

PULSE

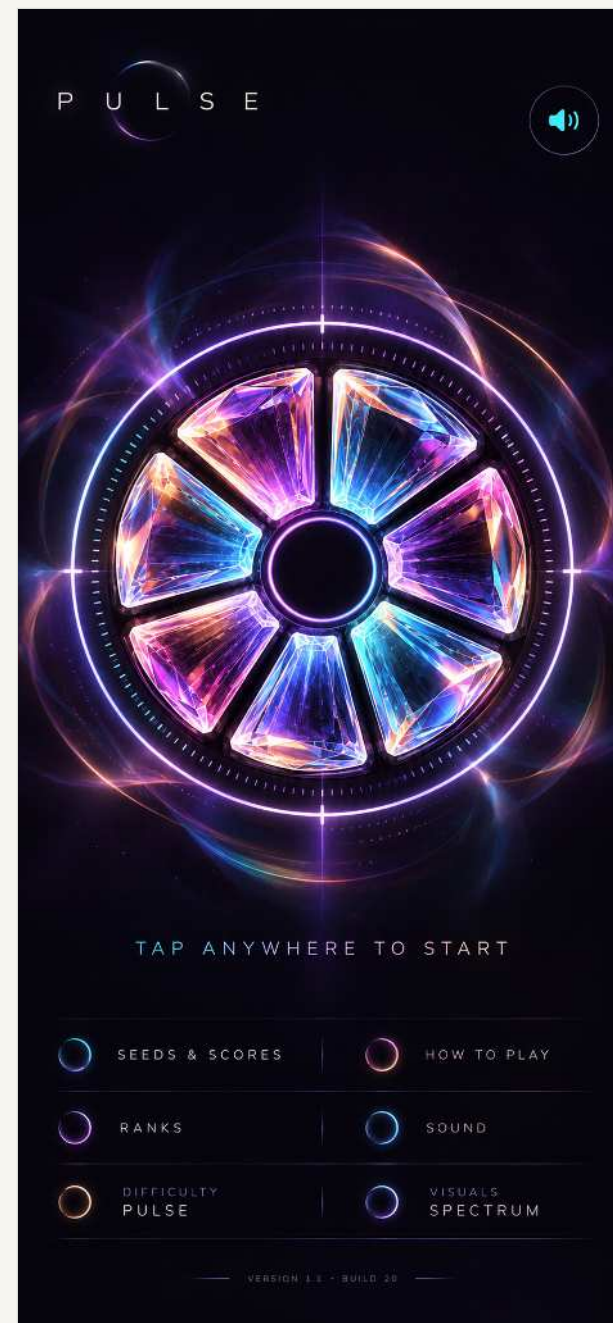
Redesign Art Book

Four complete visual directions for the same rhythm survival game



Signal Lab

Original game conceived, designed and developed by Paul Derrington, Jr. for D-CSIL. © 2026 D-CSIL.



Afterimage



Kinetic Press



Quiet Matter

How to read this book

Four art directions. One intact game.

This is a comparative visual exploration of PULSE across its real iPhone and portrait iPad surfaces. The pictures are redesigned concepts. They have not been applied to the game, and no application code, build or release has been changed.

The PDF is a curated comparison of distinct screens and workflows. Every complete variant, long-scroll guide and editable layout is in the indexed image/source package. Compare whole families: material, typography, spacing and emotional tone change together; the mechanics do not.

Reference-grounded	The original screen or related state was captured and inspected. A redesigned image is still a concept, never an original screenshot.
Source-derived	Current UI source establishes the screen or variant, but the supplied set has no exact current screenshot. These gaps remain visible in the captions and coverage matrix.
Platform retained	Apple-owned sharing, keyboard, authentication and friends interfaces retain platform conventions. No successful sign-in or online player data is invented.

SOURCE SET

82

inspected images and stills

28

surface and state rows

35

source-evidence files

Historical fixtures, automated gameplay, resized captures and synthetic preview rankings are identified. Numerical values in concept screens are illustrative.

The mechanics stay intact

01 One timing target

Tap anywhere when the contracting ring reaches the fixed outer target. The center and jewels are not tap targets. The pause control remains the exception.

02 Same musical identity

Six hexadecimal characters identify a replay seed. Procedural music, patterns, adaptive tempo and the six genre families stay intact. No track picker or ASCENT activation is proposed.

03 Exact judgment and score

Base windows remain $\pm 15 / 35 / 60 / 95 / 130$ ms. Preserve difficulty scaling, per-route calibration, raw-mode 1.15 $\times$ premium, streak and Euphoria multipliers, and zero score subtraction on misses.

04 Seven layers and seven jewels

Musical layers open at their existing combo milestones. Trophy jewels are earned every ten peak-combo hits and remain earned through misses. These two state systems remain distinct.

05 Risk and run phases

Preserve stability, strict FLATLINE failure, count-in, double/offbeat/ghost patterns, tension, charge, Euphoria, recovery, pause, ending and replay dwell.

06 All routes and controls

Keep all six home routes, complete guide copy, mixer and calibration, seed validation, replay staging, share choices, achievements and platform handoffs. No feature is removed or disabled.

07 Truthful data and platforms

Local history stays distinct from difficulty-specific online rankings. Challenge scores are player-supplied. Apple share/auth/friends UI stays system-owned. Illustrative art data is not a real ranking or achievement.

08 Registered portrait tablet play

iPad remains portrait. Scale the entire gameplay assembly together, retain a single input mechanic, center menu content, and preserve native keyboard and popover behavior.

The starting point



R001 / Home
Current six-control layout



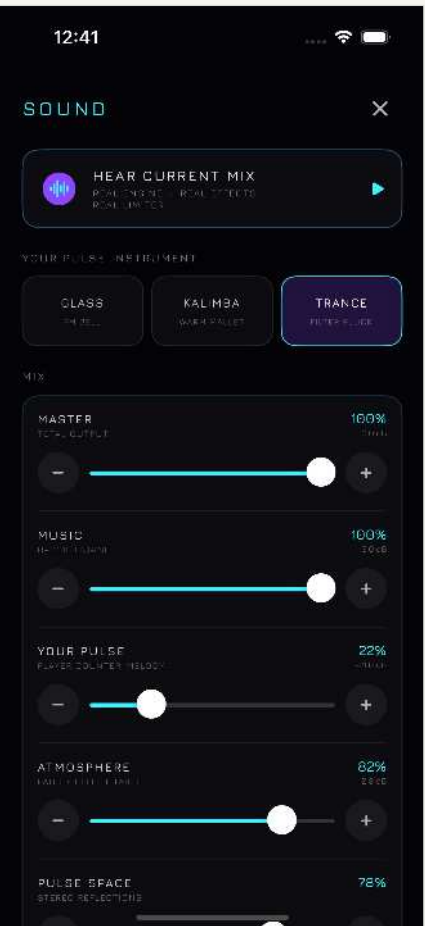
R075 / Gameplay
Current capture; DEBUG bot



R002 / Difficulty
Five available modes



R003 / Visuals
Spectrum selected



R052 / Sound
Older slider settings



R080 / iPad result
Actual local run; score 240

These are original supplied captures, not redesign concepts. Source truth comes from the current UI inventory and source evidence where historical screenshots differ. Resized artwork, preview fixtures, automated play and missing states are identified rather than presented as fresh human gameplay.

One mechanic, four visual identities



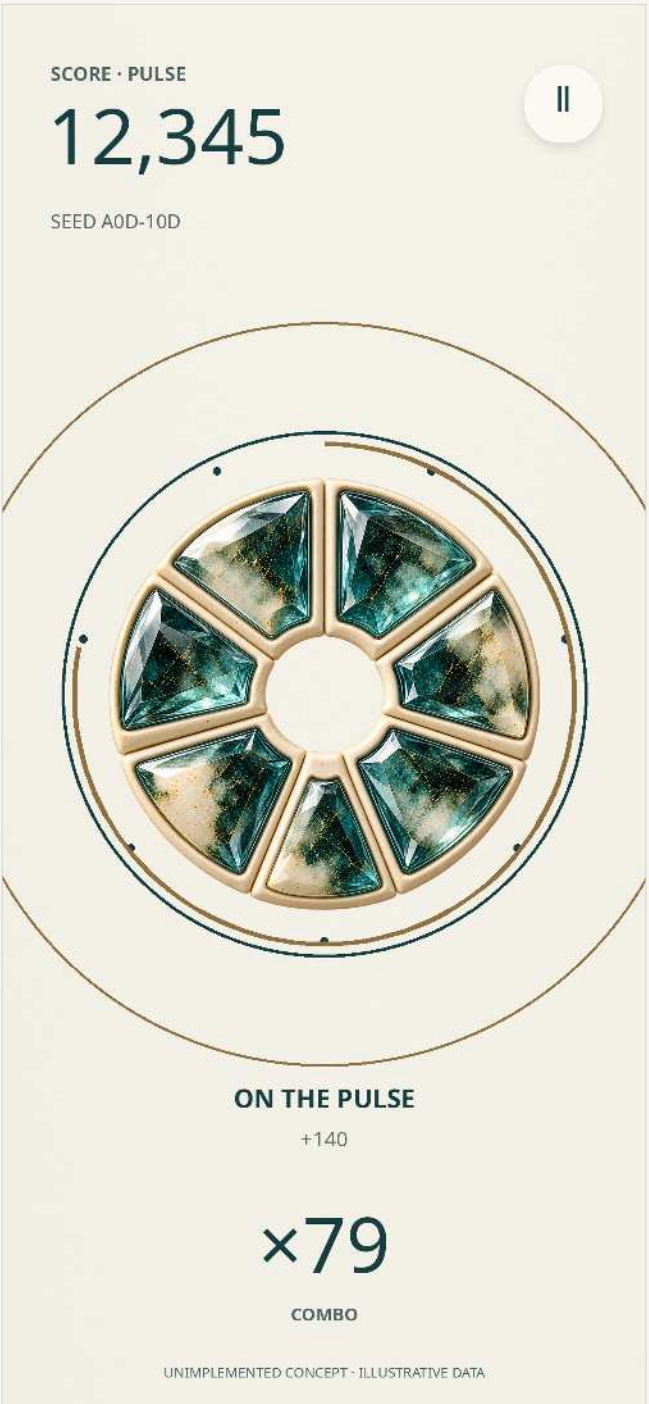
Signal Lab
Gameplay / Spectrum



Afterimage
Gameplay · Spectrum high combo

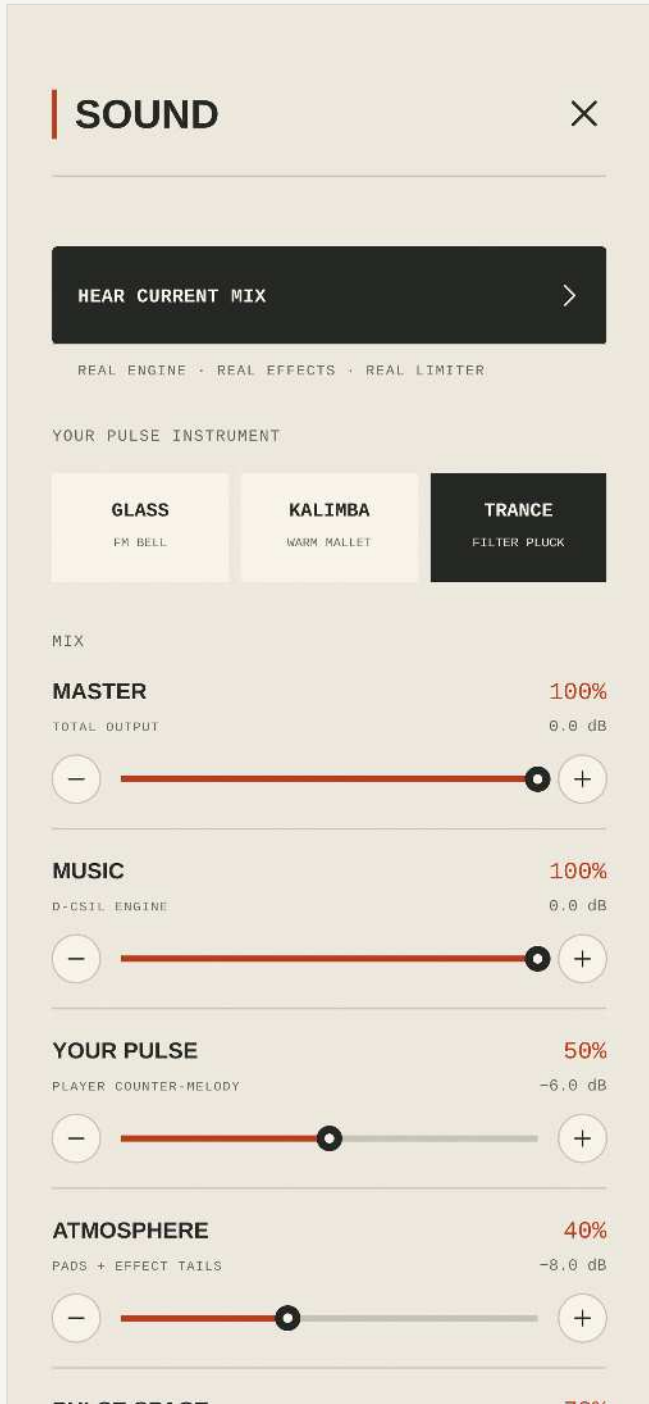


Kinetic Press
Gameplay / play / standard



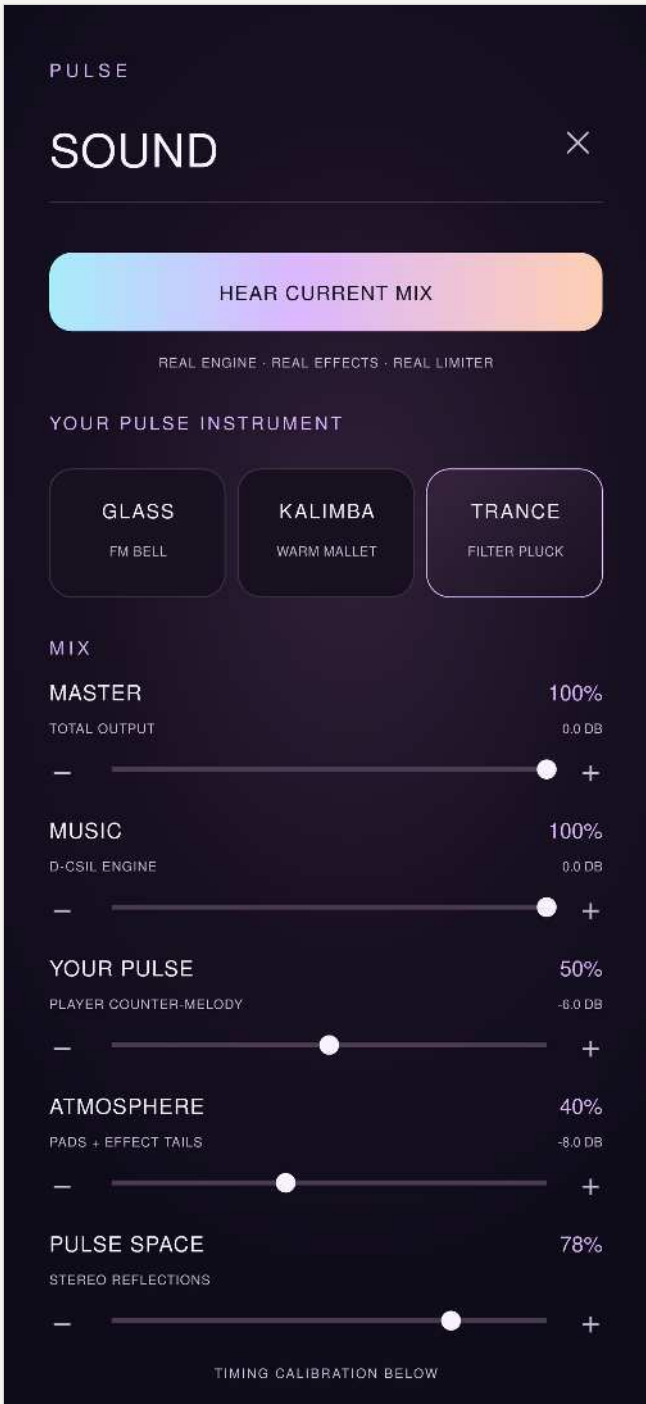
Quiet Matter
Gameplay / spectrum

Sound and controls in comparison



Signal Lab

Sound / TRANCE



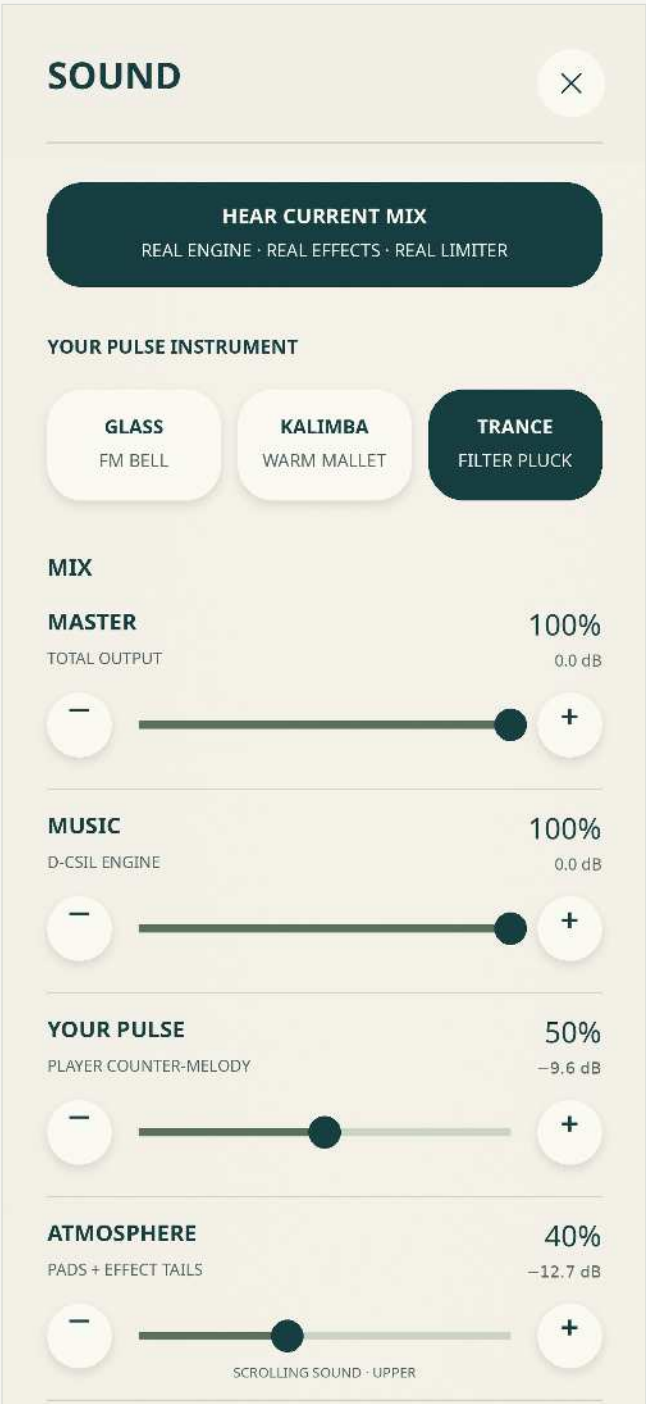
Afterimage

Sound · instrument and full mixer upper viewport



Kinetic Press

Sound / mixer / TRANCE



Quiet Matter

Sound / upper viewport

Signal Lab

PULSE as a beautifully calibrated electronic instrument. Machined geometry, clear registration and warm signal color give timing a physical precision.

- 01 A disciplined control panel brings Sound, scores and timing into one visual language.
- 02 Orange marks action and the true timing edge. Graphite type stays quiet around the play field.
- 03 The seven-jewel reactor remains the hero, with a materially richer dial and coherent engraved details.

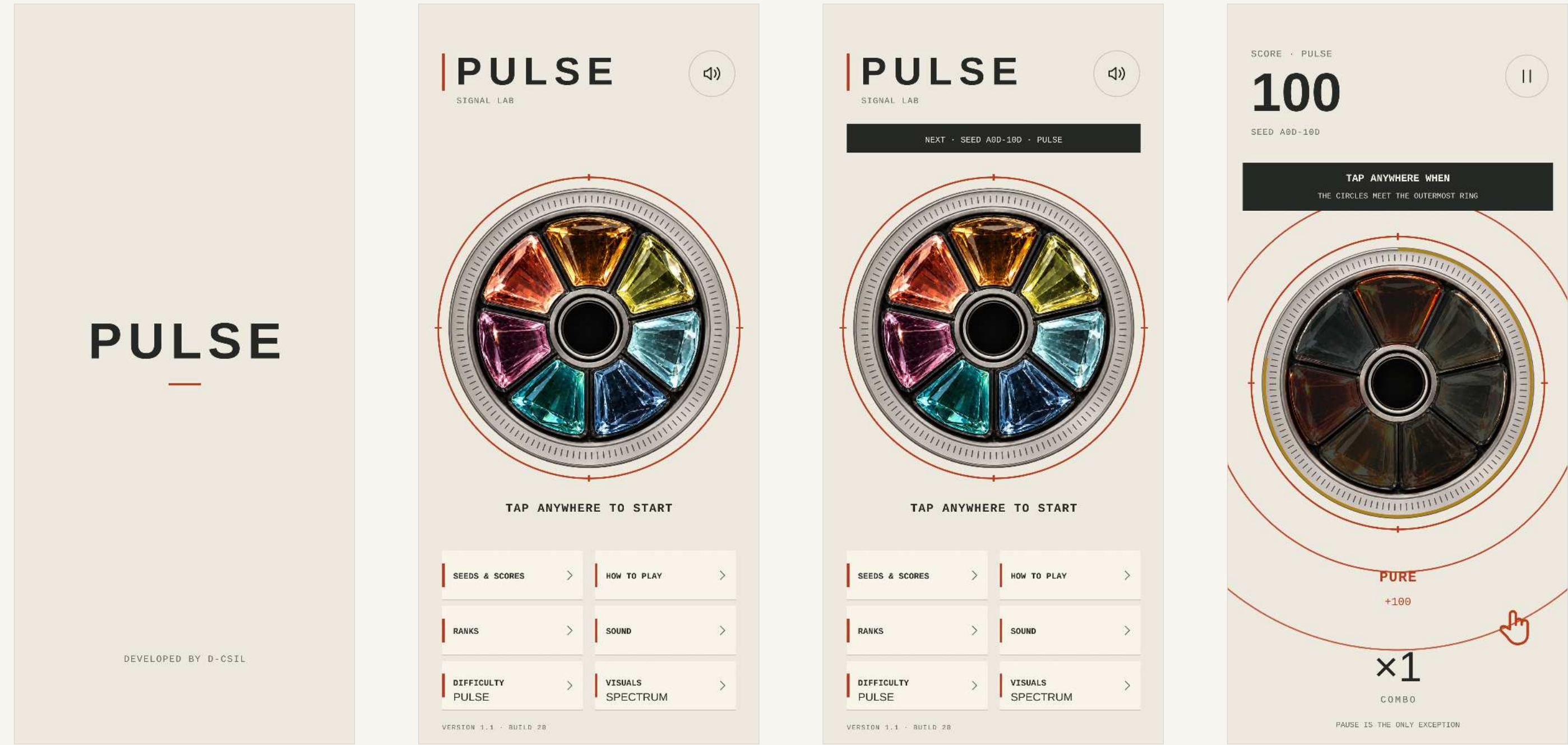
VISUAL DIRECTION / COMPLETE FAMILY

All following screens are exploratory and unimplemented. Image-generated concept art is paired with editable, precisely labeled layout studies.



