`katt-hemmaborta.svg`	The orange cat waiting by the front door. The "Är du hemma?" card.
`katt-vantar.svg`	The gray cat waiting by an empty bowl. The most-used cat: the PIN screen, the "Äter du hemma?" card, the done card when your week is filled in, the shopping list heading and its empty state, and the profile card under Mer.
`katt-helg.svg`	The orange cat in sunglasses asleep on the sofa. Weekend cards and empty weekend days.
`katt-tvatt.svg`	The orange cat carrying a laundry basket. The laundry heading and its empty state.
`katt-chatt.svg`	Both cats under a speech bubble. The floating chat button and the empty chat.
`katt-tumme-upp.svg`, `katt-tumme-ner.svg`, `katt-hjarta.svg`	The three chat reactions: thumbs up, thumbs down and a heart.
`katt-anslagstavla.svg`	The gray cat by a pinboard. Drawn for a bulletin board; not used in the current app.

The walk cycle

`katt-gar-1.svg` to `katt-gar-8.svg` are eight frames of the gray cat walking. Together they make the cat that strolls across the bottom of the screen, along the top edge of the tab bar. She appears when your week is done, now and then at launch, and whenever someone taps *Släpp ut katten* under Mer. See Motion for timing.

The Yaris

The family's red Toyota Yaris is the second character. It is always red, always slightly overloaded, and the gray cat is usually on it.

FILE	WHERE IT APPEARS
`yaris-overlastad.svg`	The Yaris with a mattress, a laundry basket and a lamp on the roof. The car status card when the tank is fine.
`yaris-tank.svg`	The Yaris at a fuel pump. The car status card when someone has flagged the tank as empty.
`katt-pa-yaris.svg`	The gray cat in a cap sitting on the roof. The login screen, the Yarisen heading, and a day with no car bookings.

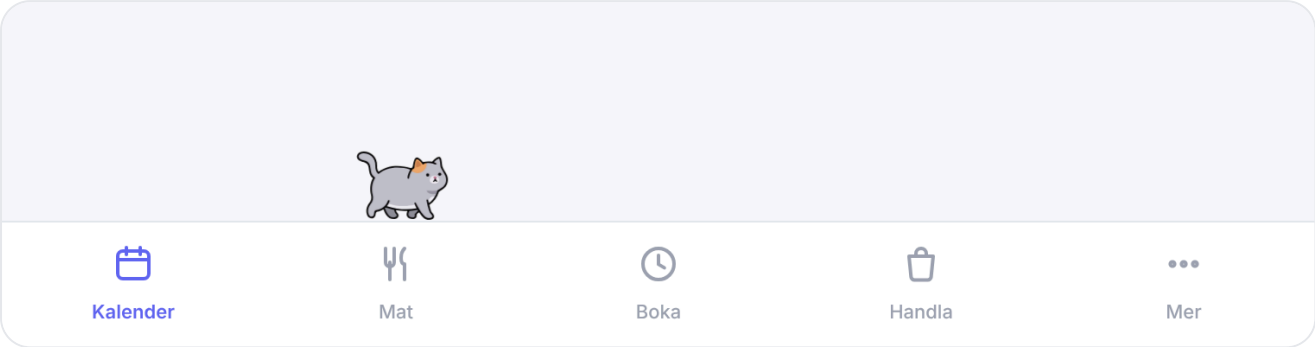
The loading state is the overloaded Yaris rocking gently back and forth. The splash animation shows it driving off.

The avatars

`avatar-01.svg` to `avatar-18.svg` are eighteen round portraits on soft colored discs. Each family member picks one the first time they log in ("Välj din figur"), and it follows them everywhere: the top bar, the calendar, list rows, chat messages and the household row. Until someone picks a figure, the avatar shows their initial in `indigo-700` on `indigo-200`.

09

Motion



Motion in Hotell Harren explains where things come from. A sheet grows out of the thing you tapped, and the cat walks along the edge of the tab bar. Nothing moves just to fill time, and everything respects Reduce Motion.

Grow from the source

The day sheet and the chat both grow out of the element that opened them. The day sheet scales up from the center of the calendar day you tapped; the chat scales up from the cat button in the corner.

- **Duration:** 320ms.
- **Easing:** `cubic-bezier(0.22, 1, 0.3, 1)`, a fast start with a long, soft settle.
- **From:** `scale(0.42)` and `opacity: 0`, with the transform origin set to the source element.
- **Backdrop:** the day sheet's backdrop fades to 35% black over the same 320ms with `ease-out`.
- The chat already uses `transform` to follow the keyboard, so its opening scale lives in the separate `scale` property. Keep the two apart.
- Durations live in CSS, not only in inline styles, so the motion never degrades into a jump. Both sheets also have a timer fallback so they can never get stuck invisible.

Small arrivals

- **Prompt banner** (for example "Vill du boka torktumlaren också?"): slides up 6px and fades in over 200ms with `ease-out`.
- **Reactions:** the picked cat scales to 1.12 over 120ms with `ease-out` and gets an `indigo-500` glow.