MATERIAL TARGET / PRECISE EDITABLE SCREENS FOLLOW

Signal Lab / screen studies



Boot

SOURCE-DERIVED STATE
R040, R045

Home

SOURCE-DERIVED STATE
R001, HomeMenuOverlay.swift

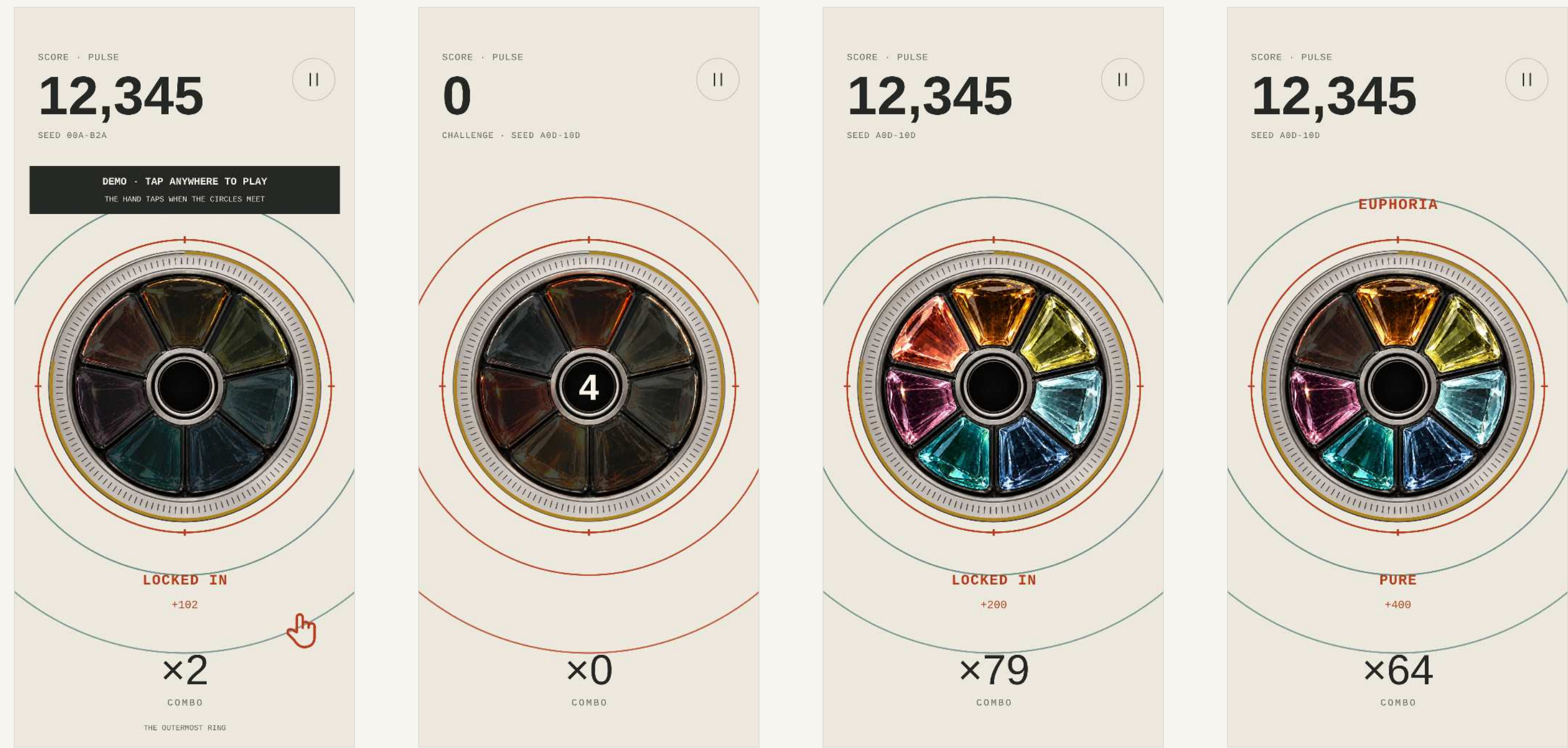
Pending seed challenge

SOURCE-DERIVED STATE
R059, SeedChallengeStore.swift

Coached timing / hit 1

SOURCE-DERIVED STATE
R037, TutorialCoachNode.swift

Signal Lab / screen studies



Self-playing demo / low

SOURCE-DERIVED STATE
R070, GameScene.swift

Count-in / 4

SOURCE-DERIVED STATE
R071, R074

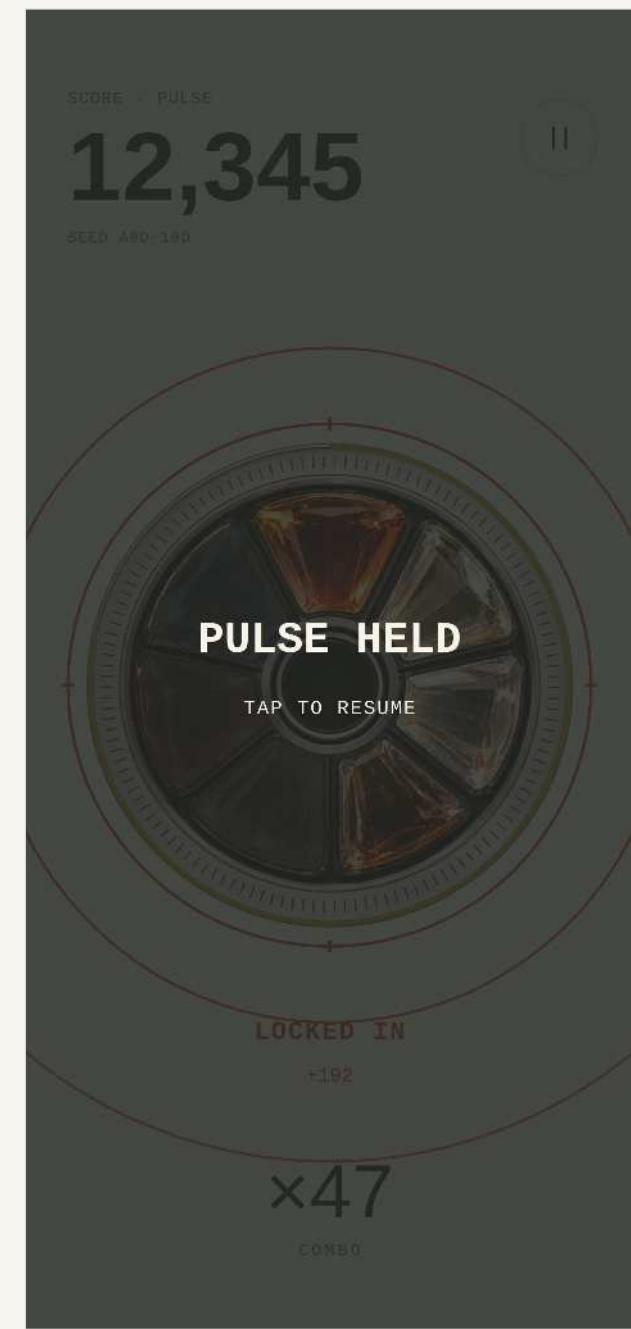
Gameplay / Spectrum

SOURCE-DERIVED STATE
R075, R026

Drop / EUPHORIA

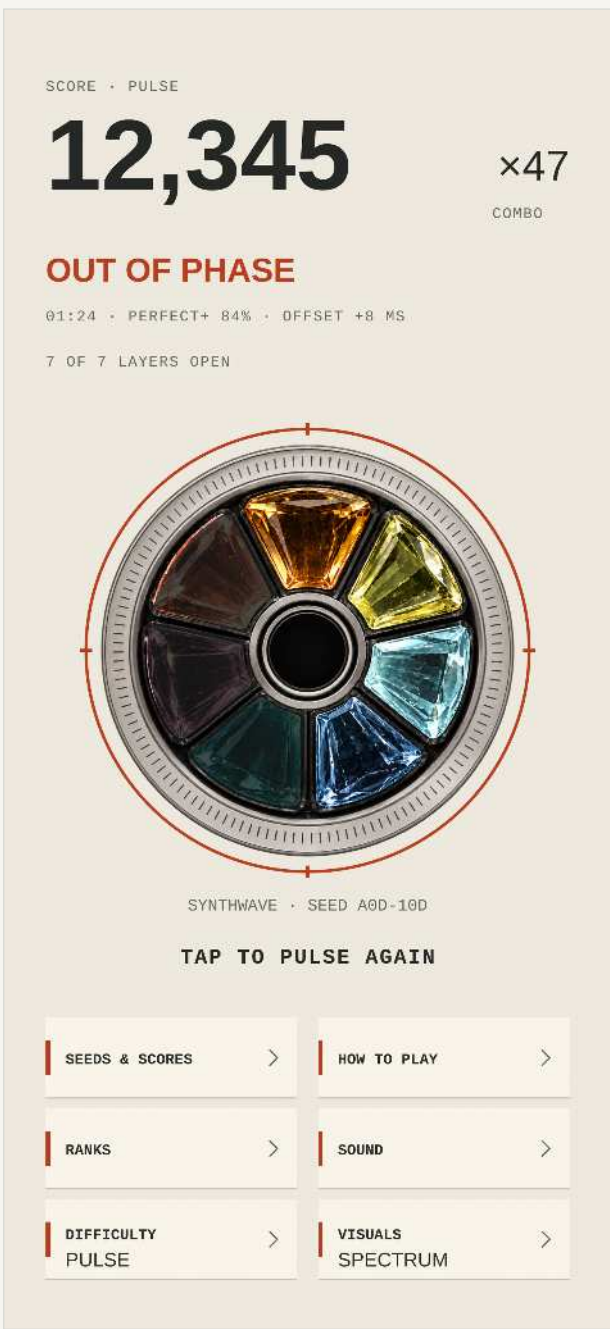
SOURCE-DERIVED STATE
R031, R032, GameScene.swift

Signal Lab / screen studies



Pause

SOURCE-DERIVED STATE
GameScene.swift



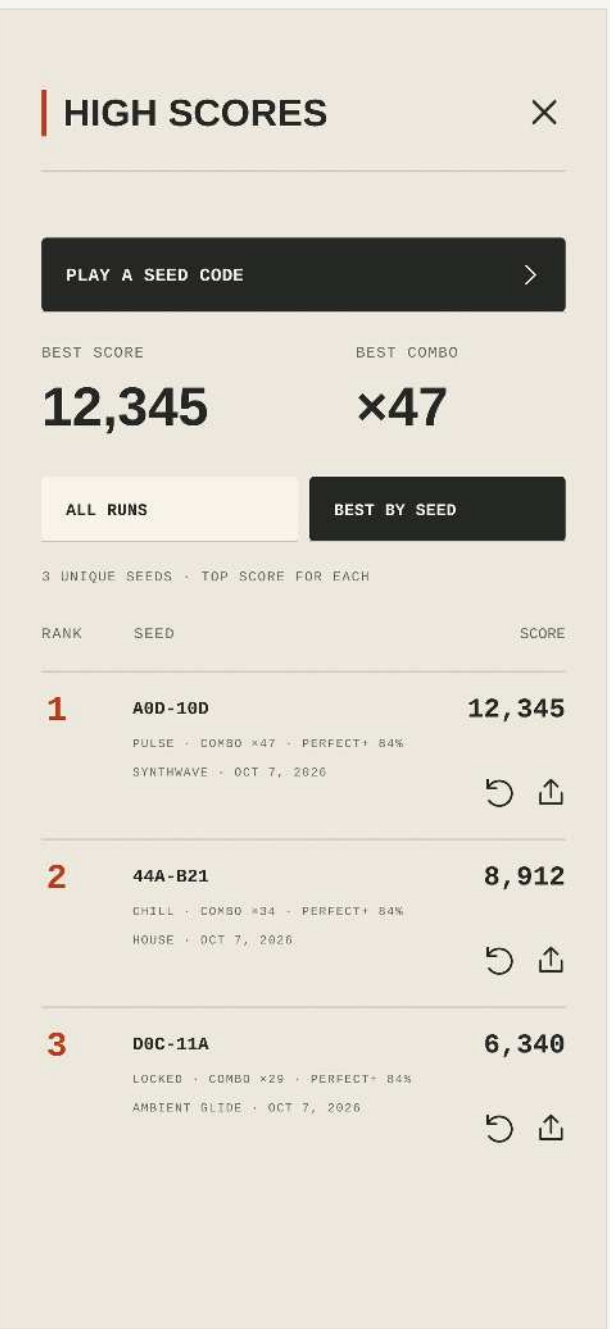
Results / ordinary

SOURCE-DERIVED STATE
R080, R044, NudgeAdvisor.swift, GameScene.swift



High Scores / all

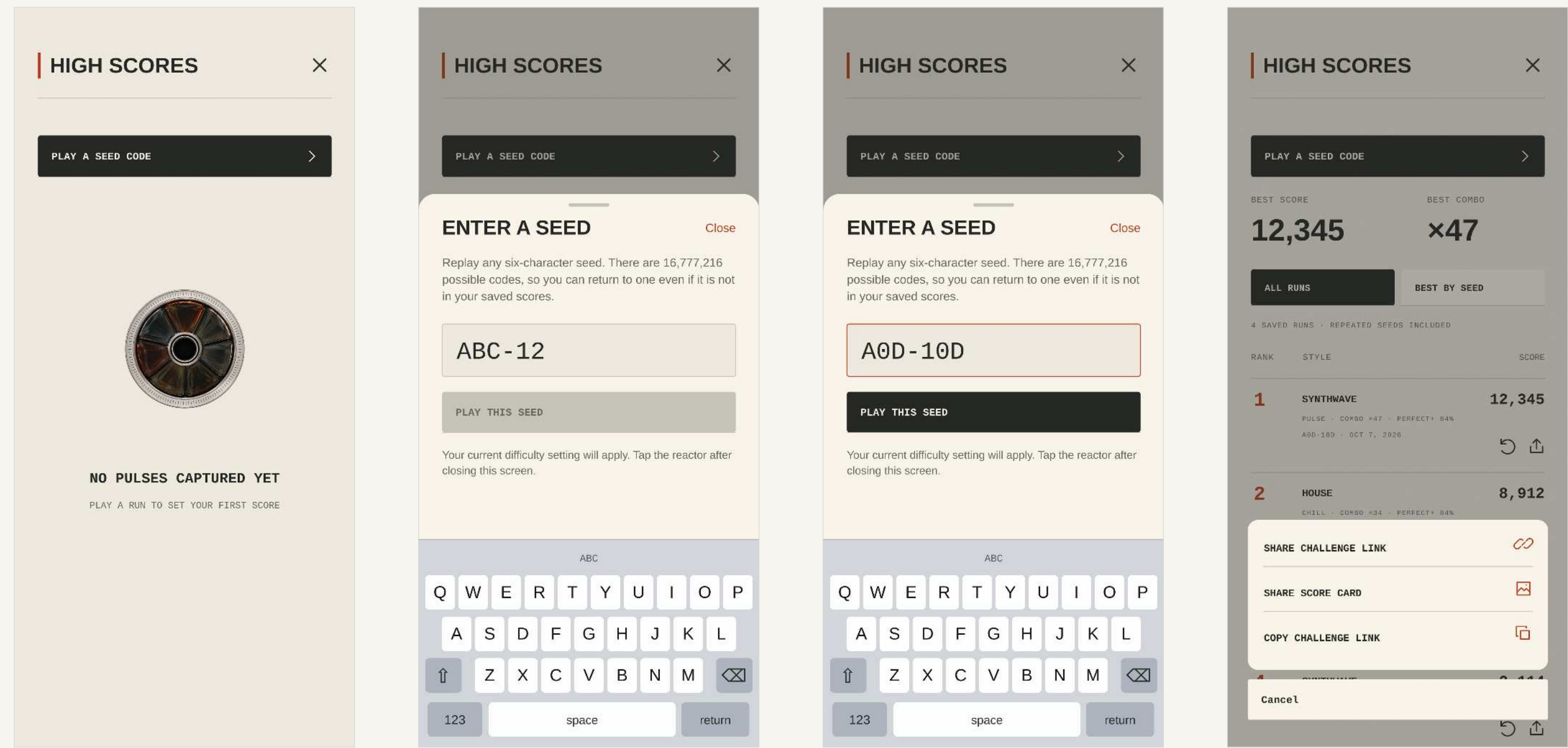
SOURCE-DERIVED STATE
R078, HighScoresView.swift



High Scores / best

SOURCE-DERIVED STATE
R078, HighScoresView.swift

Signal Lab / screen studies



High Scores / empty

SOURCE-DERIVED STATE
R078, HighScoresView.swift

Seed entry / invalid

SOURCE-DERIVED STATE
HighScoresView.swift

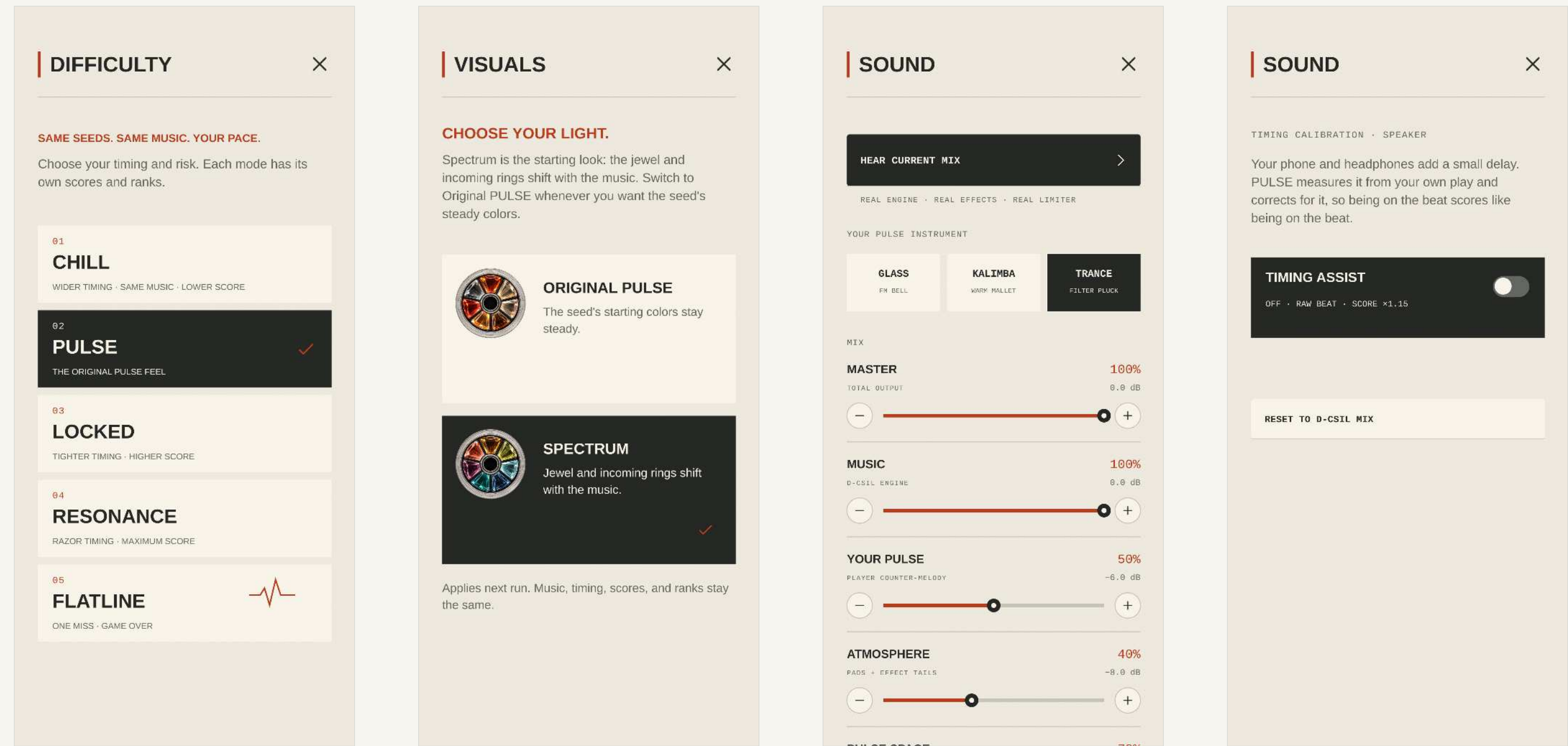
Seed entry / valid

SOURCE-DERIVED STATE
HighScoresView.swift

Share actions

SOURCE-DERIVED STATE
R079, HighScoresView.swift

Signal Lab / screen studies



Difficulty / PULSE

SOURCE-DERIVED STATE
R002, Difficulty.swift

Visuals / SPECTRUM

SOURCE-DERIVED STATE
R003, DifficultyView.swift

Sound / TRANCE

SOURCE-DERIVED STATE
R052, R053, AudioSettingsView.swift

Calibration / assist off

SOURCE-DERIVED STATE
AudioSettingsView.swift

Signal Lab / screen studies

SOUND

TIMING CALIBRATION • SPEAKER

Your phone and headphones add a small delay. PULSE measures it from your own play and corrects for it, so being on the beat scores like being on the beat.

TIMING ASSIST

ON • CORRECTED TO YOUR DEVICE

TAP OFFSET

+18 MS

-

+

-150 MS

+150 MS

SET BY HAND. IF YOU READ AS EARLY ON THE RESULTS SCREEN, RAISE THIS; IF LATE, LOWER IT.

RELEARN FROM SCRATCH

USE LAST RUN • +12 MS

RESET TO D-CSIL MIX

HOW TO PLAY

THE TAP

Neon rings contract toward the central reactor. Tap the instant a ring crosses the fixed hit-zone circle.

One input. Perfect timing. That's it.

REPLAY TAP TUTORIAL

WATCH SELF-PLAYING DEMO

AUTO DEMO WHEN IDLE

START AFTER 5 SECONDS • TAP TO TAKE OVER

HOW TO PLAY

PATTERN TWIST

As you master the rhythm, patterns evolve:

Standard

Solid ring on the beat

Double

Two rings in quick succession

Offbeat

Ring on the eighth-note offbeat; the judged target never swings

Ghost

Ring fades as it approaches—trust your ears

HOW TO PLAY

REACTOR STABILITY

In stability-based modes, the gold arc hugging the reactor is your stability. When it empties, the run is over.

Tight timing

Rebuilds it — PURE most, GOOD a little

Loose timing

Costs a little

A miss

Costs the most

Most stability modes begin with 30 seconds of softened damage; RESONANCE shortens this to 8 seconds. Recovery is never reduced—finding the beat early counts in full. The gauge always means exactly what it shows.

Calibration / SPEAKER / manual

SOURCE-DERIVED STATE
AudioSettingsView.swift, AudioSettings.swift

How to Play / THE TAP

SOURCE-DERIVED STATE
HowToPlayView.swift

How to Play / PATTERN TWIST

SOURCE-DERIVED STATE
HowToPlayView.swift

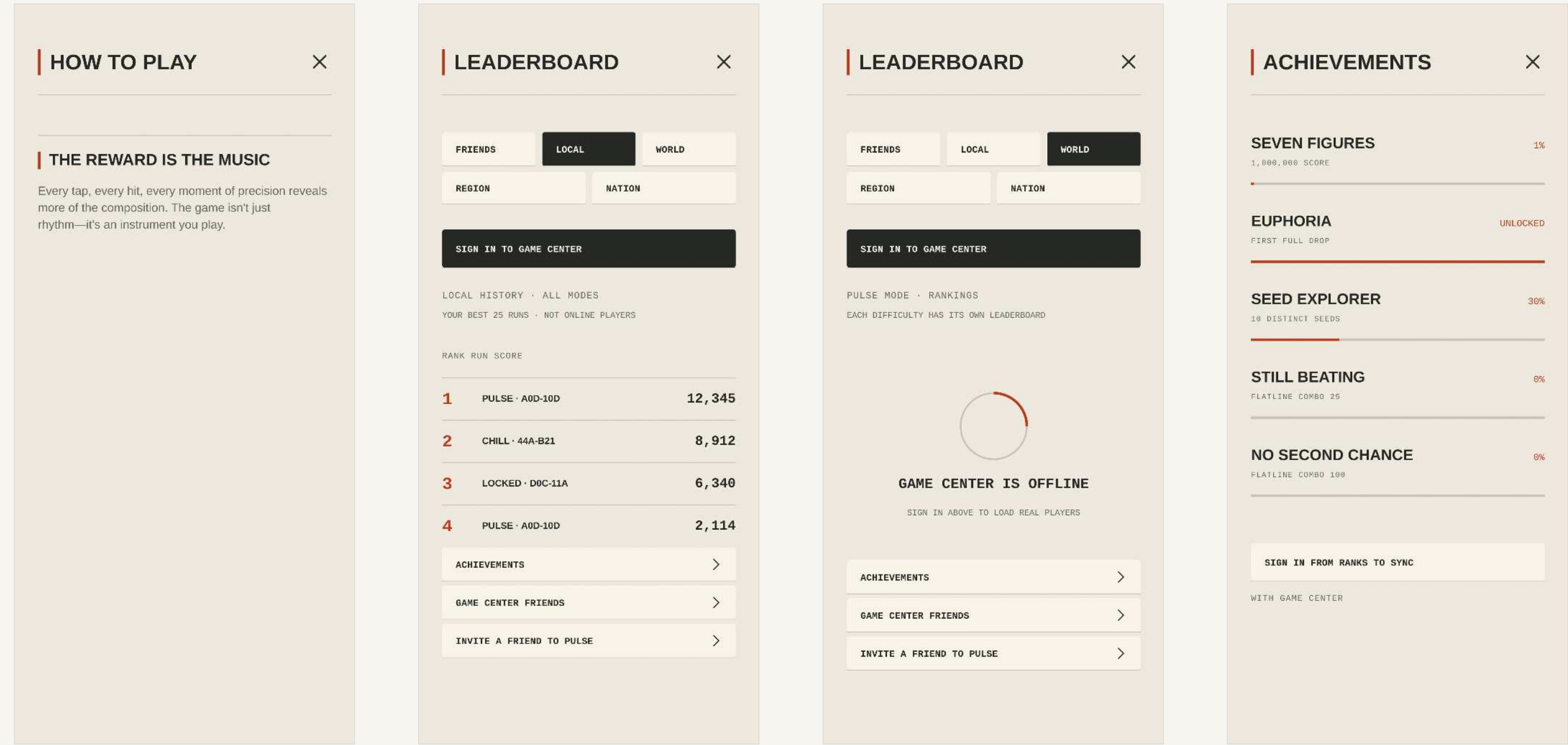
How to Play / REACTOR STABILITY

SOURCE-DERIVED STATE
HowToPlayView.swift

PULSE / EXPLORATORY VISUAL CONCEPTS / UNIMPLEMENTED

13

Signal Lab / screen studies



How to Play / THE REWARD IS THE MUSIC

SOURCE-DERIVED STATE
HowToPlayView.swift

Ranks / local

SOURCE-DERIVED STATE
LeaderboardView.swift, R054

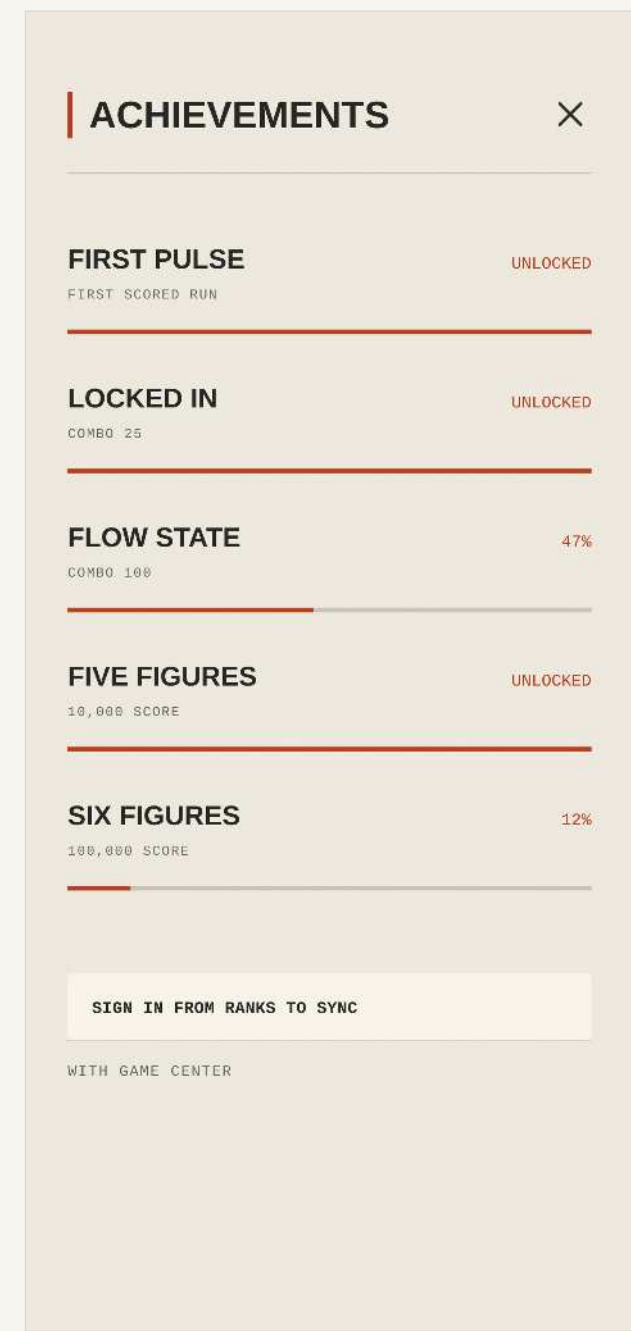
Ranks / signed-out

SOURCE-DERIVED STATE
LeaderboardView.swift, R054

Achievements / lower

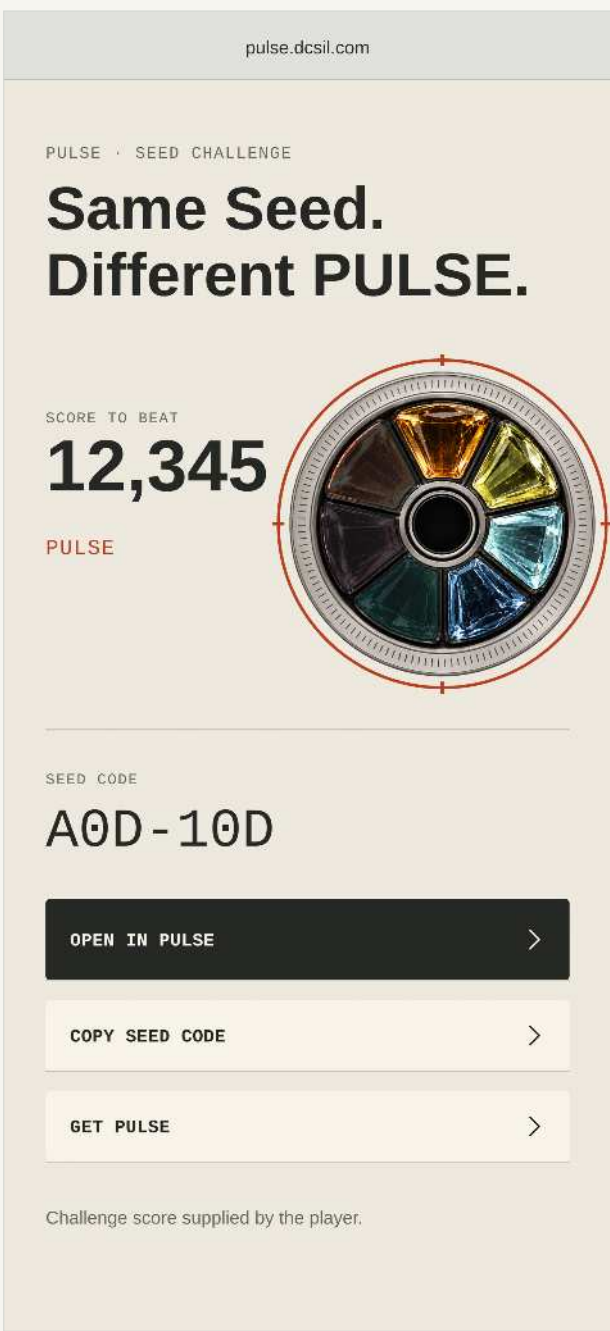
SOURCE-DERIVED STATE
AchievementsView.swift, GameCenterAchievementService.swift

Signal Lab / screen studies



Achievements / upper

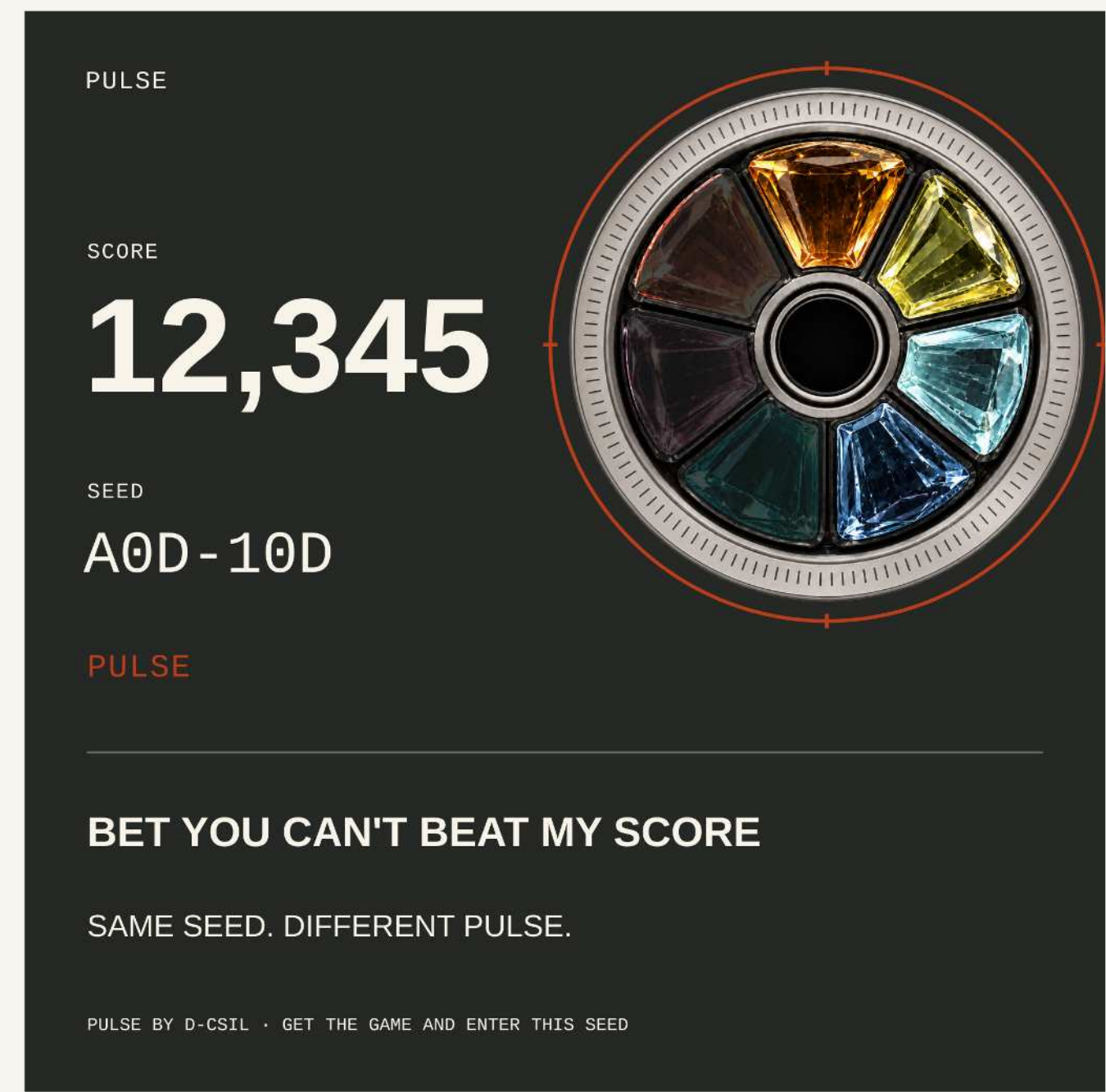
SOURCE-DERIVED STATE
AchievementsView.swift, GameCenterAchievementService.swift



Companion web challenge

SOURCE-DERIVED STATE
R076, R077

Signal Lab / iPad and companion surfaces



Exported score card

SOURCE-DERIVED STATE
R069, R051, SeedChallengeShareCard.swift



iPad portrait / Home

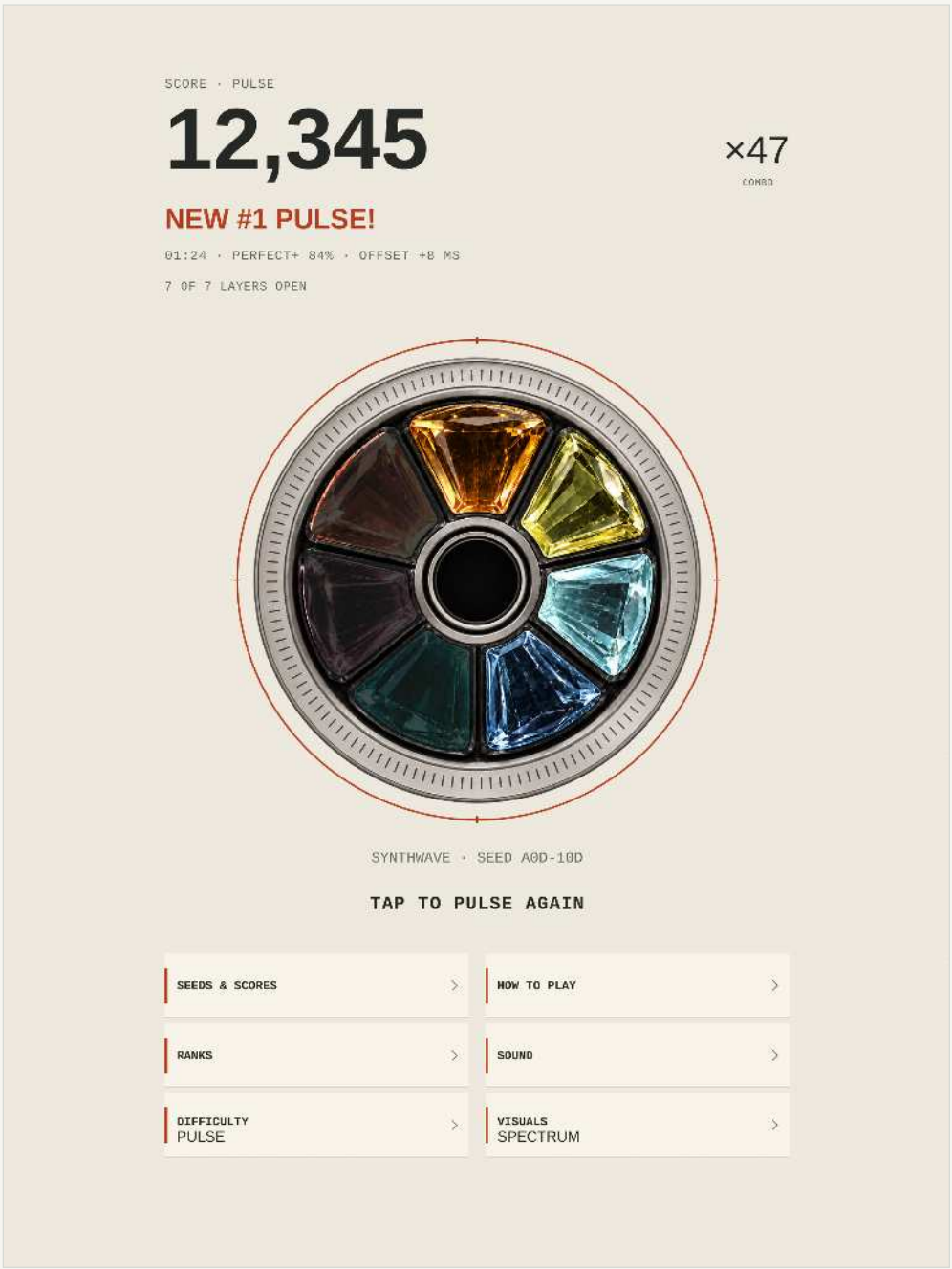
SOURCE-DERIVED STATE
R013, DesignTokens.swift

Signal Lab / iPad and companion surfaces



iPad portrait / Gameplay

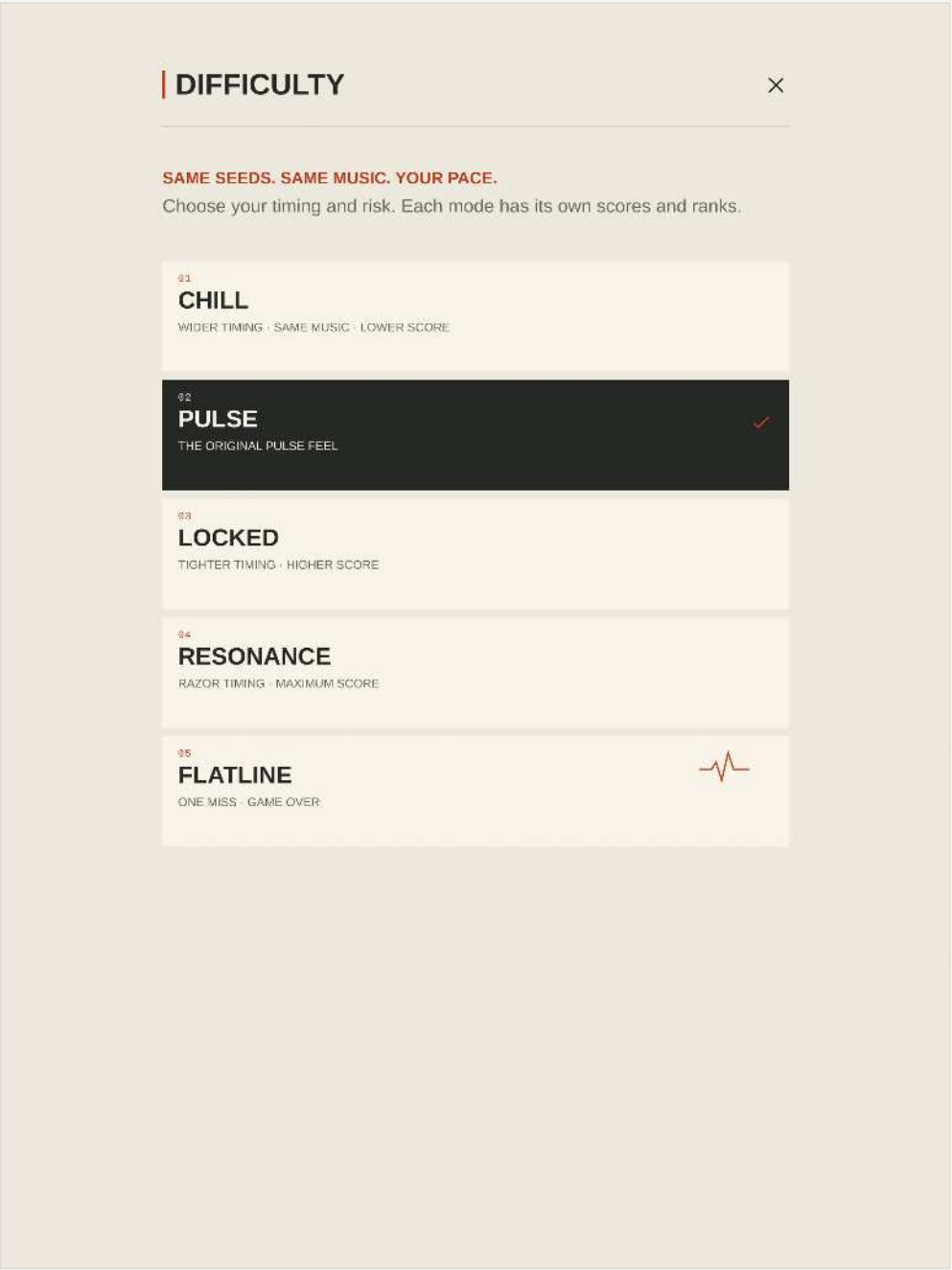
SOURCE-DERIVED STATE
R046, R049, DesignTokens.swift



iPad portrait / Results

SOURCE-DERIVED STATE
R080, DesignTokens.swift

Signal Lab / iPad and companion surfaces



iPad portrait / Difficulty

SOURCE-DERIVED STATE
R005, MenuScaffold.swift



iPad portrait / Share popover

SOURCE-DERIVED STATE
R081, R082, HighScoresView.swift

Signal Lab / design system

Motion behavior

Use clean mechanical settling and restrained indicator travel.
Decorative ticks must never lead or trail the judged timing edge.

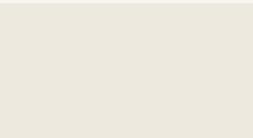
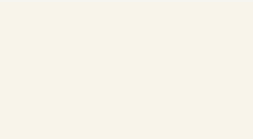
Accessibility intent

Keep orange and graphite contrast explicit; pair states with text, marks and changes in fill. Do not communicate earned jewels by color alone.

Before implementation

Validate contrast, Dynamic Type, VoiceOver labels, hit regions and reduced-motion behavior on physical devices. This art book establishes visual intent; it does not certify an implemented accessibility result.

Palette and typography

			
#EEE9DF ivory	#262826 graphite	#646761 secondary	#B93E1D signal_orange
			
#F8F4EA paper	#C6C4B9 hairline	#AD831F stability_gold	

ui: Liberation Sans, technical: Liberation Mono, weights: [400, 700], bundled: true

Direction-specific editable SVGs, generation prompts, full-resolution artwork and rendering sources are included in the companion package. Raster illustration and editable UI layers are identified separately.

Afterimage

PULSE becomes an immersive light performance. Spectral glass, deep negative space and controlled luminance make the musical reactor feel alive.

- 01 The reactor receives visual depth while menus stay spacious and typographic.
- 02 Luminous color carries expression. Text and controls remain on calm, readable planes.
- 03 Afterimage is the closest evolutionary path from the original, with a more deliberate hierarchy and material finish.

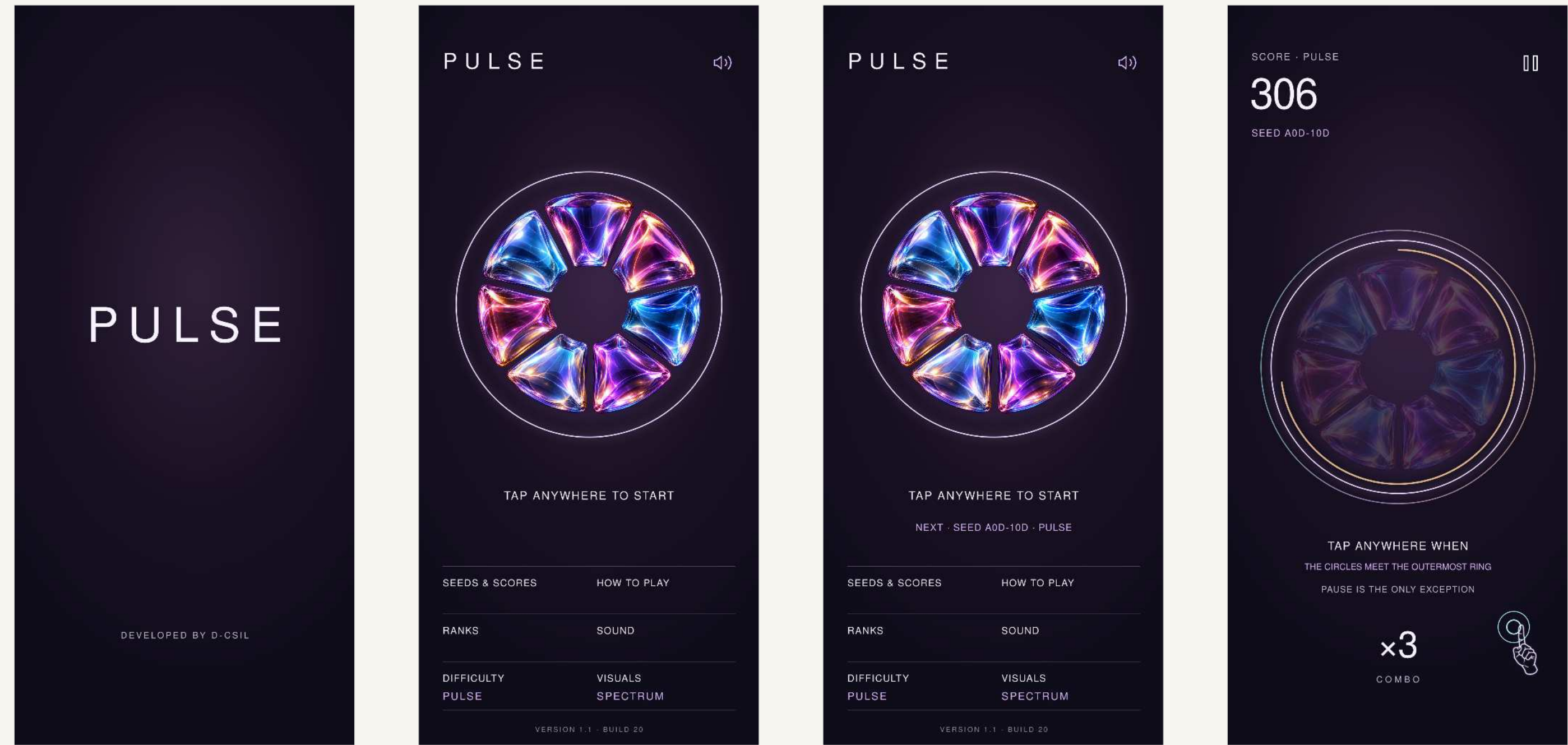
VISUAL DIRECTION / COMPLETE FAMILY

All following screens are exploratory and unimplemented. Image-generated concept art is paired with editable, precisely labeled layout studies.