The walking cat

- Eight frames are stacked and lit one at a time with `steps(1, end)`, at 0.72 seconds per full stride (90ms per frame).
- The cat crosses the screen from just off the left edge to past the right edge in 9 seconds, `linear`. Stride and travel run independently, so the gait stays steady at any screen width.

- Each frame is nudged by a measured offset so the body and paws stay on one line; without it the cat appears to jerk backward as she walks.
- Her paws sit 34px up in the 104px frame, so she walks exactly on the top edge of the tab bar.

The loading Yaris

While data loads, the overloaded Yaris rocks 6px left and right and lifts 3px at the midpoint, over 1.6 seconds, `ease-in-out`, looping.

Reduce Motion

When the phone has Reduce Motion turned on, the sheets only fade, the walking cat does not appear at all, the loading Yaris stands still and the prompt banner appears without sliding.

10

Voice and tone

The interface speaks Swedish, the way a family talks across a kitchen table: short, warm and a little dry. It is light and joking, but never chatty. Every example below is quoted exactly as it appears in the app.

Who is talking

The app speaks in the second person ("du") to one family member at a time, and refers to the household as "ni" when it addresses everyone. It never says "vi" or "jag", and it never pretends to be a person. When it needs a character, it uses the cat, in the third person: *Katten väntar.* The cat observes; it does not nag.

Rules

- **One sentence, then stop.** Most strings are one line. A second line is either the useful detail or the joke, never both.
- **The useful part comes first.** The joke, if there is one, comes last and can be skipped without losing anything.
- *Ingen har bokat den i dag. Katten sitter på taket.*
- *Du är borta hela veckan. Katten vaktar.*
- **One joke per screen, at most.** Empty states are where the humor lives. Buttons, labels, errors and deadlines stay plain.
- **Questions as headings.** Card titles that need an answer are asked as a question, in the second person.
- *Äter du hemma? · Är du hemma? · Vad tvättar du? · Vem tar du med? · Vad har tagit slut?*
- **Buttons say what happens.** Use a verb, or a first-person statement of fact, in sentence case. A button label describes what you do, not what is true right now.
- *Boka Yarisen · Boka passet · Dela listan · Släpp ut katten*
- *Jag har tankat · Tanken är tom · Jag äter*
- **Progress uses an ellipsis.** While something saves, the button label turns into the verb in the present tense with "…".
- *Bokar… · Sparar… · Checkar in… · Skickar… · Packar in veckan…*
- **Confirmations are short and end with a check.** *Kopierat ✓ · Du äter ✓*
- **Errors say what failed, without blame.** *Gick inte att skicka. · Gick inte att slå på.* When the fix is outside the app, say exactly where to go: *Du har sagt nej till notiser. Slå på dem i Inställningar, under Notiser och Hotell Harren.*
- **No exclamation marks, no emoji in copy.** The only emoji in the interface is the 📌 that marks a pinned message.
- **Sentence case everywhere**, including titles, tabs and buttons. Swedish dates and weekdays are lowercase in running text (*nästa bokning tis 14:00*) and capitalized only at the start of a heading.

Empty states

An empty state is a large illustration, a short heading and one line that explains the situation, often with a cat in it. It is the one place where the app is allowed to be playful.

WHERE	HEADING	LINE
Yaris, no bookings	Yarisen står stilla	Ingen har bokat den i dag. Katten sitter på taket.
Laundry, no bookings	Tvättstugan är tom	Ingen har bokat något den här dagen. Katten tvättar sig själv.
Shopping list, empty	Inget har tagit slut	Än. Katten håller ett öga på kylen.
Weekend, no invites	—	Ingen har bjudit in än. Katten sover.
Chat, no messages	—	Katterna väntar på första ordet. Vem tog sista mjölken?
The cat under Mer	Släpp ut katten	Den går över skärmen. Ingen nytta alls.

Notifications

Notifications are the voice at its most compact. The title states the fact; the body adds who, when, or a nudge from the cat.

- Never put the app name in the title: iOS already prints "from Hotell Harren" under every notification from a web app.
- Address the reader directly, and name the person who caused the event.
- Copy is approved by Olle before it ships.

TITLE	BODY
Dags att planera veckan	Katten har tittat i kalendern och vill veta vad det blir för mat.
Planera veckan senast kl. 11	Du har inte valt någon matlagningsdag än. Katten väntar.
Du lagar mat ikväll	Det blir tacos. 5 äter hemma.
Tvättmaskinen om en halvtimme	Ditt pass börjar 18:00.
Ditt pass i tvättstugan är slut	Töm den så någon annan kommer åt.
Nytt på inköpslistan	Elin skrev upp mjölk.
Yarisen är bokad	Fredrik tog den tis 14:00.

The names, menu and times in the last five rows are filled in from the booking; the wording around them is fixed.

Words the app uses

Use the household's own words consistently: **Yarisen** (never "bilen" in titles), **tvättstugan**, **stödhandling** for the shared list, **helgläge** for Friday and Saturday, **matlagningsdag**, **checka in** for signing up for dinner, and

pass for a laundry booking.

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Not included

- No font files: SF Pro belongs to Apple and comes with every iPhone, and Inter loads only as a fallback.
- No component bundle: the app's components are React screens wired to its database, so the previews here are static HTML drawn with the app's real stylesheet rather than the live components.