MATERIAL TARGET / PRECISE EDITABLE SCREENS FOLLOW

Afterimage / screen studies



Boot · wordmark registration

REFERENCE-GROUNDED CONCEPT
R040, R045

Home · spectral idle

REFERENCE-GROUNDED CONCEPT
R001, HomeMenuOverlay.swift

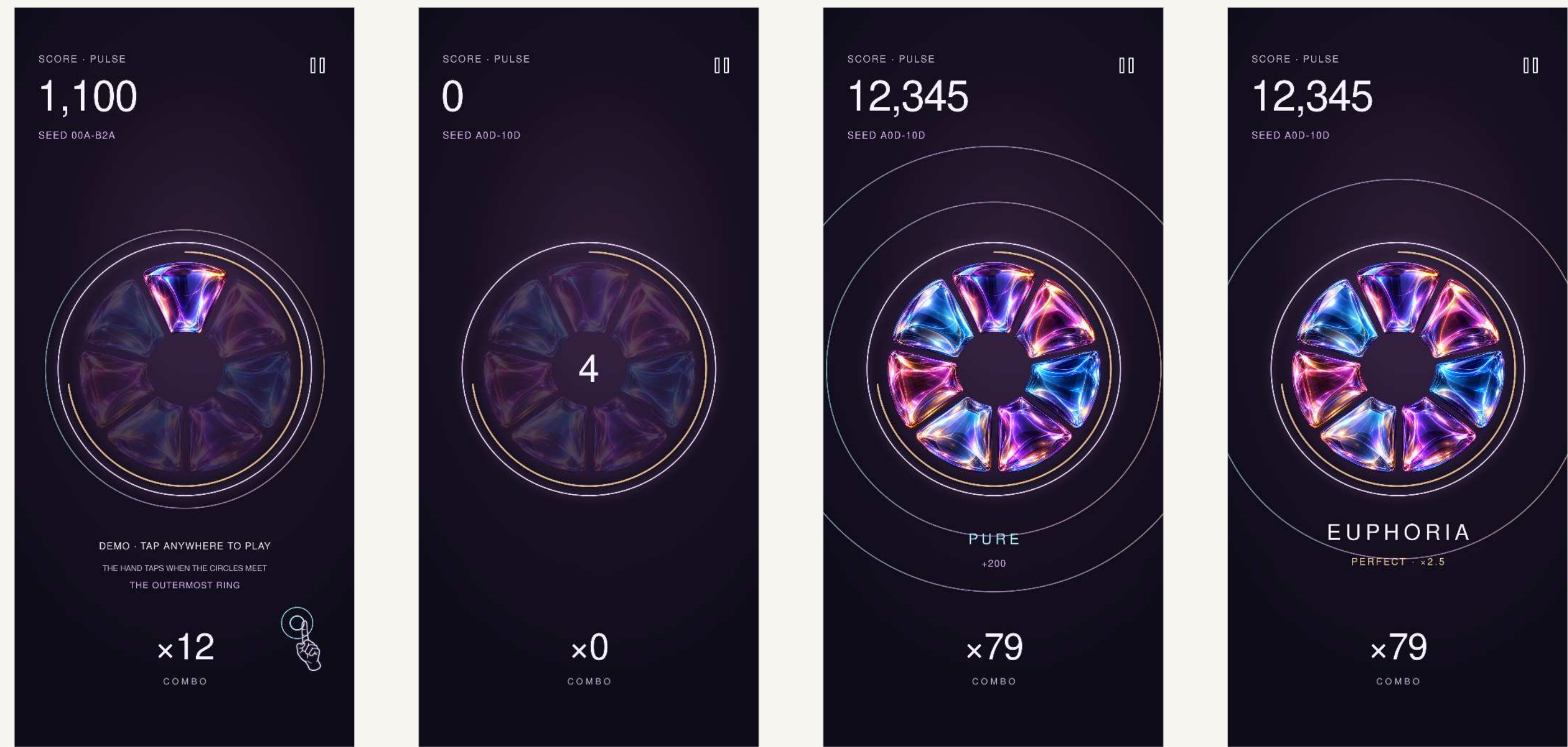
Home · seed staged for next run

SOURCE-DERIVED STATE
R059, SeedChallengeStore.swift

First-run timing lesson

SOURCE-DERIVED STATE
R075, R031, GameScene.swift, TutorialCoachNode.swift

Afterimage / screen studies



Self-playing demo · low combo

SOURCE-DERIVED STATE
R070, GameScene.swift

Opening count-in · 4

REFERENCE-GROUNDED CONCEPT
R071, R074

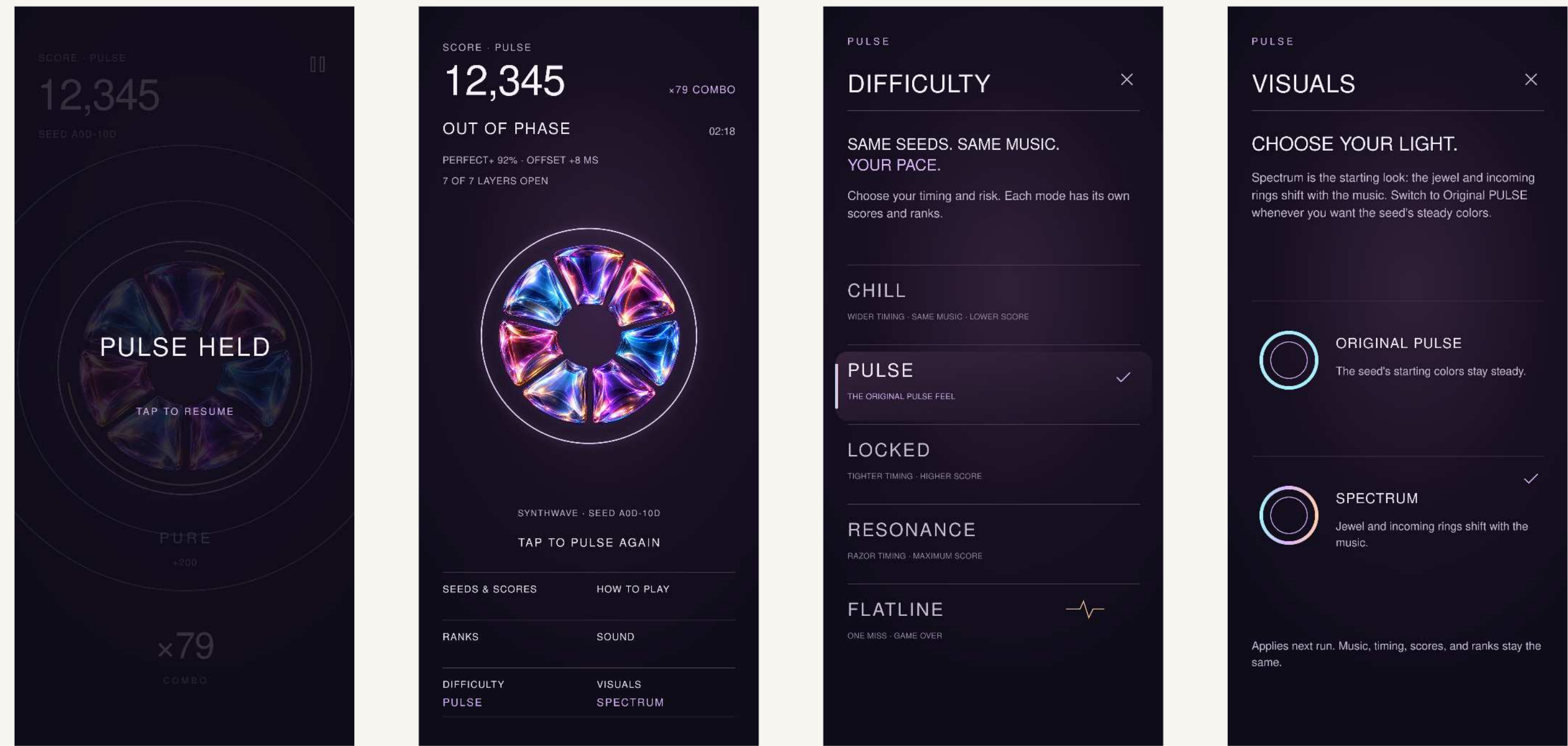
Gameplay · Spectrum high combo

SOURCE-DERIVED STATE
R075, R031, GameScene.swift, TutorialCoachNode.swift

Drop · Perfect Euphoria

SOURCE-DERIVED STATE
R075, R031, GameScene.swift, TutorialCoachNode.swift

Afterimage / screen studies



Pause • same run resumes

SOURCE-DERIVED STATE
GameScene.swift

Results • normal

SOURCE-DERIVED STATE
R080, GameScene.swift, NudgeAdvisor.swift

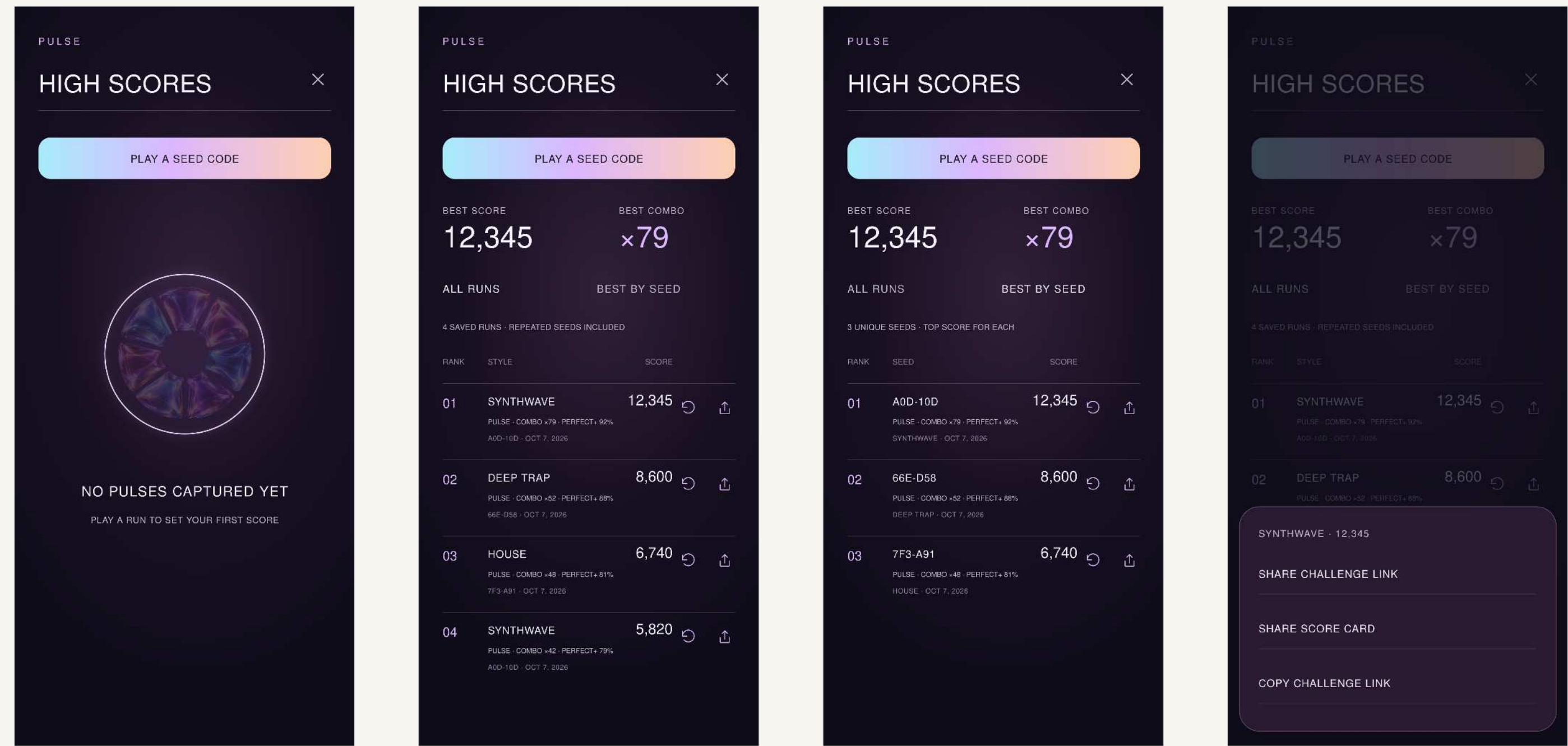
Difficulty • PULSE selected

REFERENCE-GROUNDED CONCEPT
R002, DifficultyView.swift

Visuals • SPECTRUM selected

REFERENCE-GROUNDED CONCEPT
R003, DifficultyView.swift

Afterimage / screen studies



High Scores · empty

REFERENCE-GROUNDED CONCEPT
R019, R065

High Scores · All Runs

REFERENCE-GROUNDED CONCEPT
R078, HighScoresView.swift

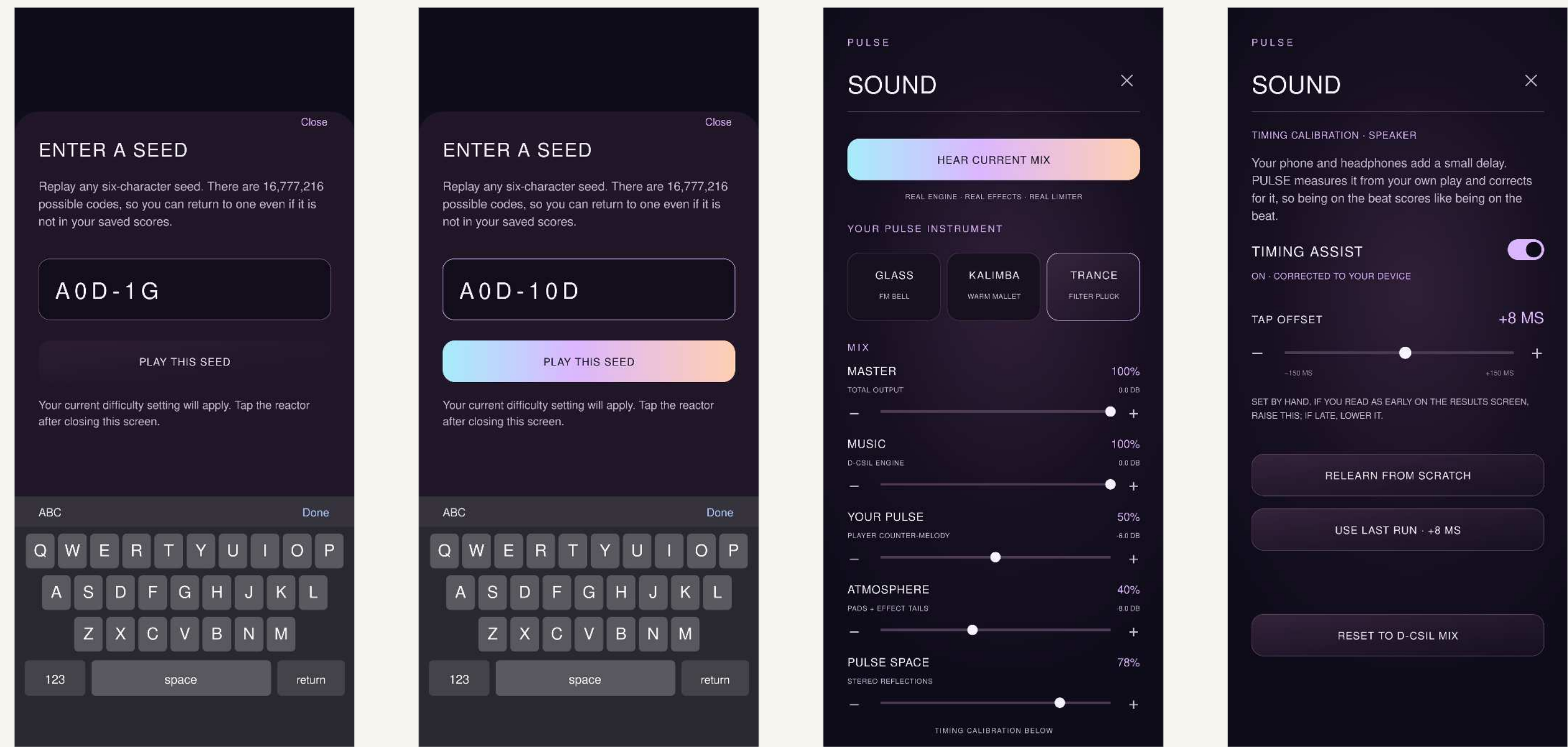
High Scores · Best By Seed

SOURCE-DERIVED STATE
HighScoresView.swift

High Scores · share action menu

REFERENCE-GROUNDED CONCEPT
R079, HighScoresView.swift

Afterimage / screen studies



Seed entry · invalid disabled / native keyboard context

SOURCE-DERIVED STATE
HighScoresView.swift

Seed entry · valid enabled / native keyboard context

SOURCE-DERIVED STATE
HighScoresView.swift

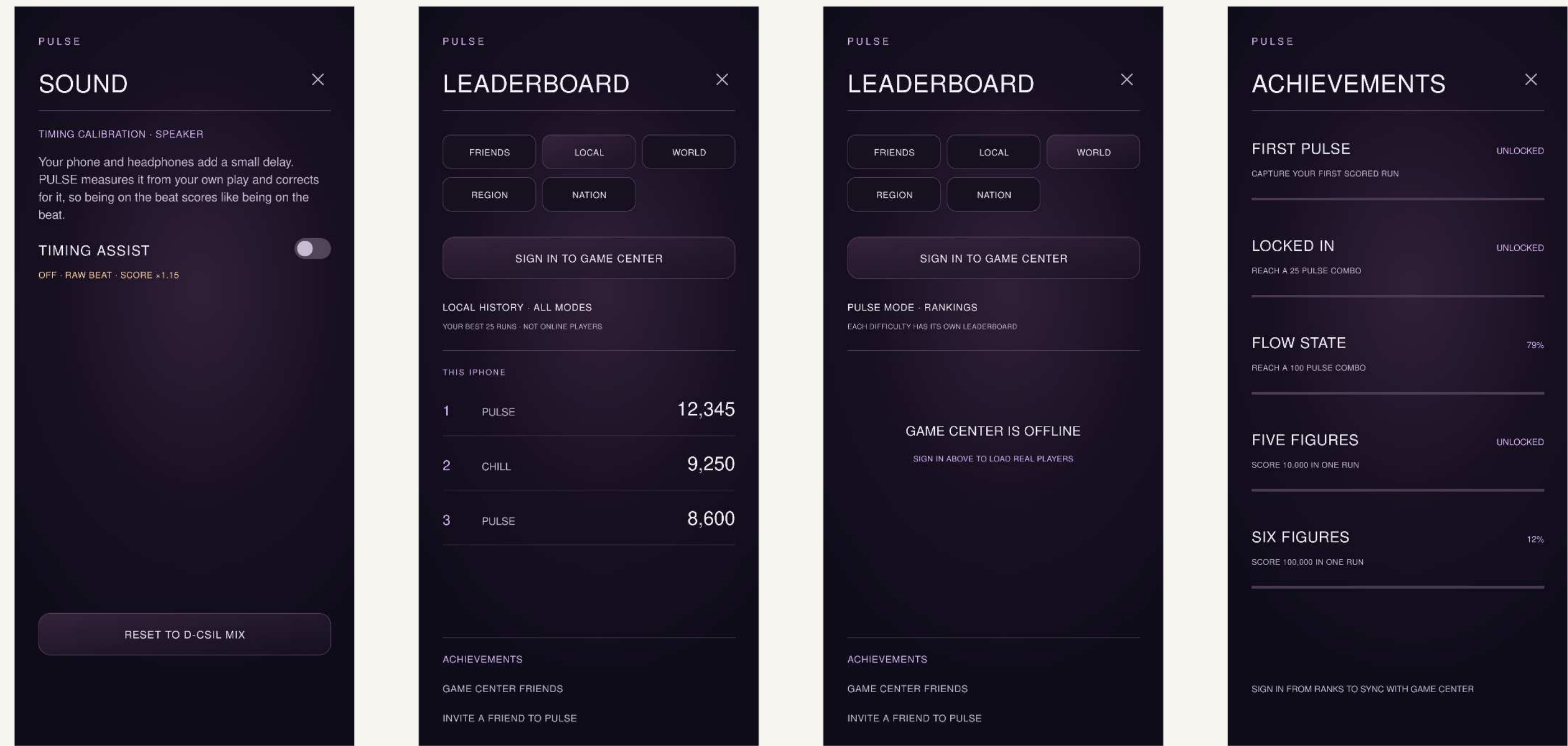
Sound · instrument and full mixer upper viewport

REFERENCE-GROUNDED CONCEPT
R052, R053, AudioSettingsView.swift

Sound · calibration manual

SOURCE-DERIVED STATE
AudioSettingsView.swift, AudioSettings.swift

Afterimage / screen studies



Sound · calibration off

SOURCE-DERIVED STATE
AudioSettingsView.swift, AudioSettings.swift

Ranks · local-populated

SOURCE-DERIVED STATE
LeaderboardView.swift, R054

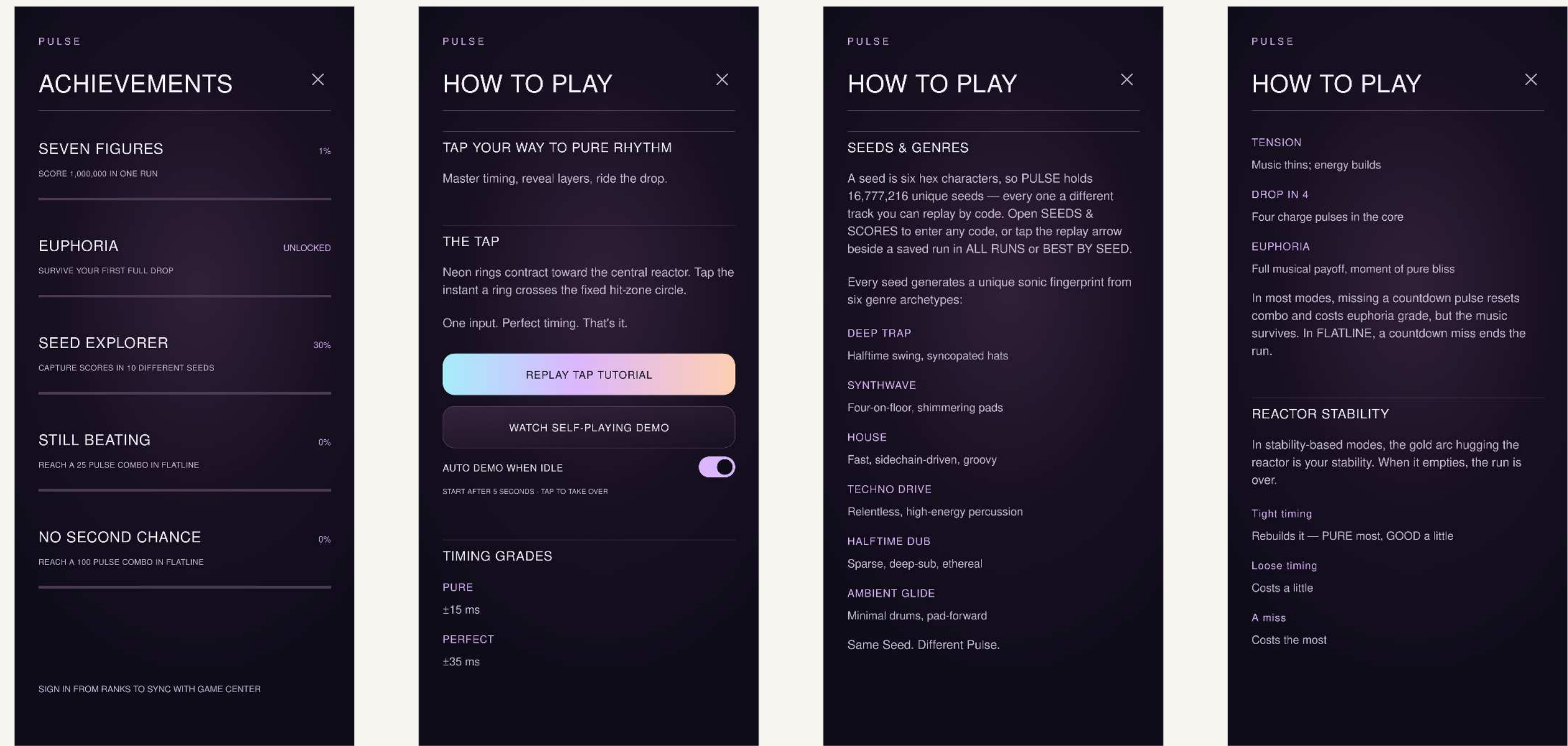
Ranks · signed-out

SOURCE-DERIVED STATE
LeaderboardView.swift, R054

Achievements · catalog viewport 1

SOURCE-DERIVED STATE
AchievementsView.swift, GameCenterAchievementService.swift

Afterimage / screen studies



Achievements · catalog viewport 2

SOURCE-DERIVED STATE
AchievementsView.swift, GameCenterAchievementService.swift

How to Play · viewport 1

SOURCE-DERIVED STATE
HowToPlayView.swift

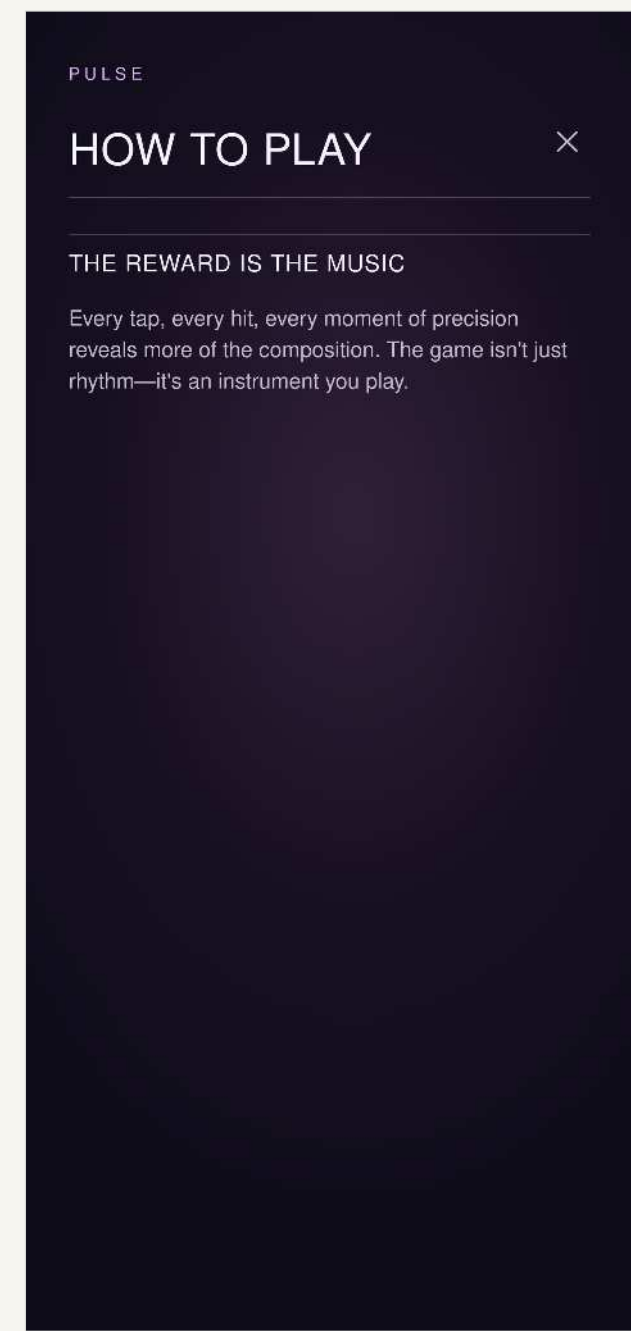
How to Play · viewport 5

SOURCE-DERIVED STATE
HowToPlayView.swift

How to Play · viewport 9

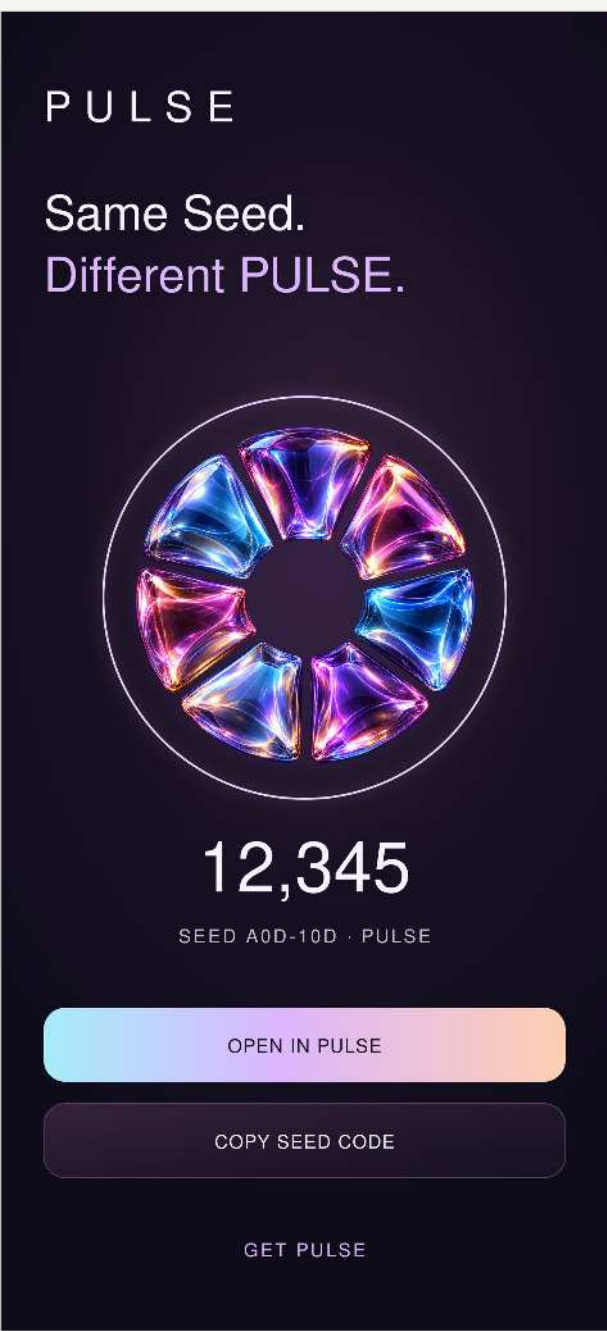
SOURCE-DERIVED STATE
HowToPlayView.swift

Afterimage / screen studies



How to Play · viewport 12

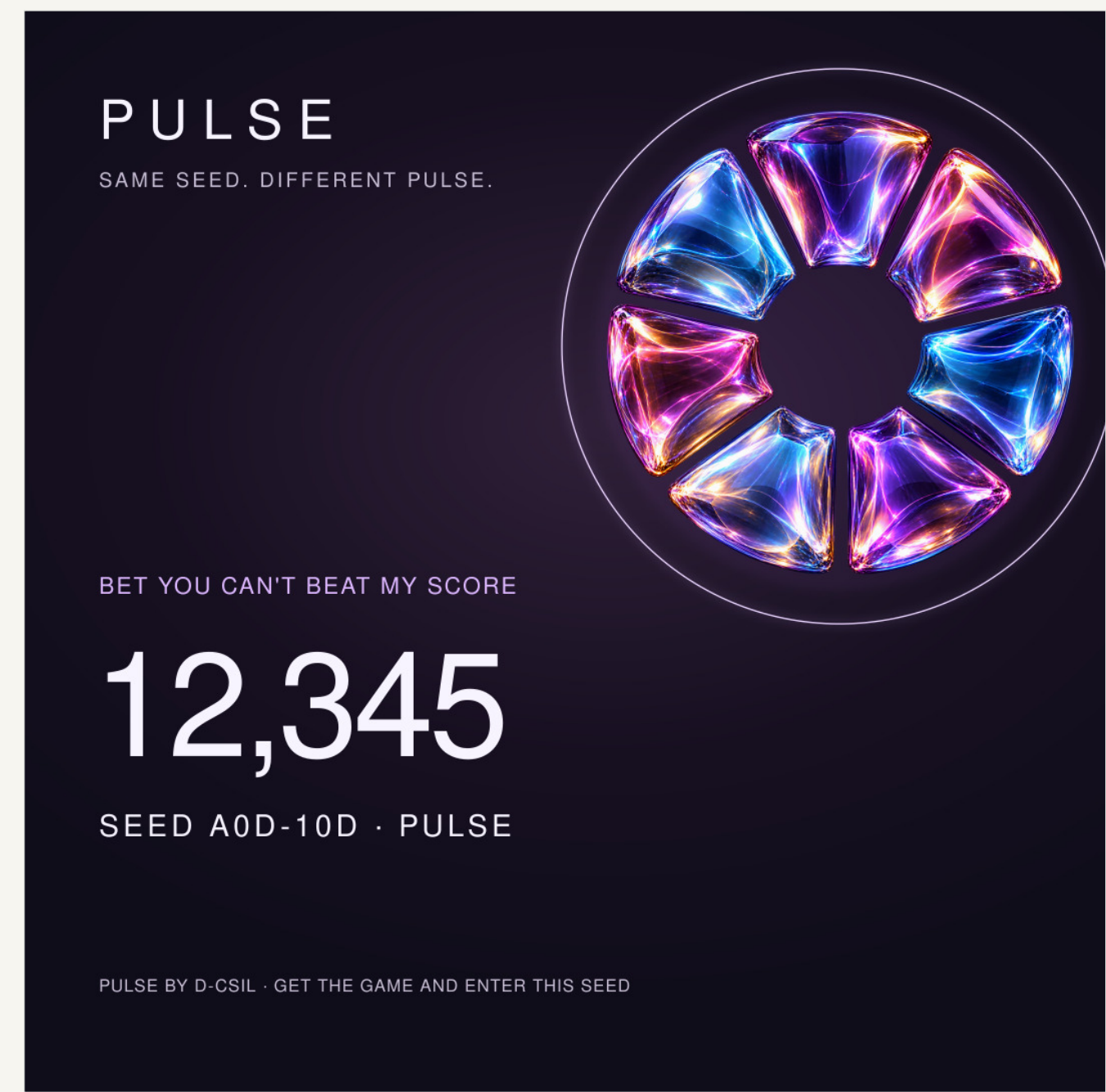
SOURCE-DERIVED STATE
HowToPlayView.swift



Companion challenge page

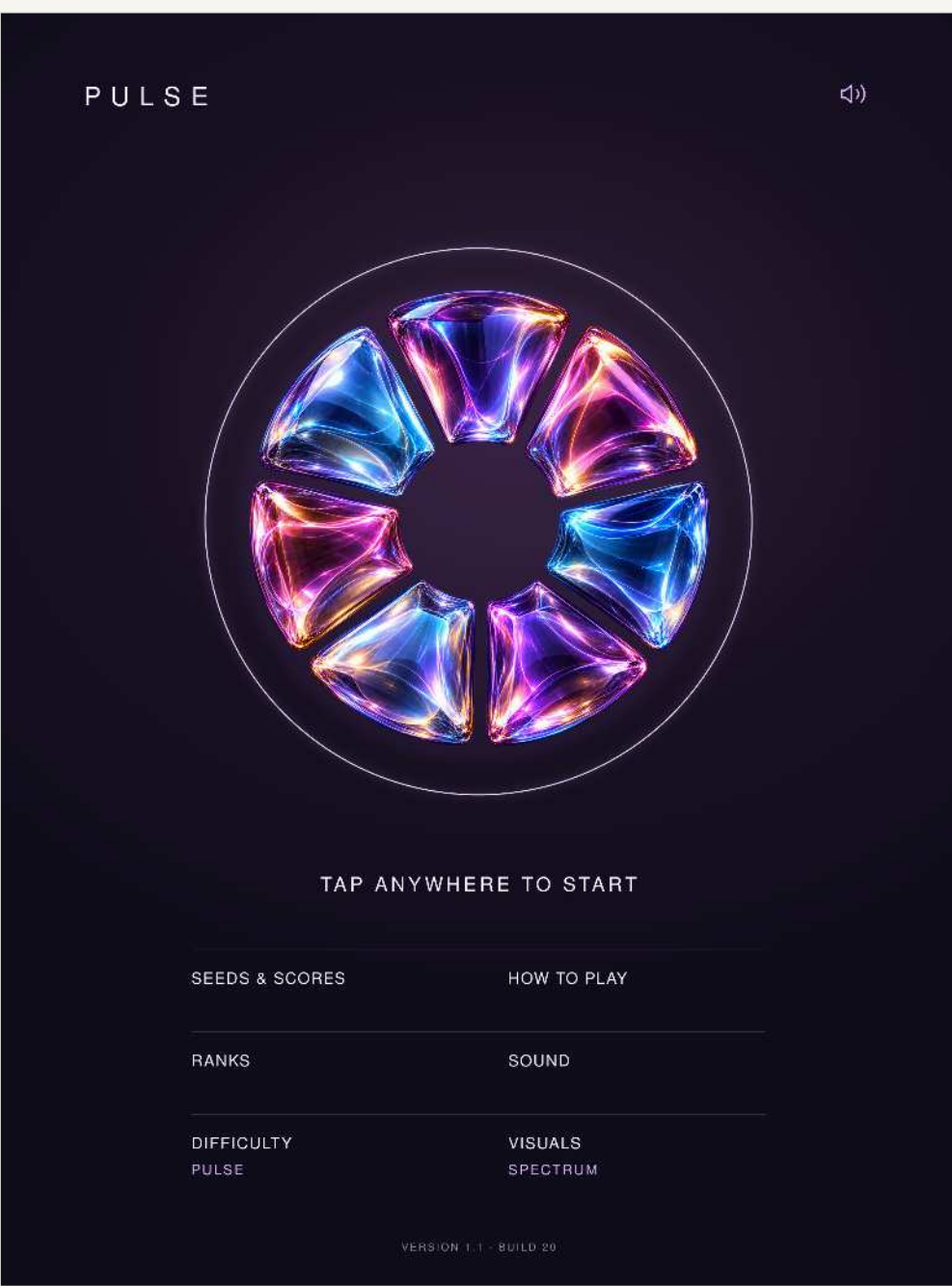
SOURCE-DERIVED STATE
R076, R077, SeedChallengeStore.swift

Afterimage / iPad and companion surfaces



Exported square score card

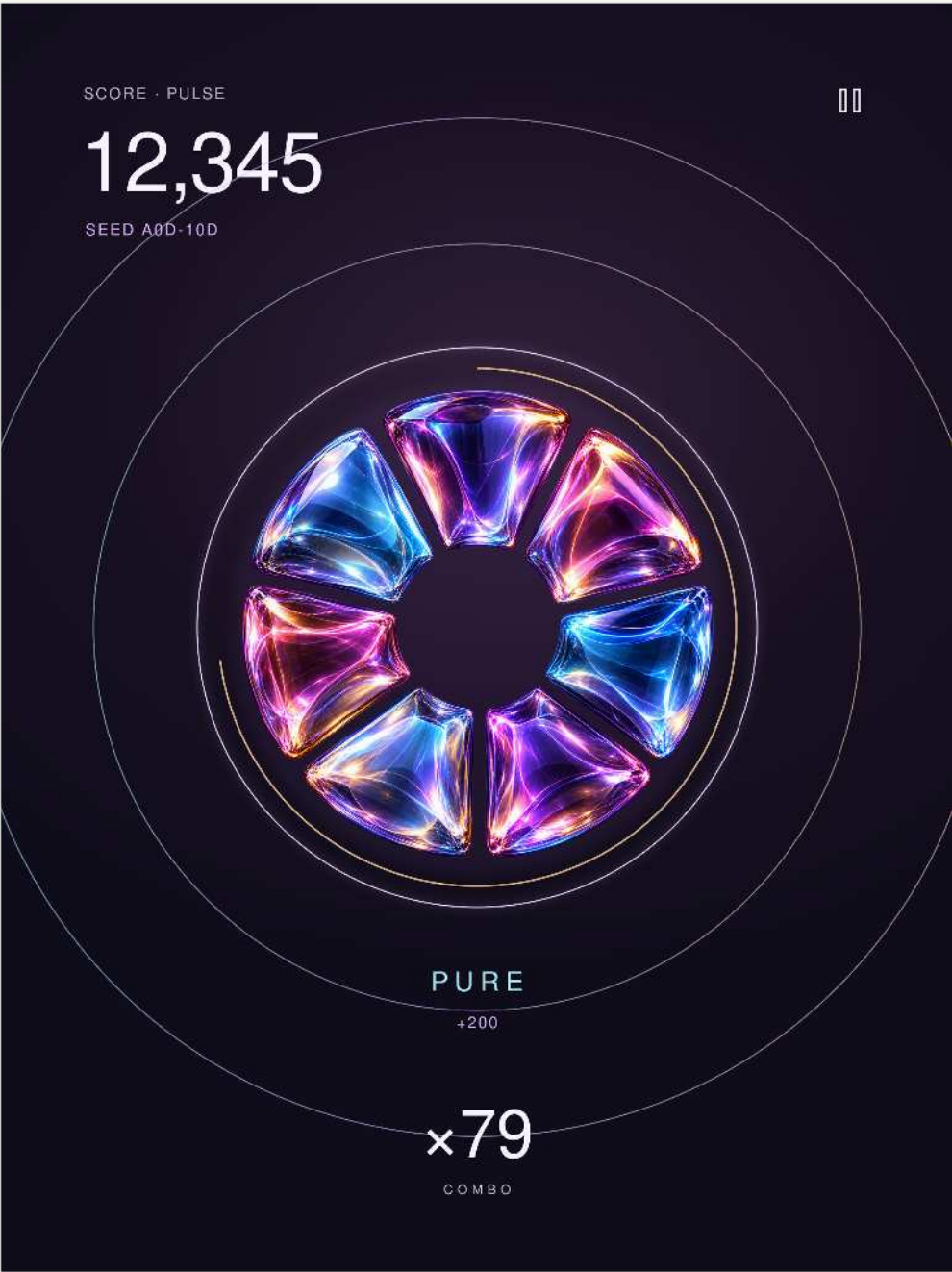
SOURCE-DERIVED STATE
R069, R051, SeedChallengeShareCard.swift



iPad portrait · independently composed Home

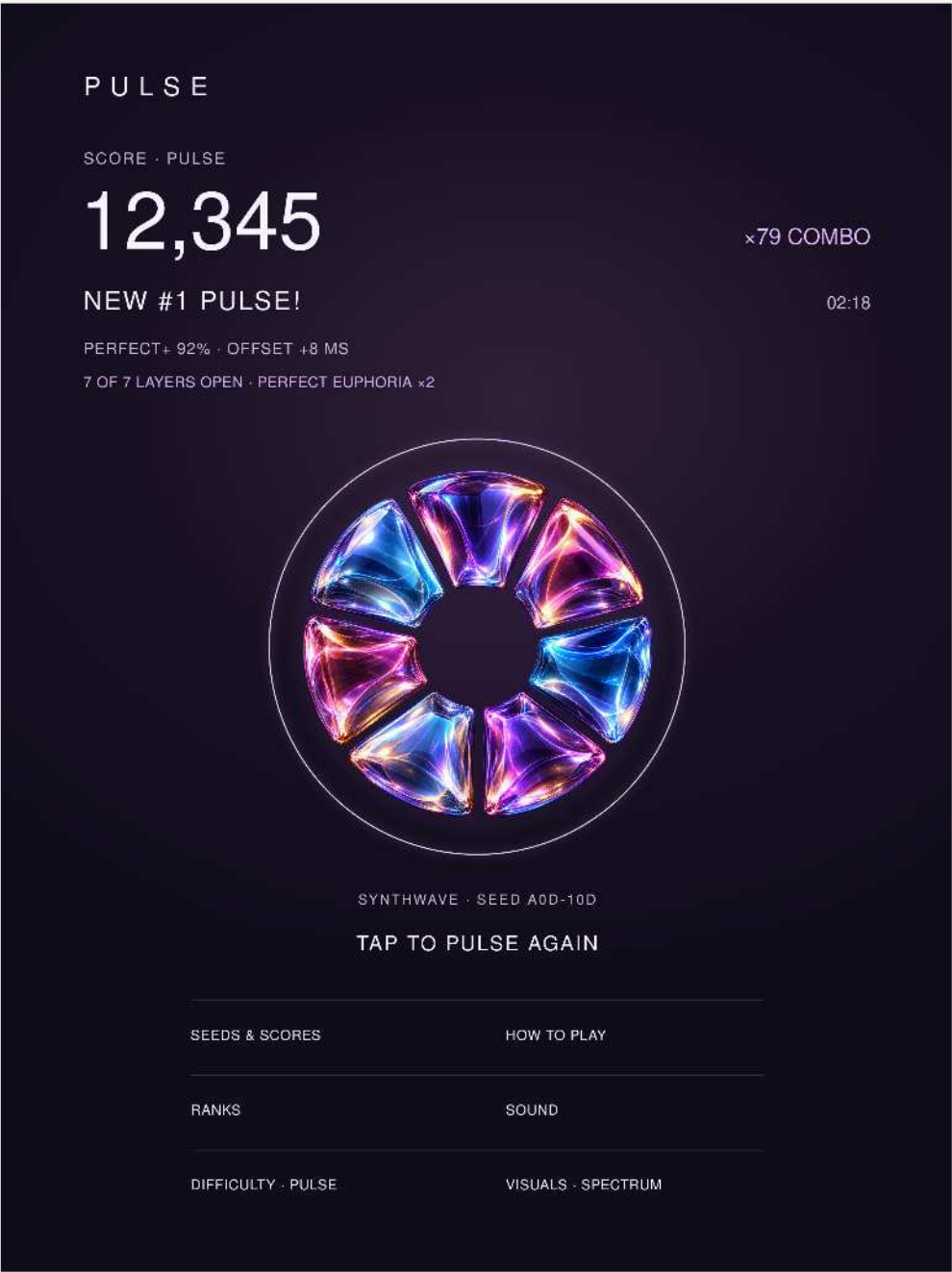
REFERENCE-GROUNDED CONCEPT
R013, R047, HomeMenuOverlay.swift

Afterimage / iPad and companion surfaces



iPad portrait · gameplay registered unit

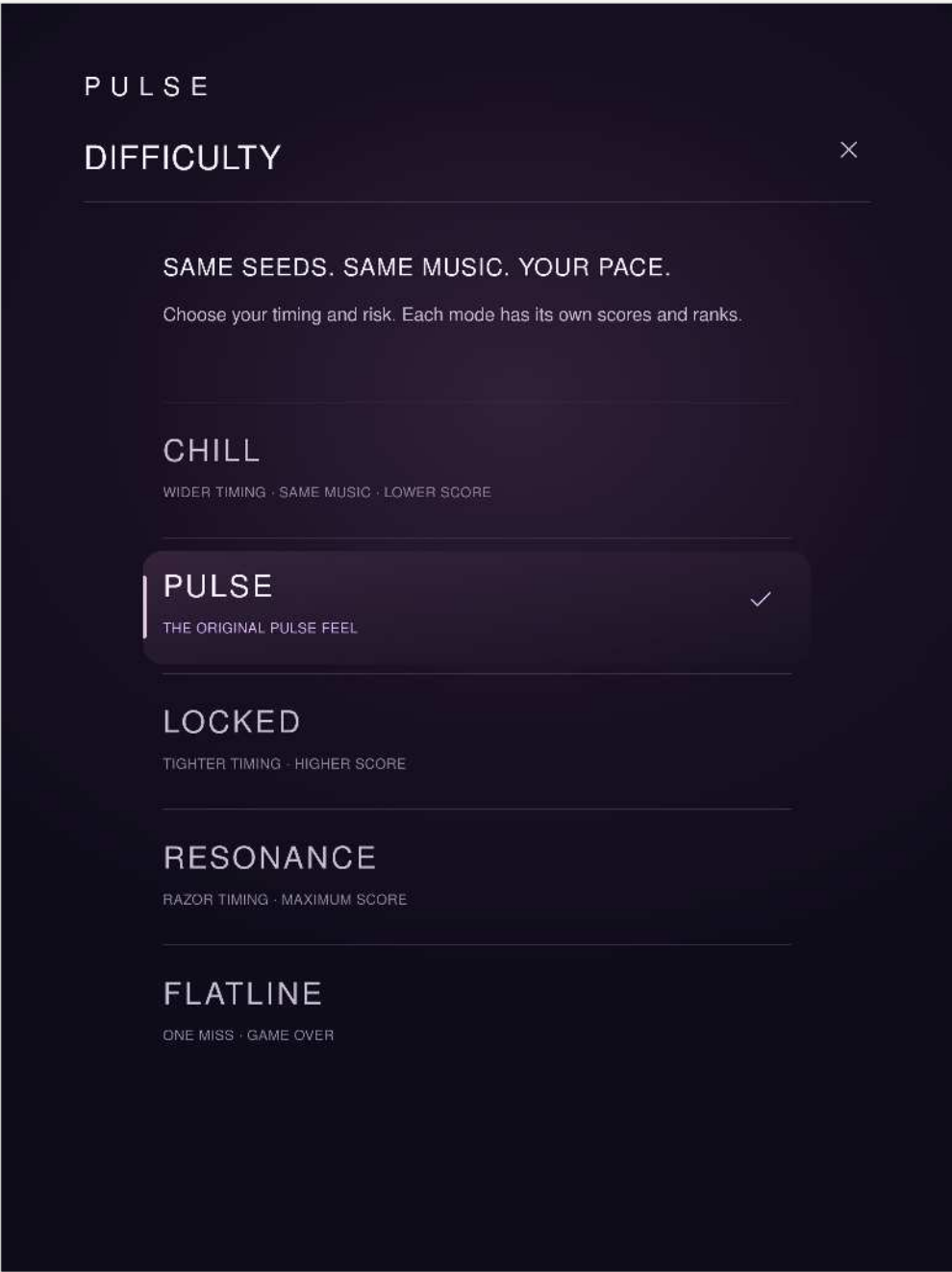
REFERENCE-GROUNDED CONCEPT
R075, R049, DesignTokens.swift



iPad portrait · results and retained navigation

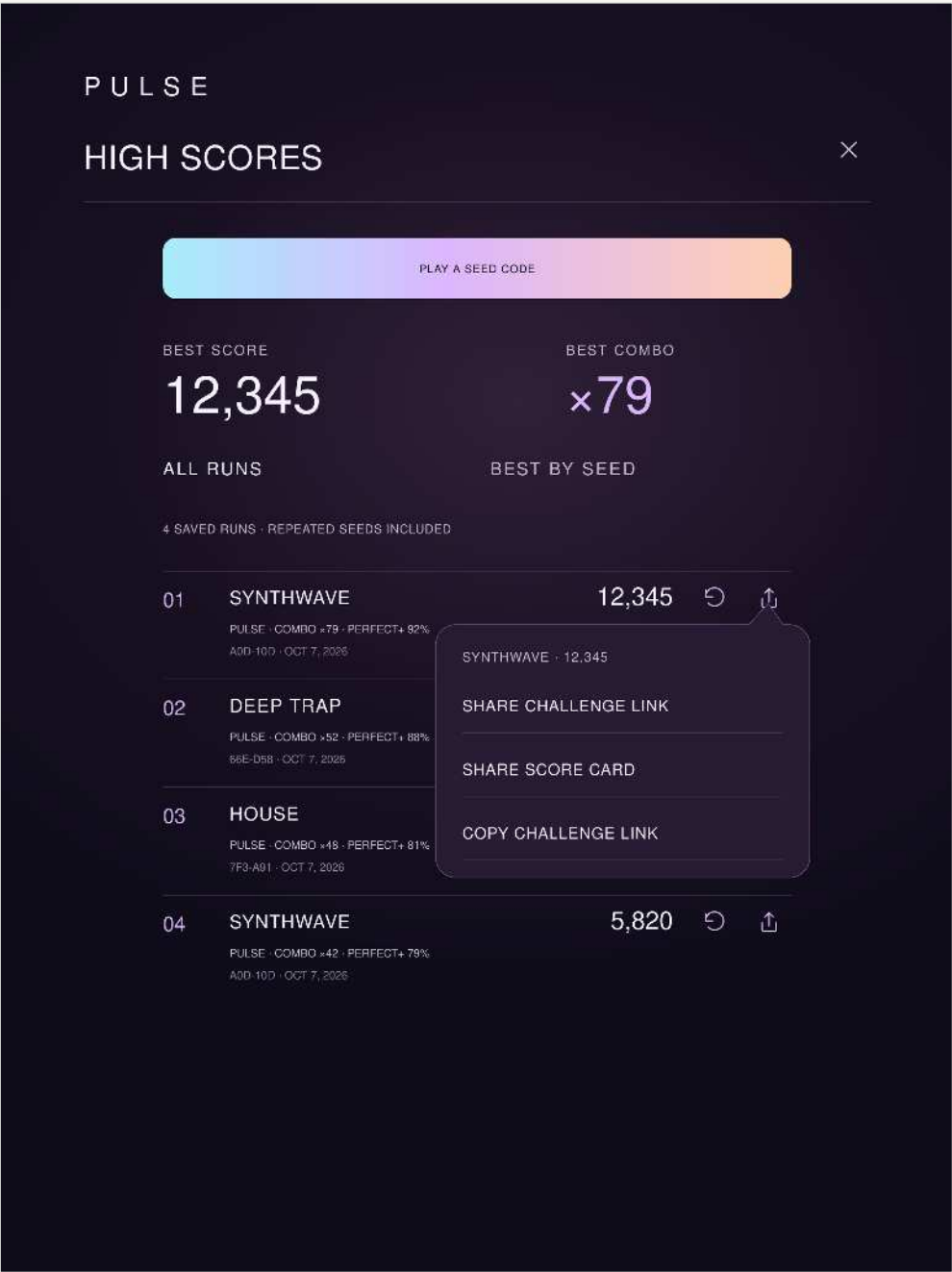
REFERENCE-GROUNDED CONCEPT
R080, GameScene.swift

Afterimage / iPad and companion surfaces



iPad portrait · menu with capped content column

REFERENCE-GROUNDED CONCEPT
R005, DifficultyView.swift



iPad portrait · anchored share action popover

REFERENCE-GROUNDED CONCEPT
R081, R082, HighScoresView.swift

Afterimage / design system

Motion behavior

Let background light breathe slowly; keep it subordinate to ring arrival. Reduce Motion should remove ambient drift and long trails while retaining essential timing motion.

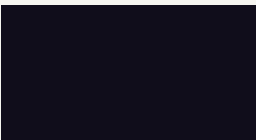
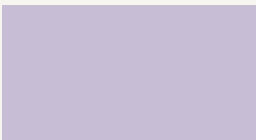
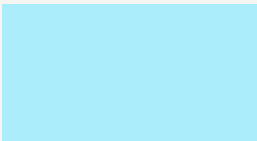
Accessibility intent

Bound bloom outside text and the target edge. Retain crisp solid ring strokes and non-color selection indicators in every lighting state.

Before implementation

Validate contrast, Dynamic Type, VoiceOver labels, hit regions and reduced-motion behavior on physical devices. This art book establishes visual intent; it does not certify an implemented accessibility result.

Palette and typography

			
#100d1b ink	#f7f3ff foreground	#c7bdd4 secondary	#9387a2 tertiary
			
#dcb7ff violet	#abedfa ice	#ffd19f stability	

display: Nimbus Sans Regular, body: Nimbus Sans Regular, numerals: Nimbus Sans Regular

Direction-specific editable SVGs, generation prompts, full-resolution artwork and rendering sources are included in the companion package. Raster illustration and editable UI layers are identified separately.

Kinetic Press

PULSE takes on the force of a contemporary music poster. Oversized type, vermilion ink, hard geometry and tactile print texture give it a bold editorial personality.

- 01 Typographic scale creates hierarchy before containers do.
- 02 Strong alignment and compact labels support fast scanning in scores, settings and the guide.
- 03 The material language is graphic rather than atmospheric, making this the most visibly divergent direction.

VISUAL DIRECTION / COMPLETE FAMILY

All following screens are exploratory and unimplemented. Image-generated concept art is paired with editable, precisely labeled layout studies.



Kinetic Press / screen studies



Boot / optical wordmark

REFERENCE-GROUNDED CONCEPT
R040, BootScene.swift

Home / idle

REFERENCE-GROUNDED CONCEPT
R001, HomeMenuOverlay.swift

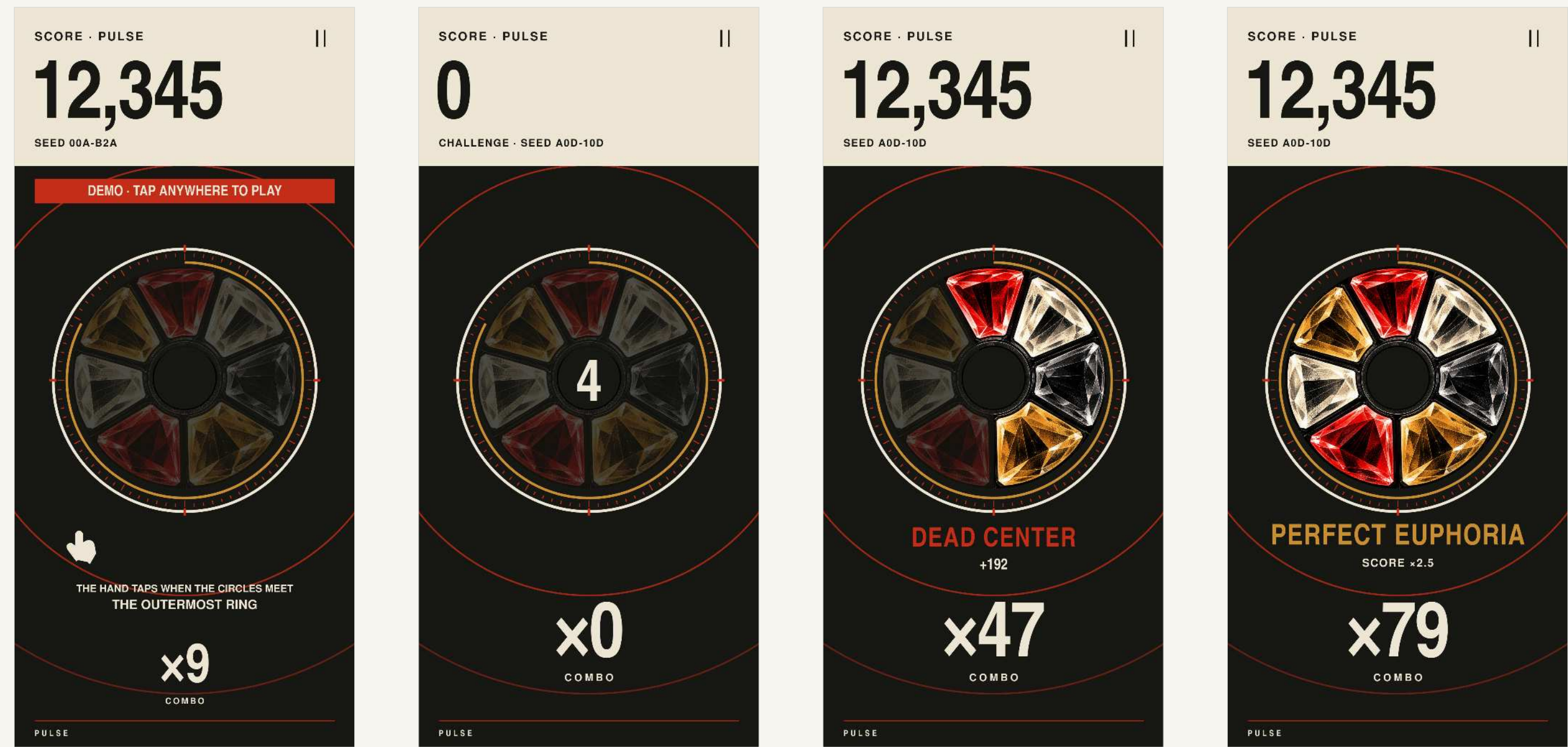
Home / pending seed

REFERENCE-GROUNDED CONCEPT
R001, HomeMenuOverlay.swift

Gameplay / tutorial / standard

SOURCE-DERIVED STATE
R034, R035, TutorialCoachNode.swift

Kinetic Press / screen studies



Gameplay / demo / standard

SOURCE-DERIVED STATE
R070, GameScene.swift

Gameplay / count / standard

SOURCE-DERIVED STATE
R071, R074

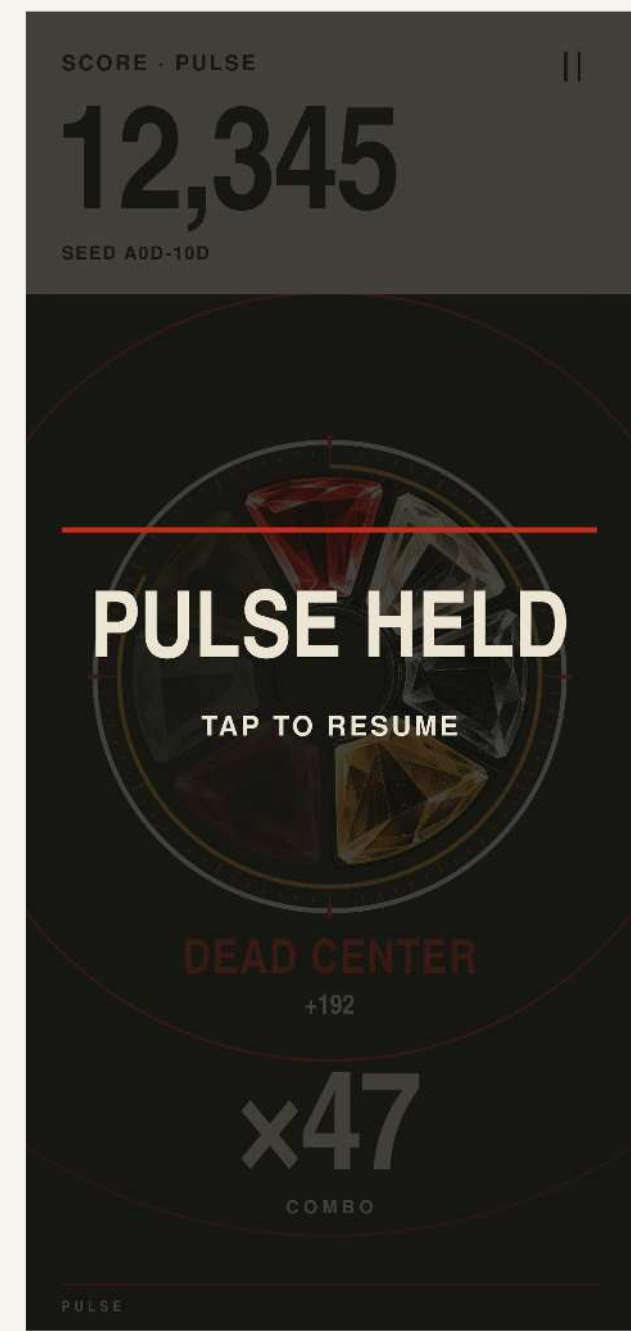
Gameplay / play / standard

REFERENCE-GROUNDED CONCEPT
R075, R026, GameScene.swift

Gameplay / euphoria / standard

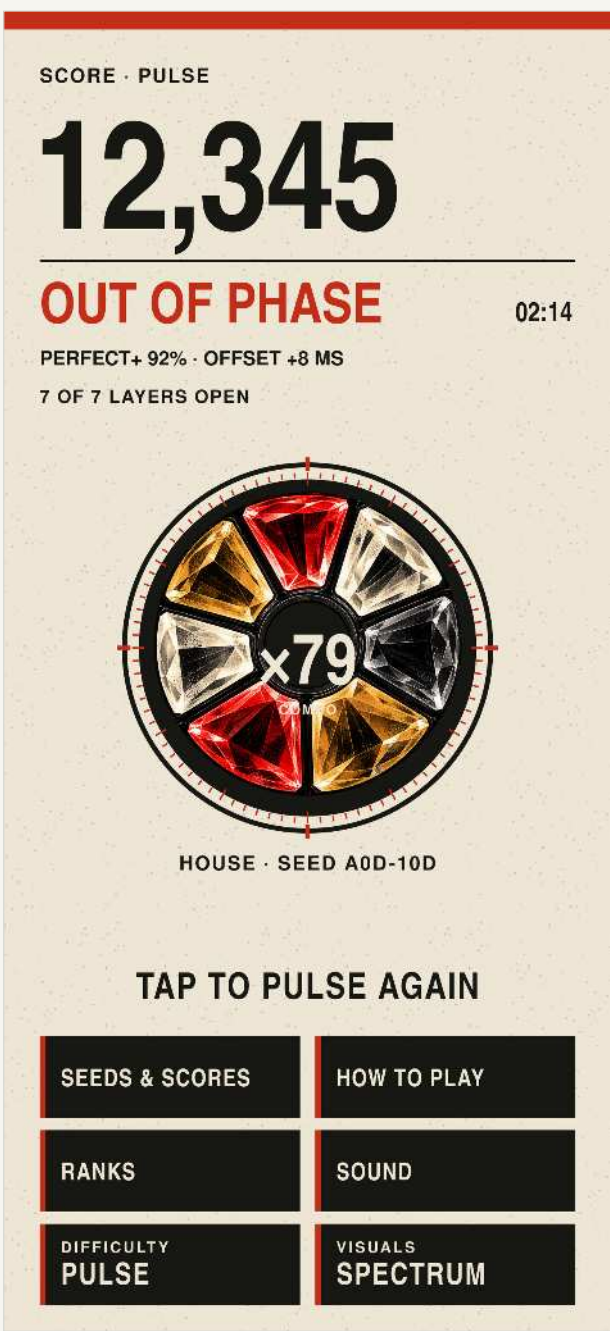
SOURCE-DERIVED STATE
R075, R026, GameScene.swift, R031, R032

Kinetic Press / screen studies



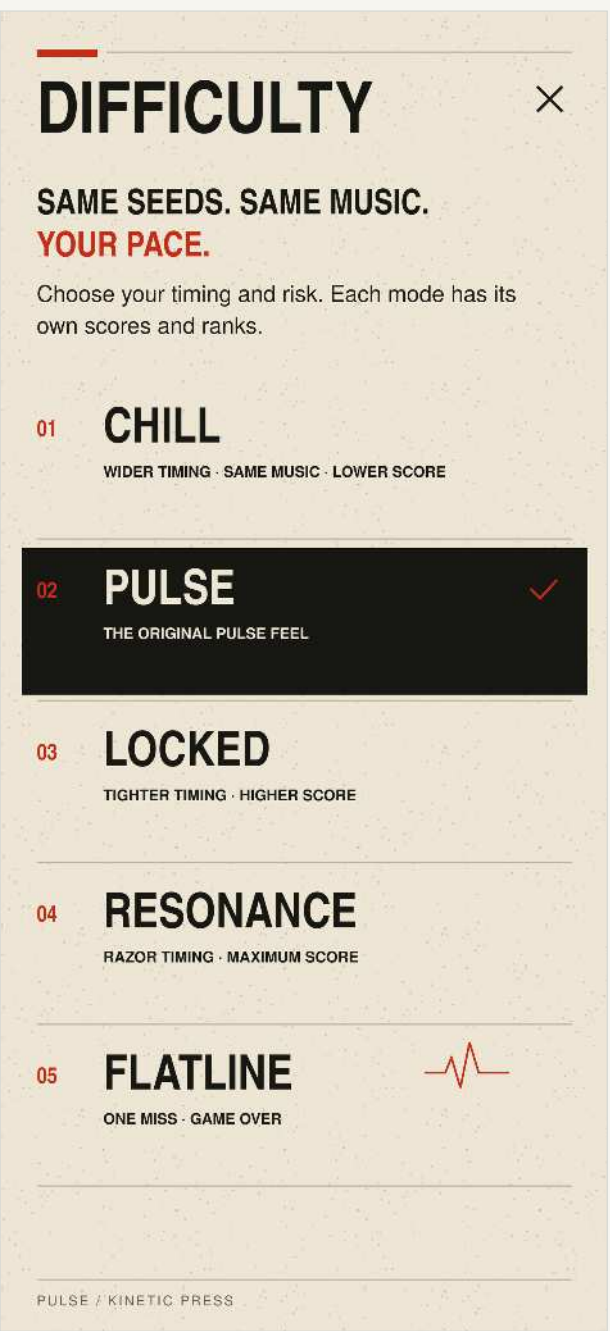
Pause / same run resumes

SOURCE-DERIVED STATE
GameScene.swift



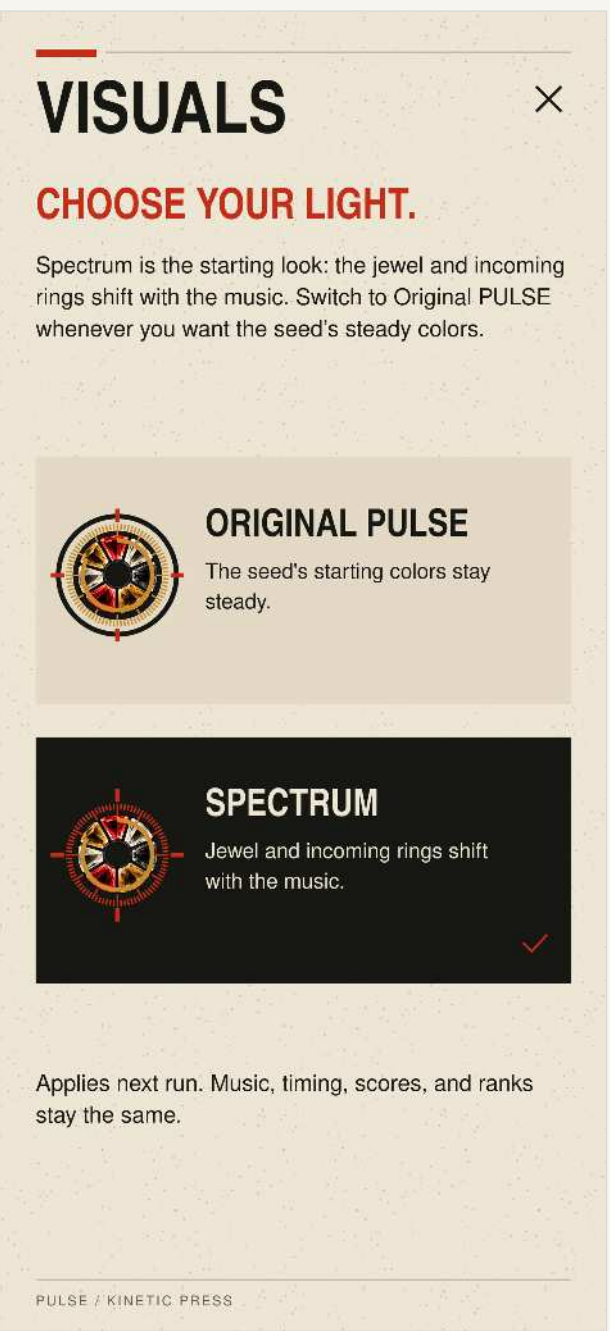
Results / ordinary

SOURCE-DERIVED STATE
R044, R080, GameScene.swift



Difficulty / PULSE

REFERENCE-GROUNDED CONCEPT
R002, DifficultyView.swift



Visuals / Spectrum

REFERENCE-GROUNDED CONCEPT
R003, DifficultyView.swift

Kinetic Press / screen studies



High Scores / empty

REFERENCE-GROUNDED CONCEPT
R019, HighScoresView.swift

High Scores / All Runs

REFERENCE-GROUNDED CONCEPT
R078, R079, HighScoresView.swift

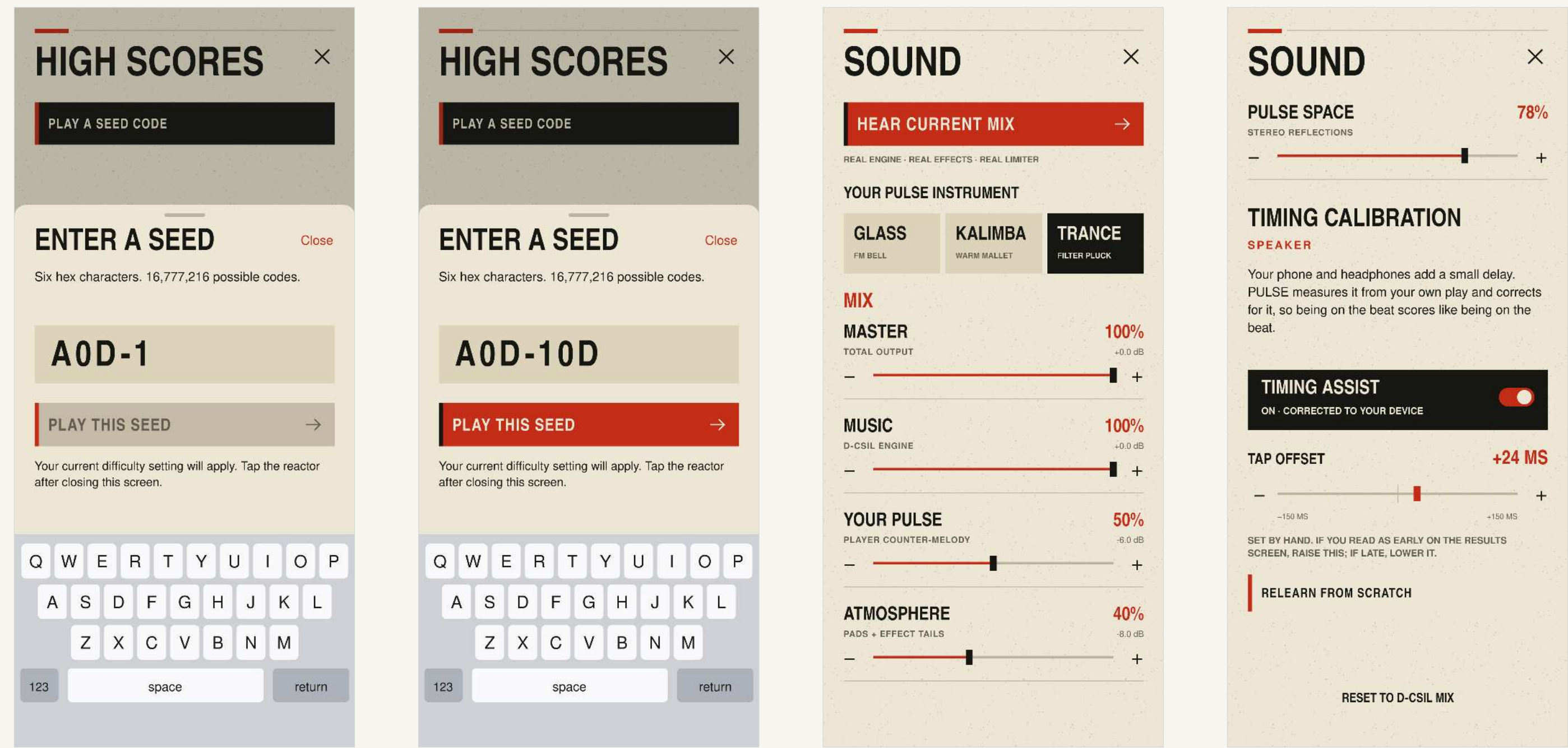
High Scores / Best By Seed

REFERENCE-GROUNDED CONCEPT
R078, R079, HighScoresView.swift

High Scores / share actions

REFERENCE-GROUNDED CONCEPT
R078, R079, HighScoresView.swift

Kinetic Press / screen studies



Seed entry / incomplete disabled

SOURCE-DERIVED STATE
HighScoresView.swift

Seed entry / valid

SOURCE-DERIVED STATE
HighScoresView.swift

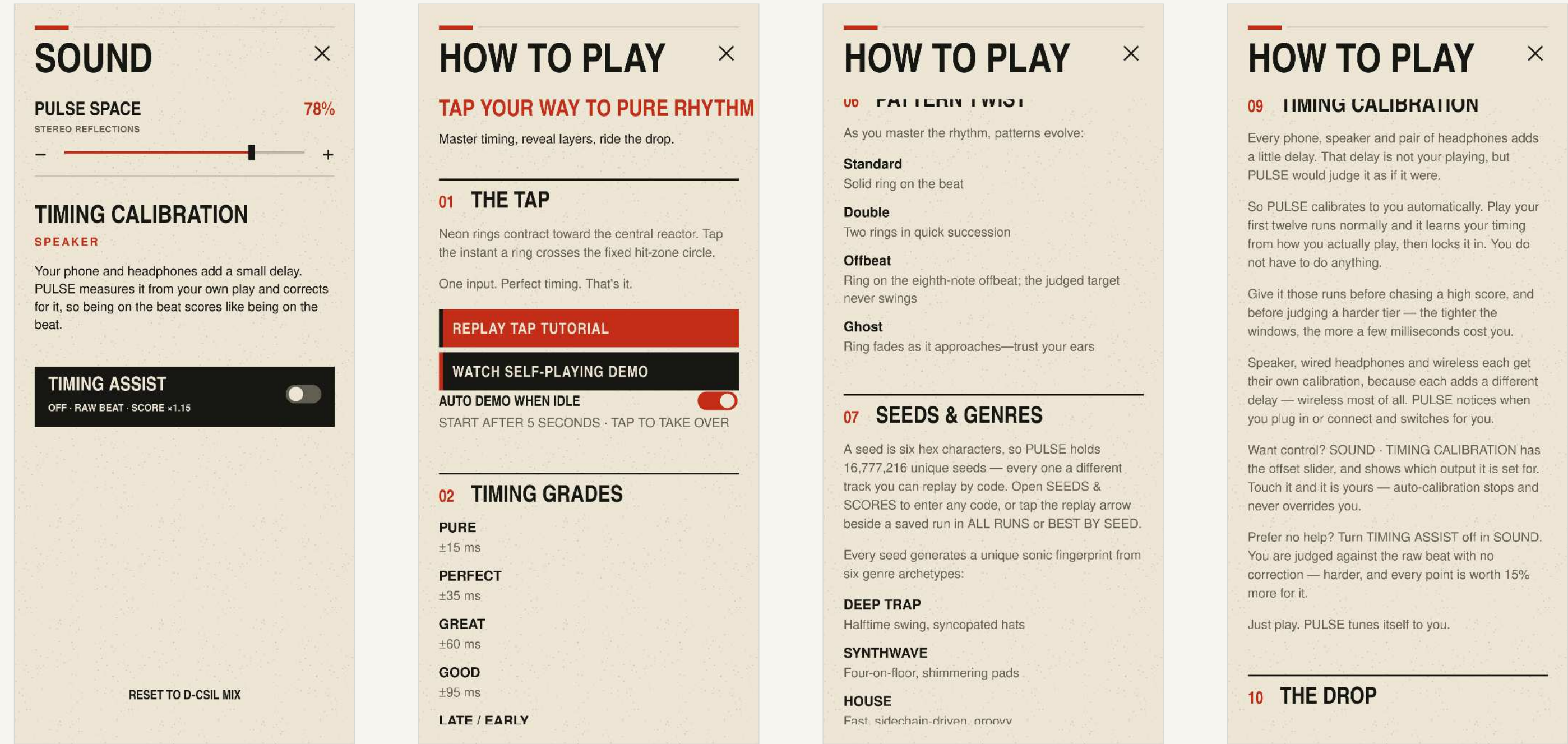
Sound / mixer / TRANCE

REFERENCE-GROUNDED CONCEPT
R052, AudioSettingsView.swift

Sound / calibration / SPEAKER / manual

SOURCE-DERIVED STATE
AudioSettingsView.swift, AudioSettings.swift

Kinetic Press / screen studies



Sound / calibration / SPEAKER / off

SOURCE-DERIVED STATE
AudioSettingsView.swift, AudioSettings.swift

How to Play / scroll viewport 1

SOURCE-DERIVED STATE
HowToPlayView.swift

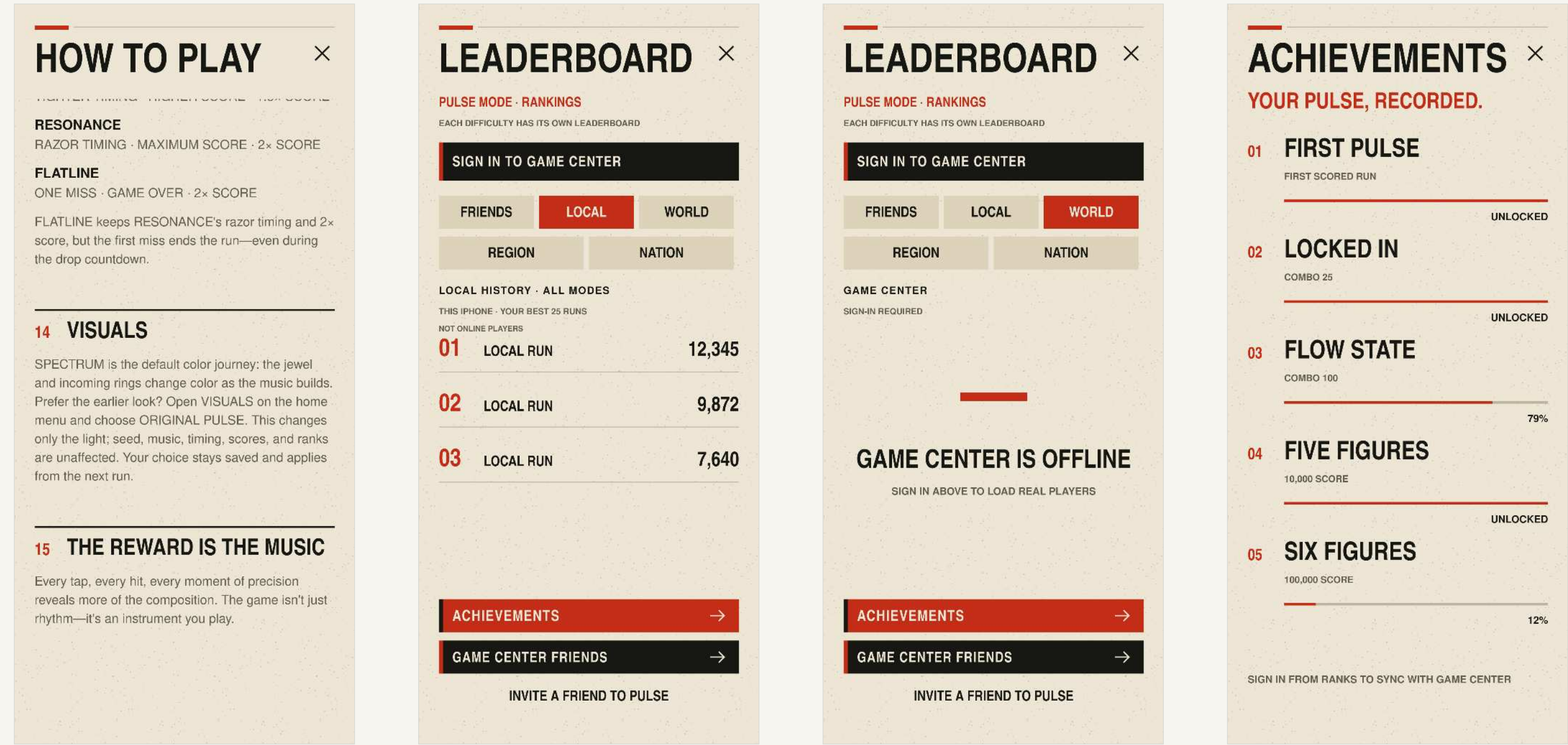
How to Play / scroll viewport 4

SOURCE-DERIVED STATE
HowToPlayView.swift

How to Play / scroll viewport 7

SOURCE-DERIVED STATE
HowToPlayView.swift

Kinetic Press / screen studies



How to Play / scroll viewport 10

SOURCE-DERIVED STATE
HowToPlayView.swift

Ranks / local

SOURCE-DERIVED STATE
LeaderboardView.swift, R054

Ranks / signed-out

SOURCE-DERIVED STATE
LeaderboardView.swift, R054

Achievements / scroll 1

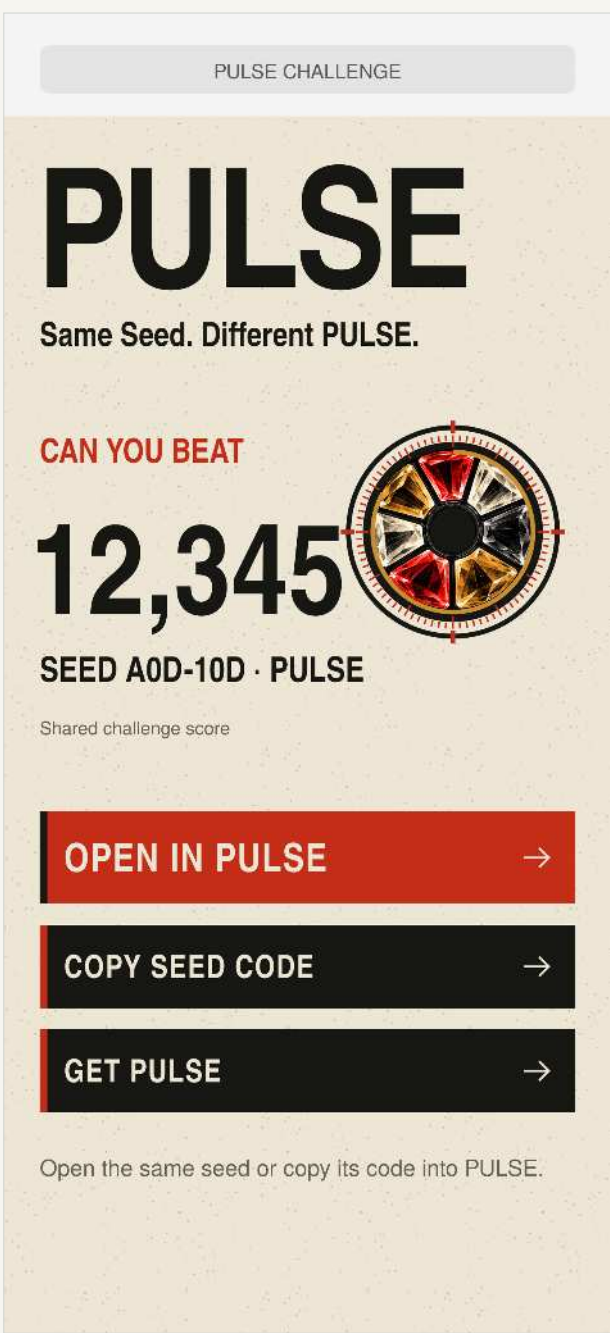
SOURCE-DERIVED STATE
AchievementsView.swift, GameCenterAchievementService.swift

Kinetic Press / screen studies



Achievements / scroll 2

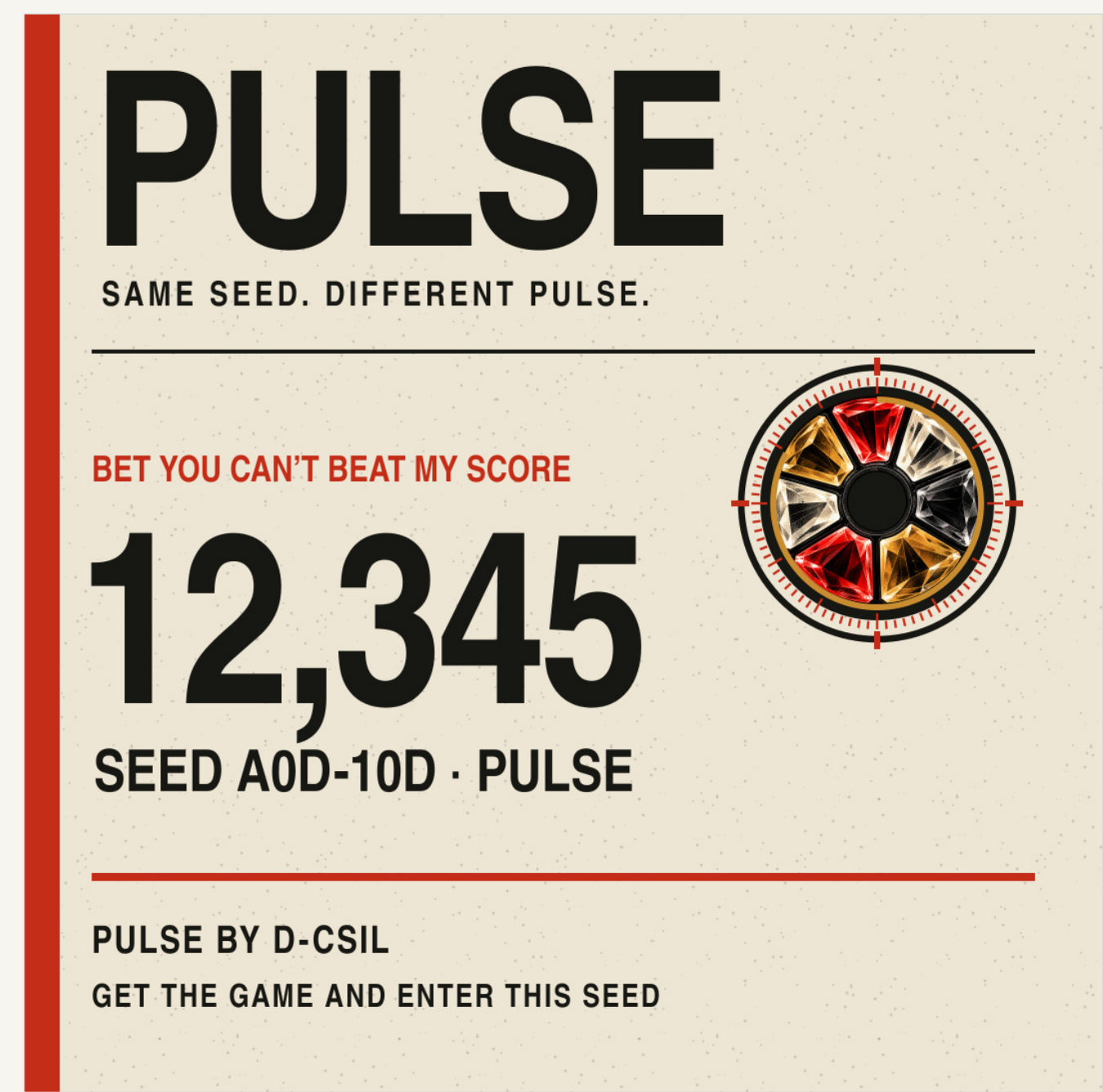
SOURCE-DERIVED STATE
AchievementsView.swift, GameCenterAchievementService.swift



Companion web challenge

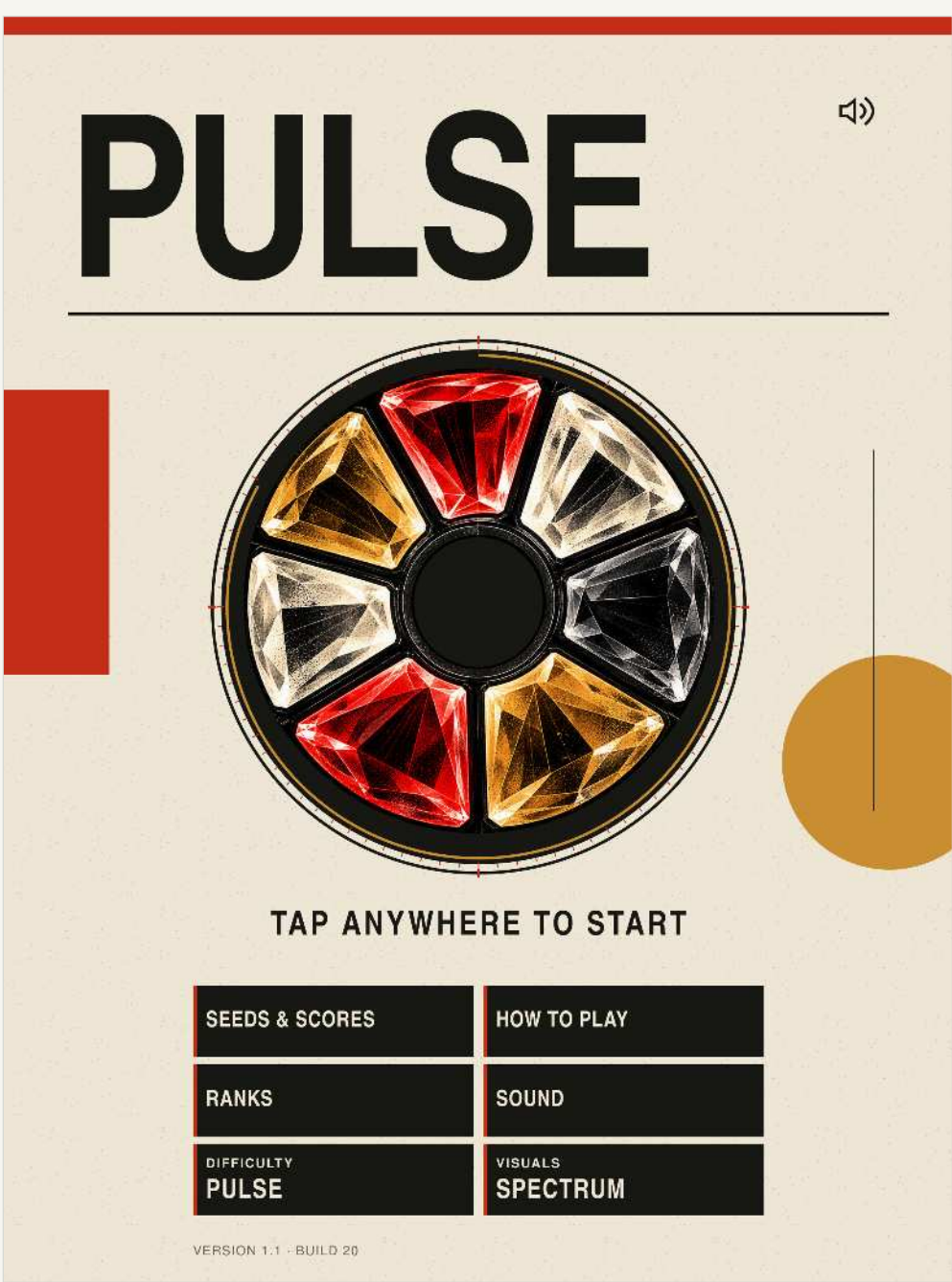
SOURCE-DERIVED STATE
R076, R077, SeedChallengeStore.swift

Kinetic Press / iPad and companion surfaces



Exported score card

SOURCE-DERIVED STATE
R051, R069, SeedChallengeShareCard.swift



iPad portrait / independent home

REFERENCE-GROUNDED CONCEPT
R013, DesignTokens.swift

Kinetic Press / iPad and companion surfaces



iPad portrait / registered gameplay

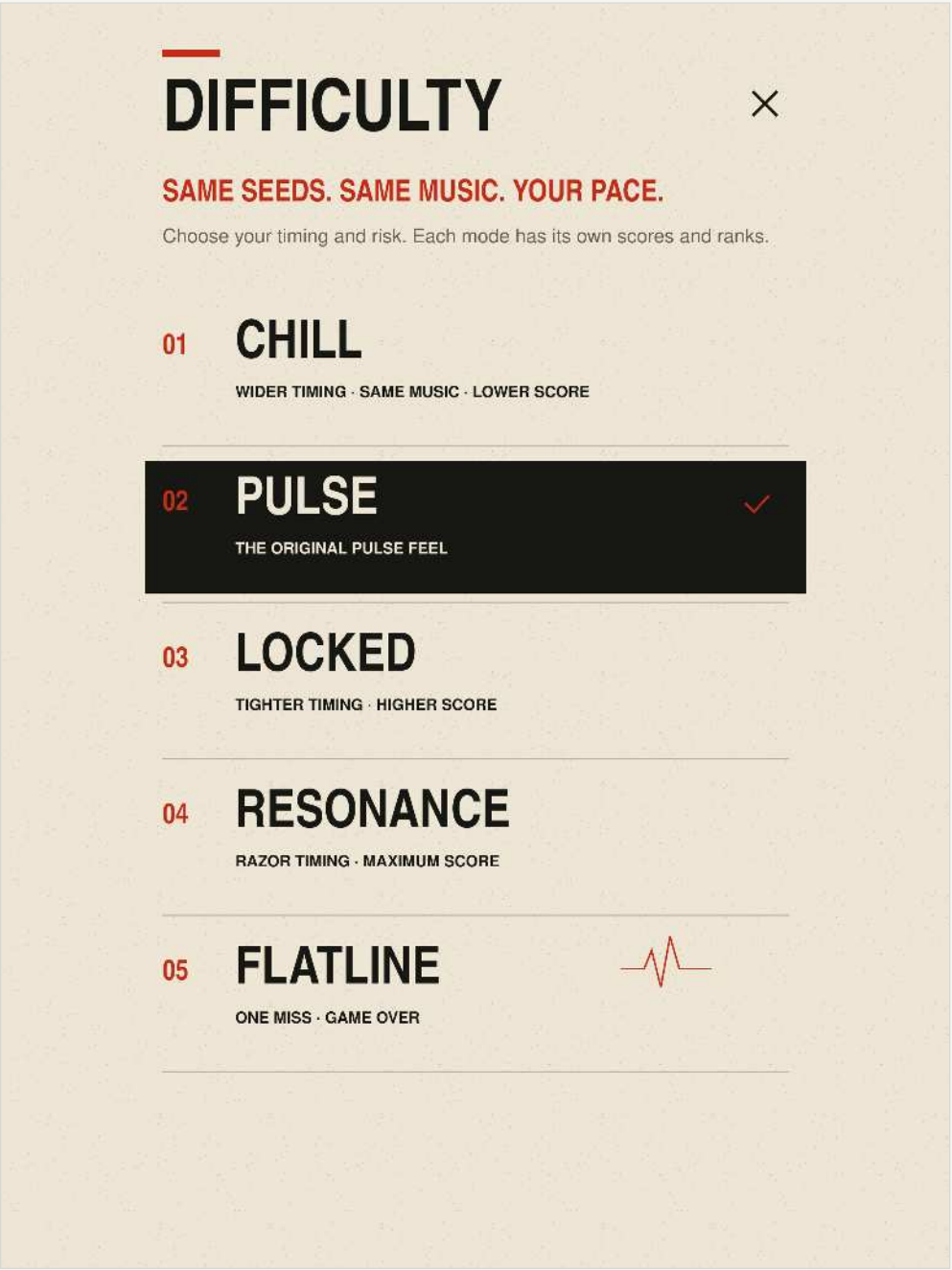
REFERENCE-GROUNDED CONCEPT
R046, R049, DesignTokens.swift



iPad portrait / result summary

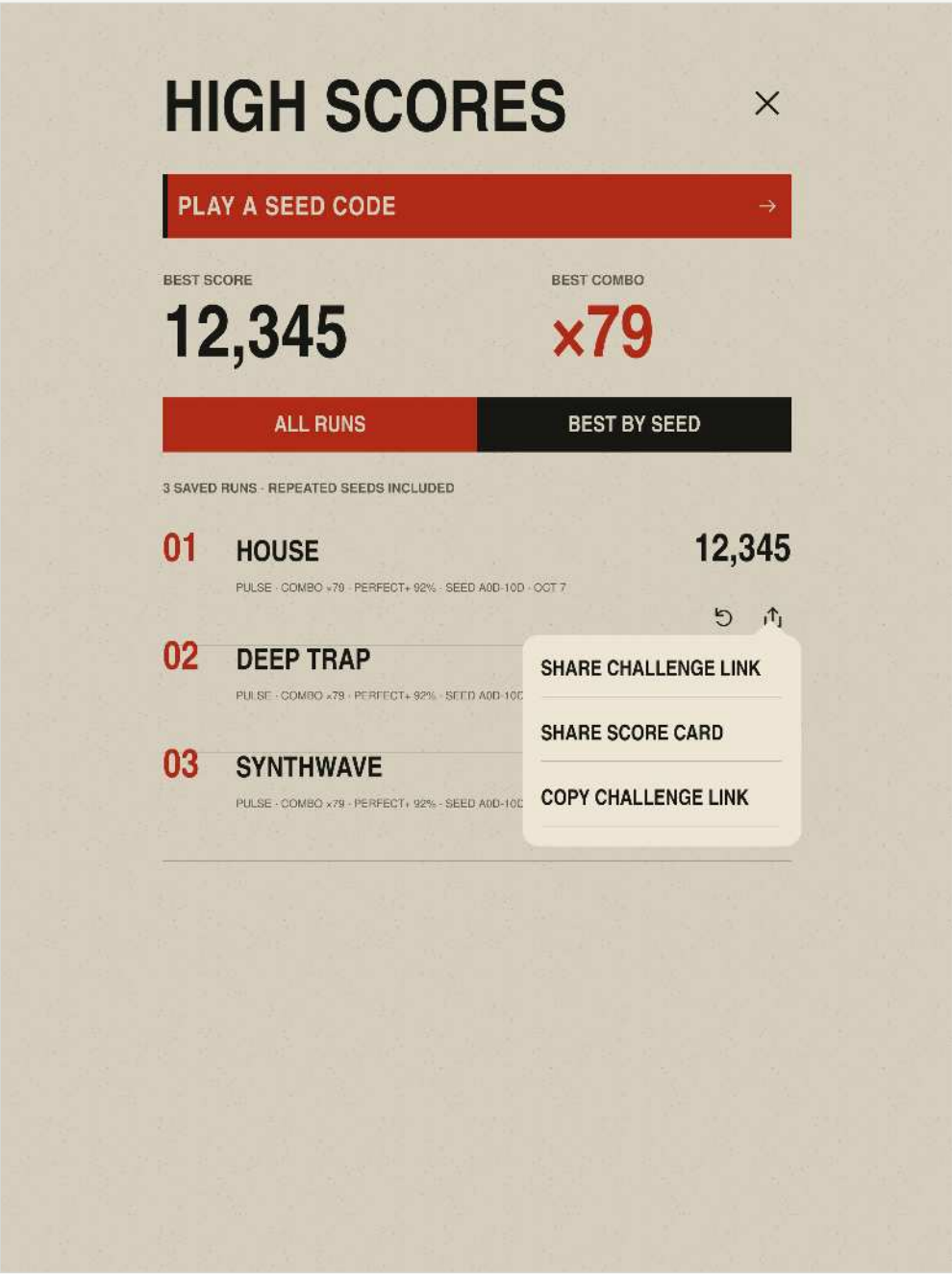
SOURCE-DERIVED STATE
R080, R050, DesignTokens.swift

Kinetic Press / iPad and companion surfaces



iPad portrait / independent menu

REFERENCE-GROUNDED CONCEPT
R005, MenuScaffold.swift



iPad portrait / anchored share menu

REFERENCE-GROUNDED CONCEPT
R081, R082

Kinetic Press / design system

Motion behavior

Use short graphic cuts and rhythmic scale changes on non-gameplay surfaces. Keep the judged target fixed and avoid jitter in the active play field.

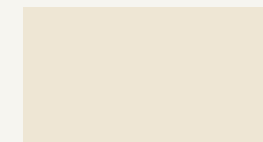
Accessibility intent

Keep grain out of small text and timing boundaries. Black-on-paper contrast supports readability; preserve generous control hit regions despite compact typography.

Before implementation

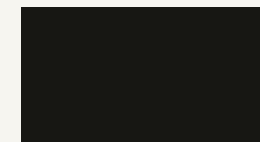
Validate contrast, Dynamic Type, VoiceOver labels, hit regions and reduced-motion behavior on physical devices. This art book establishes visual intent; it does not certify an implemented accessibility result.

Palette and typography



#EEE6D4

paper



#171713

ink



#C42D18

vermilion



#C98D32

ochre



#635E52

secondaryText



#BCB3A0

divider

display: Nimbus Sans Narrow Bold, body: Nimbus Sans, numerals: Nimbus Sans Narrow Bold

Direction-specific editable SVGs, generation prompts, full-resolution artwork and rendering sources are included in the companion package. Raster illustration and editable UI layers are identified separately.

Quiet Matter

PULSE is reimagined as a tactile object in ceramic and glass. Mineral color, directional light and soft geometry lend the same demanding timing game a calmer visual identity.

- 01 Material depth gives the reactor weight without adding mechanical complexity.
- 02 Softened controls and generous spacing create a quieter route into the game.
- 03 The contrast between calm presentation and precise rhythm makes this a distinct tonal alternative.

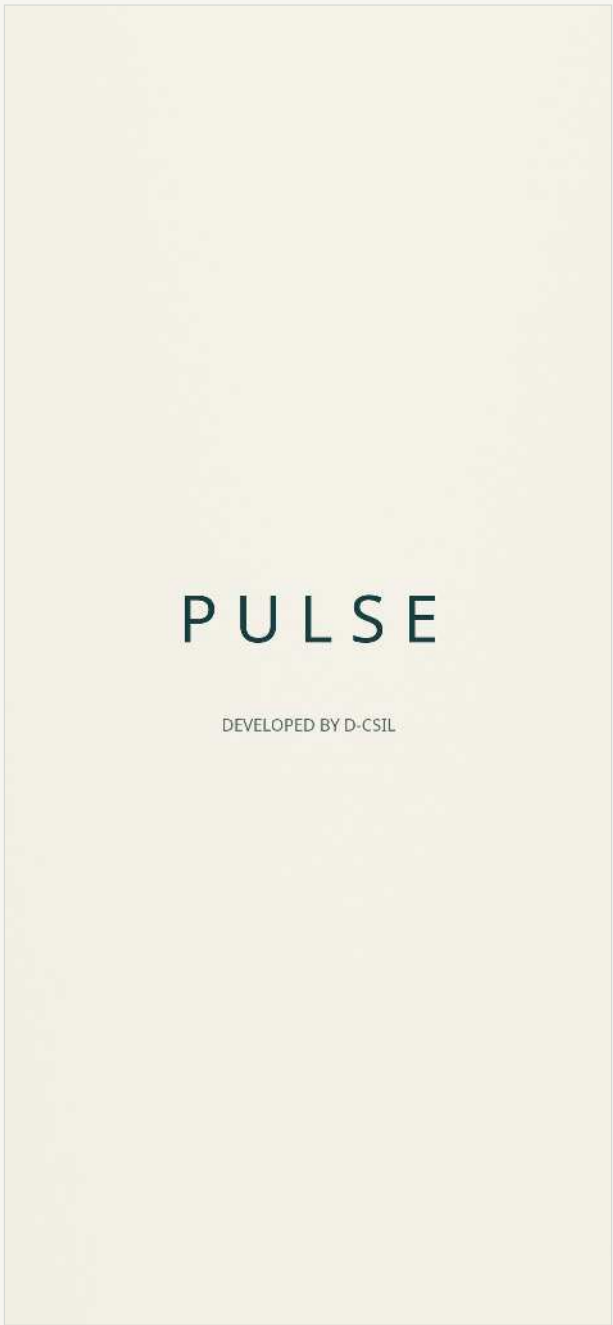
VISUAL DIRECTION / COMPLETE FAMILY

All following screens are exploratory and unimplemented. Image-generated concept art is paired with editable, precisely labeled layout studies.



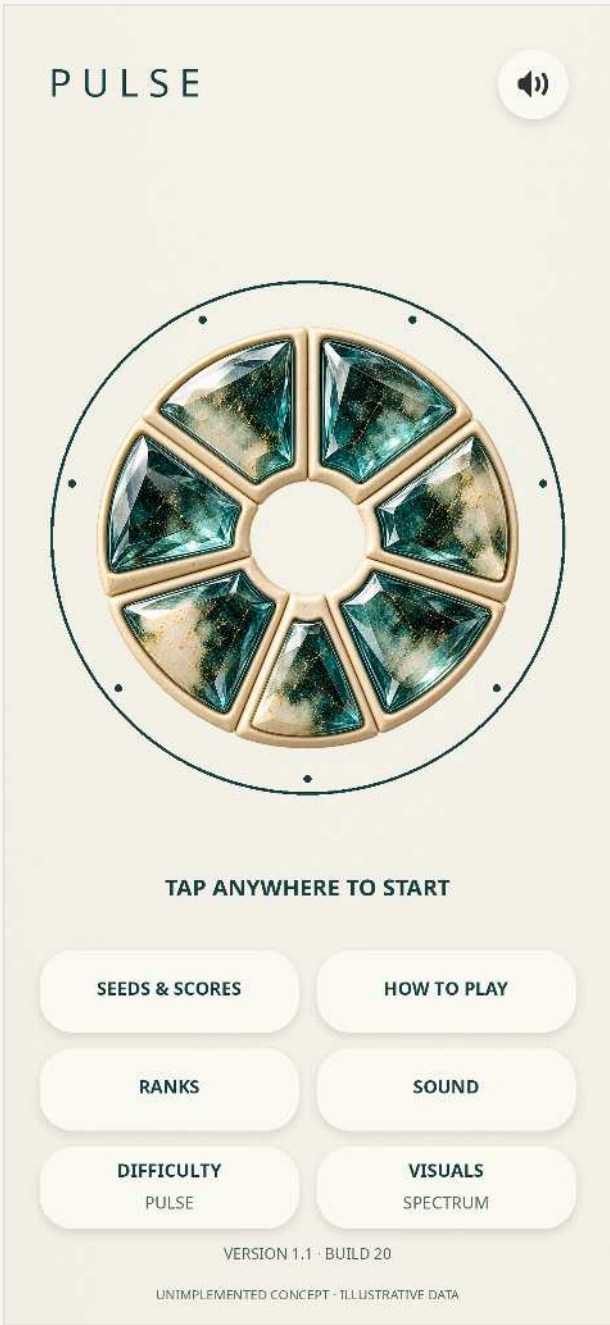
MATERIAL TARGET / PRECISE EDITABLE SCREENS FOLLOW

Quiet Matter / screen studies



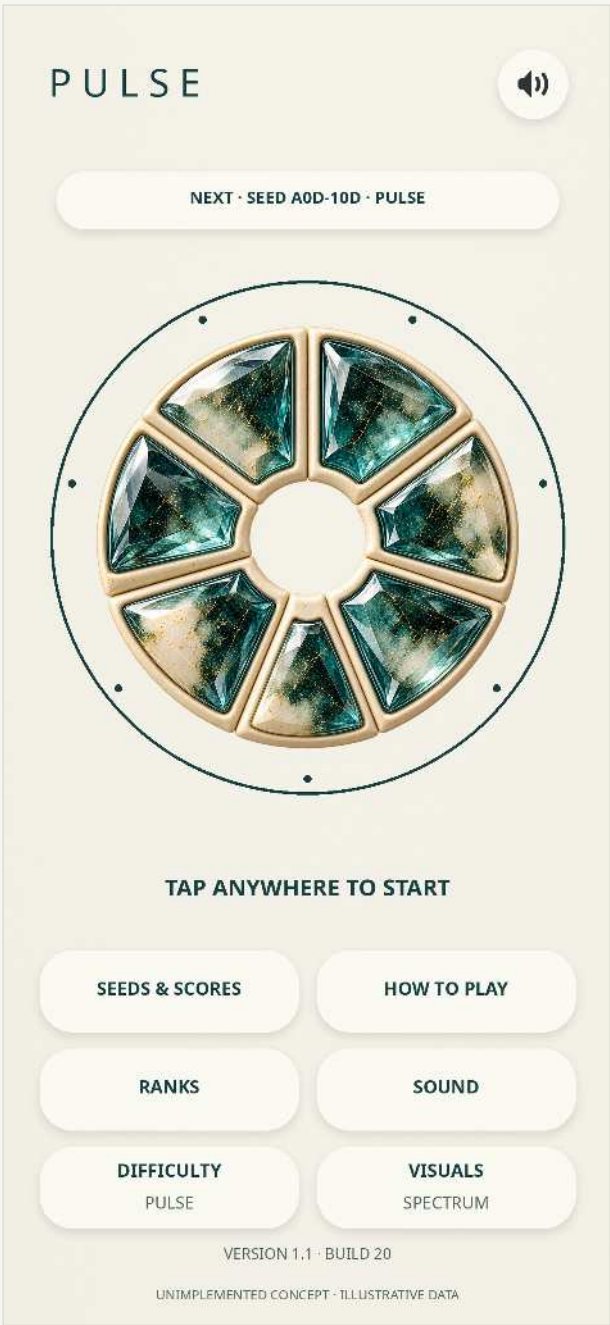
Boot / launch

REFERENCE-GROUNDED CONCEPT
R040, BootScene.swift



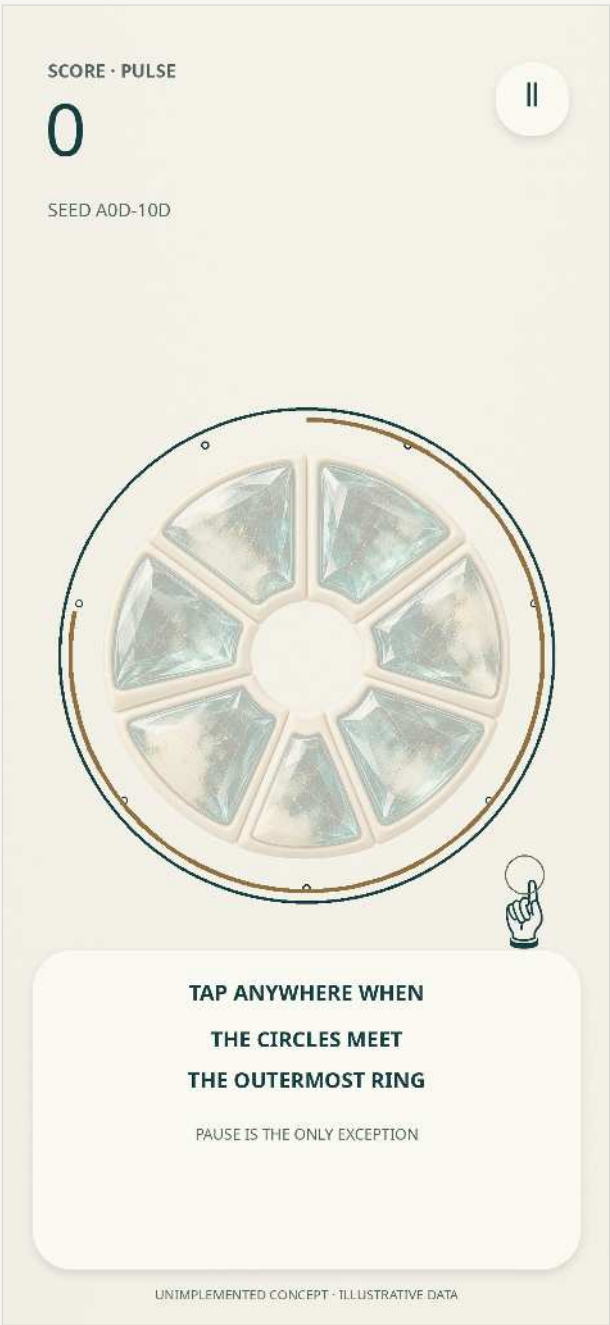
Home / idle

REFERENCE-GROUNDED CONCEPT
R001, HomeMenuOverlay.swift



Pending next seed

SOURCE-DERIVED STATE
R059, SeedChallengeStore.swift



First-run timing-1

SOURCE-DERIVED STATE
R038, R037, TutorialCoachNode.swift

Quiet Matter / screen studies



Self-playing demo / combo 8

SOURCE-DERIVED STATE
R070, GameScene.swift

Opening count-in 4

REFERENCE-GROUNDED CONCEPT
R071, R074, GameScene.swift

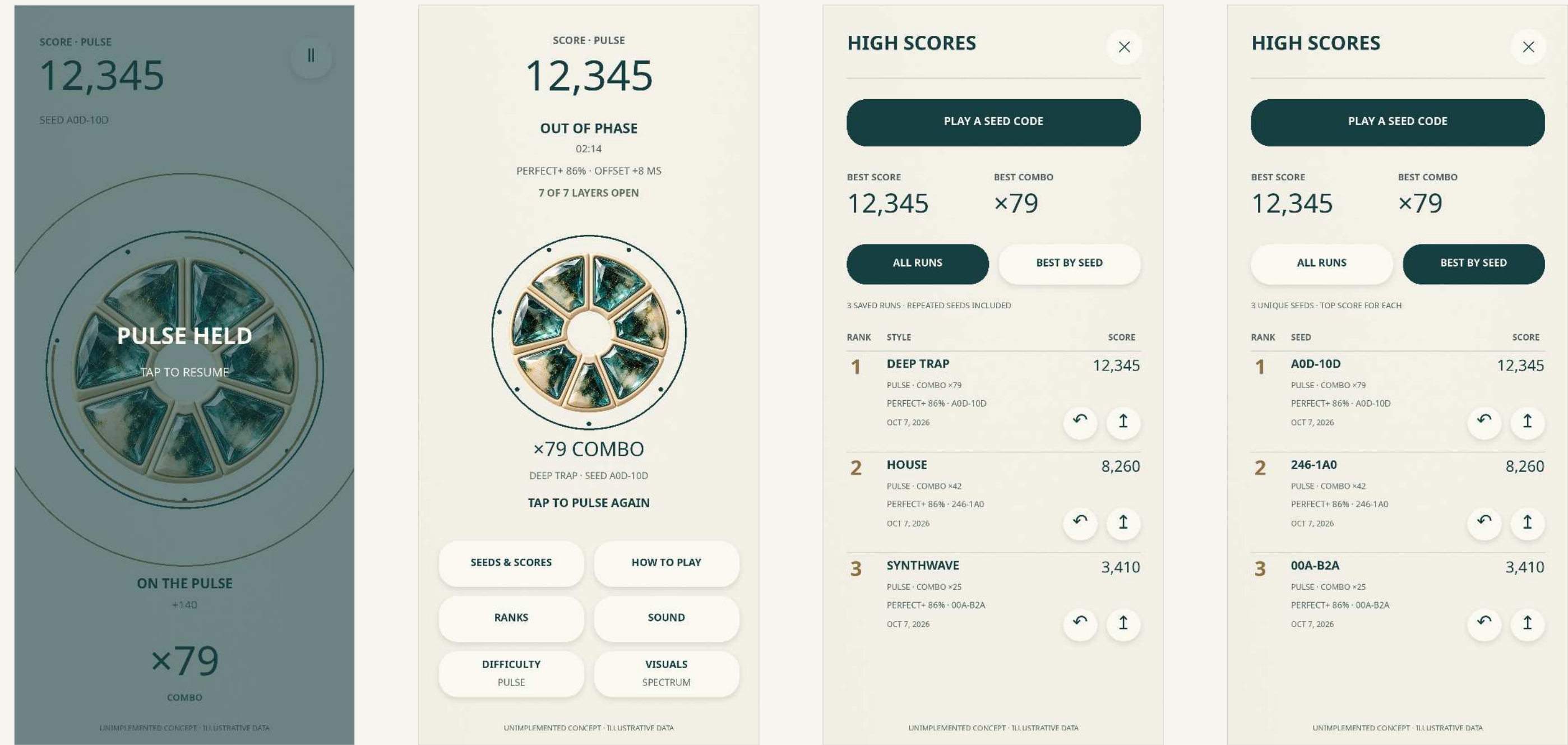
Gameplay / euphoria-perfect

SOURCE-DERIVED STATE
R075, R026, RunController.swift, GameScene.swift

Gameplay / spectrum

SOURCE-DERIVED STATE
R075, R026, RunController.swift, GameScene.swift

Quiet Matter / screen studies



Pause overlay

SOURCE-DERIVED STATE
GameScene.swift

Results / ordinary

SOURCE-DERIVED STATE
R080, R007, NudgeAdvisor.swift, GameScene.swift

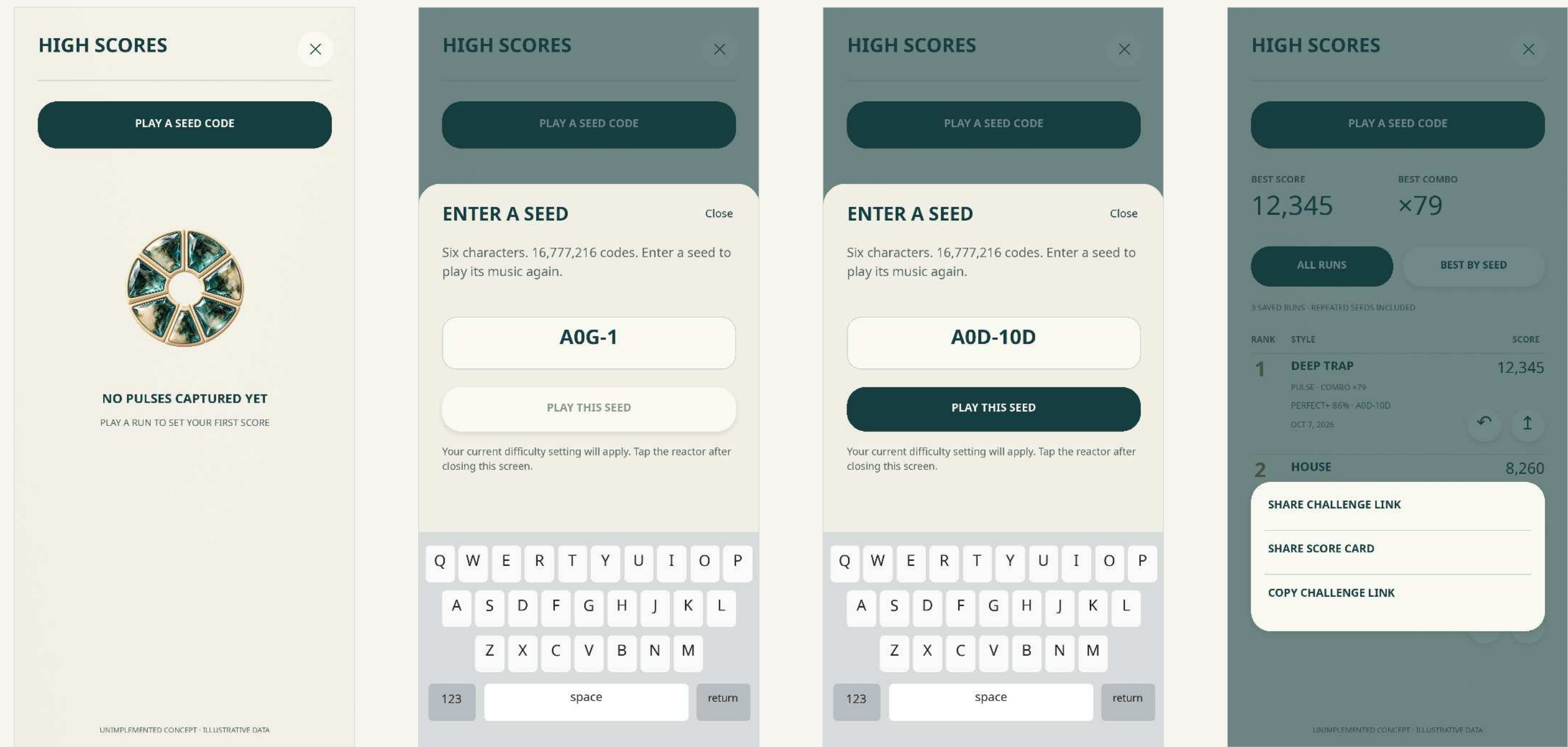
Seeds & Scores / all

SOURCE-DERIVED STATE
R078, R082, HighScoresView.swift

Seeds & Scores / best

SOURCE-DERIVED STATE
R078, R082, HighScoresView.swift

Quiet Matter / screen studies



Seeds & Scores / empty

SOURCE-DERIVED STATE
R078, R082, HighScoresView.swift

Seed entry / invalid

SOURCE-DERIVED STATE
HighScoresView.swift

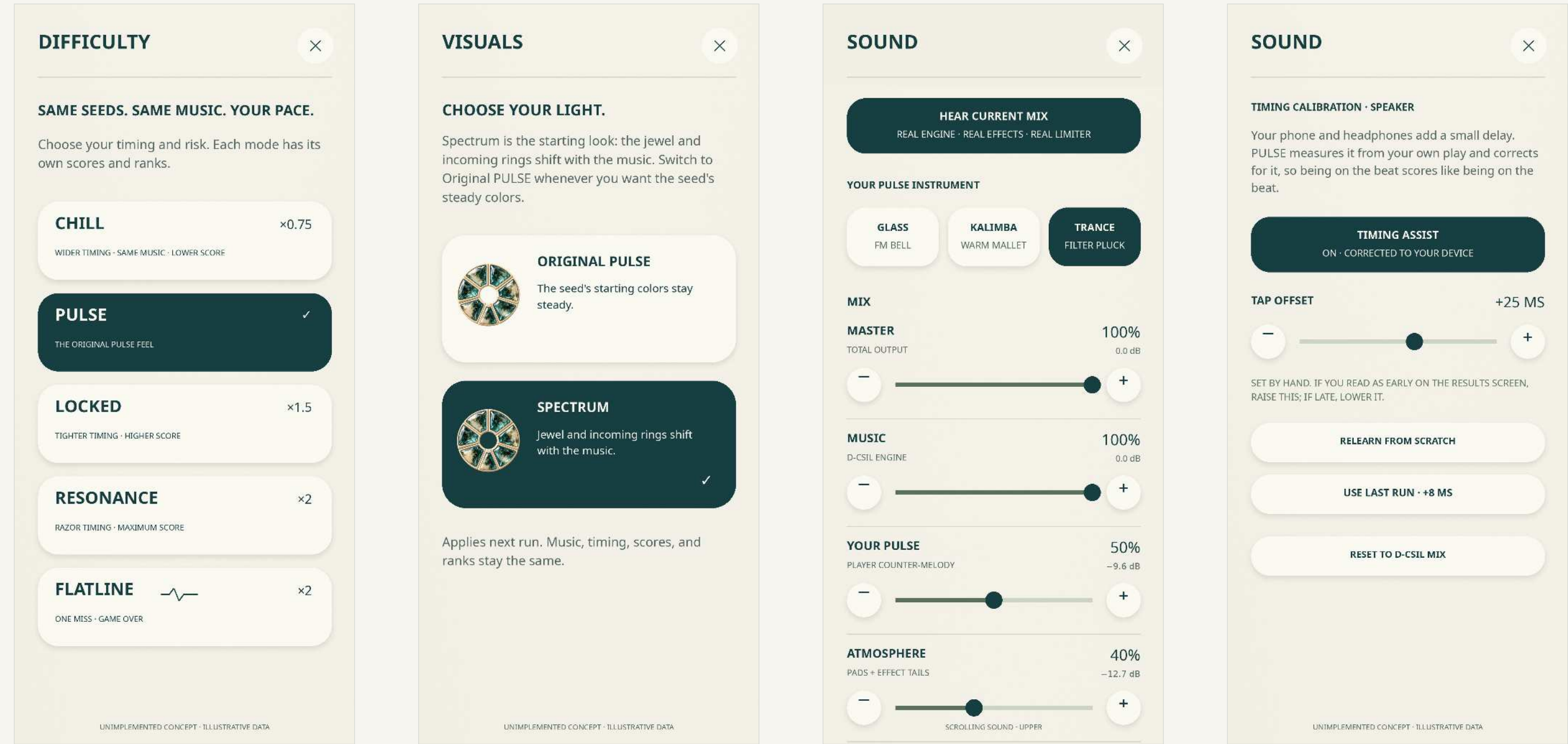
Seed entry / valid

SOURCE-DERIVED STATE
HighScoresView.swift

Share actions

SOURCE-DERIVED STATE
R079, HighScoresView.swift

Quiet Matter / screen studies



Difficulty / PULSE

REFERENCE-GROUNDED CONCEPT
R002, DifficultyView.swift

Visuals / SPECTRUM

SOURCE-DERIVED STATE
R003, DifficultyView.swift

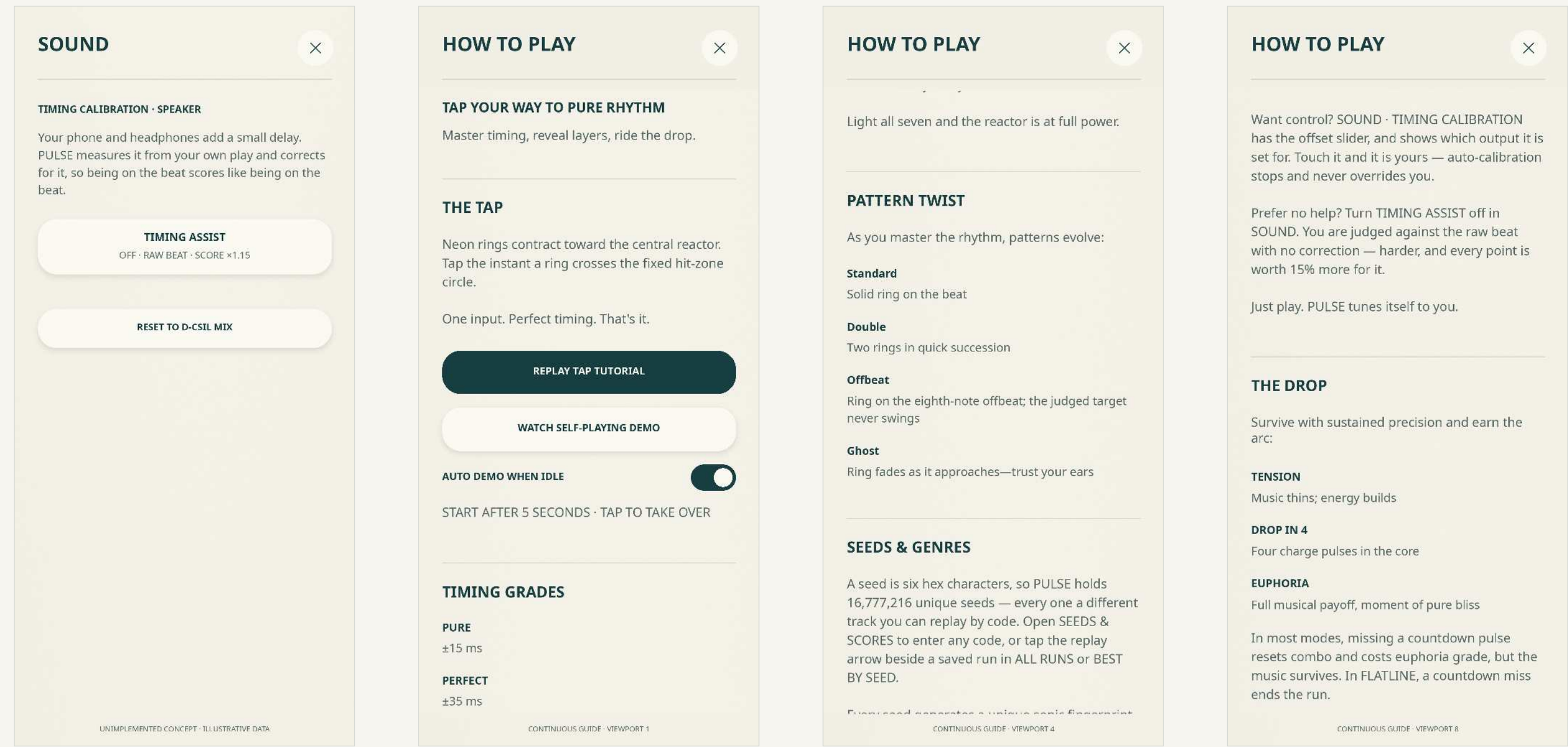
Sound / upper viewport

SOURCE-DERIVED STATE
AudioSettingsView.swift, R052, R053

Calibration / SPEAKER / manual

SOURCE-DERIVED STATE
AudioSettingsView.swift, AudioSettings.swift

Quiet Matter / screen studies



Calibration / SPEAKER / off

SOURCE-DERIVED STATE
AudioSettingsView.swift, AudioSettings.swift

How to Play / scroll viewport 1

SOURCE-DERIVED STATE
HowToPlayView.swift

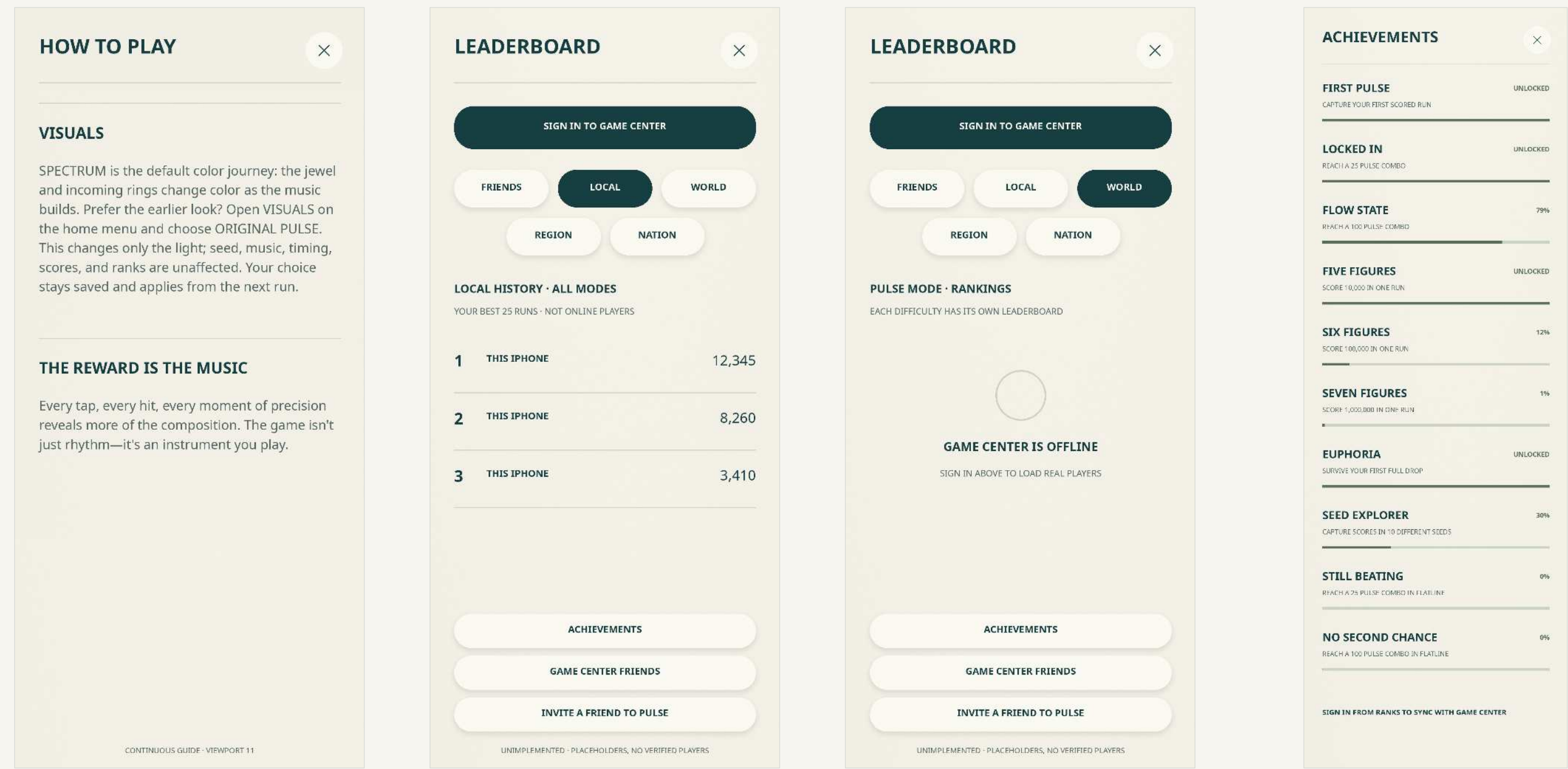
How to Play / scroll viewport 4

SOURCE-DERIVED STATE
HowToPlayView.swift

How to Play / scroll viewport 8

SOURCE-DERIVED STATE
HowToPlayView.swift

Quiet Matter / screen studies



How to Play / scroll viewport 11

SOURCE-DERIVED STATE
HowToPlayView.swift

Ranks / local-populated

SOURCE-DERIVED STATE
LeaderboardView.swift, R054

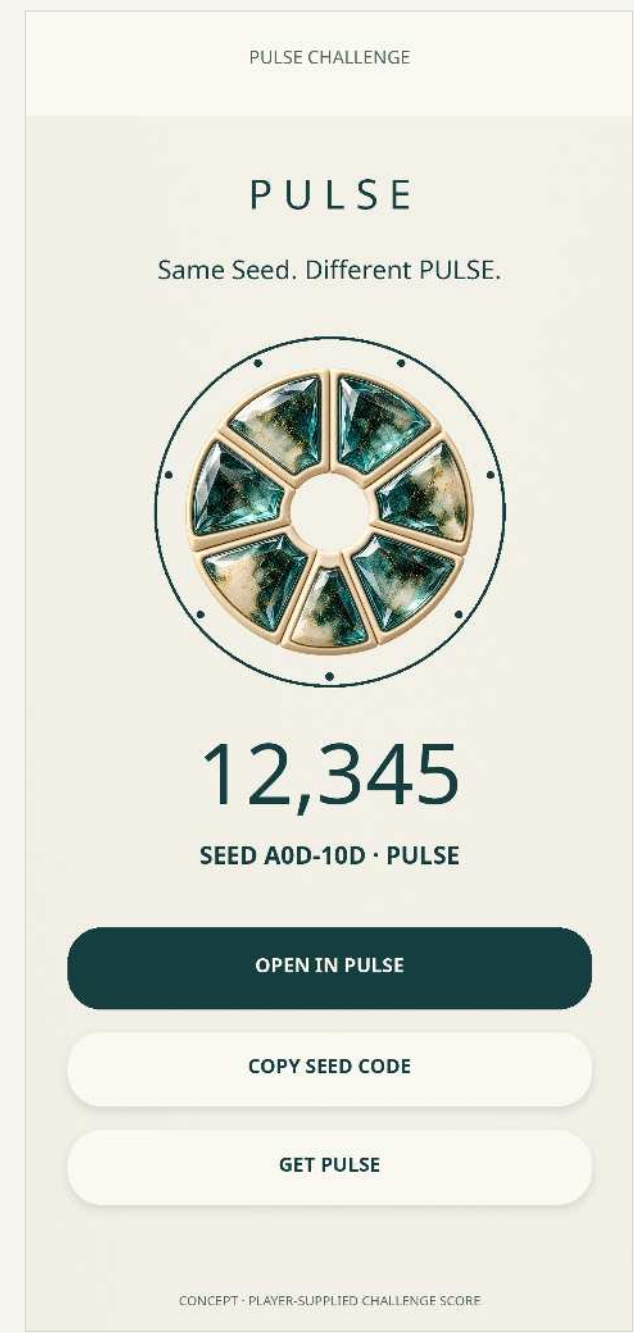
Ranks / signed-out

SOURCE-DERIVED STATE
LeaderboardView.swift, R054

Achievements / signed out

SOURCE-DERIVED STATE
AchievementsView.swift, GameCenterAchievementService.swift

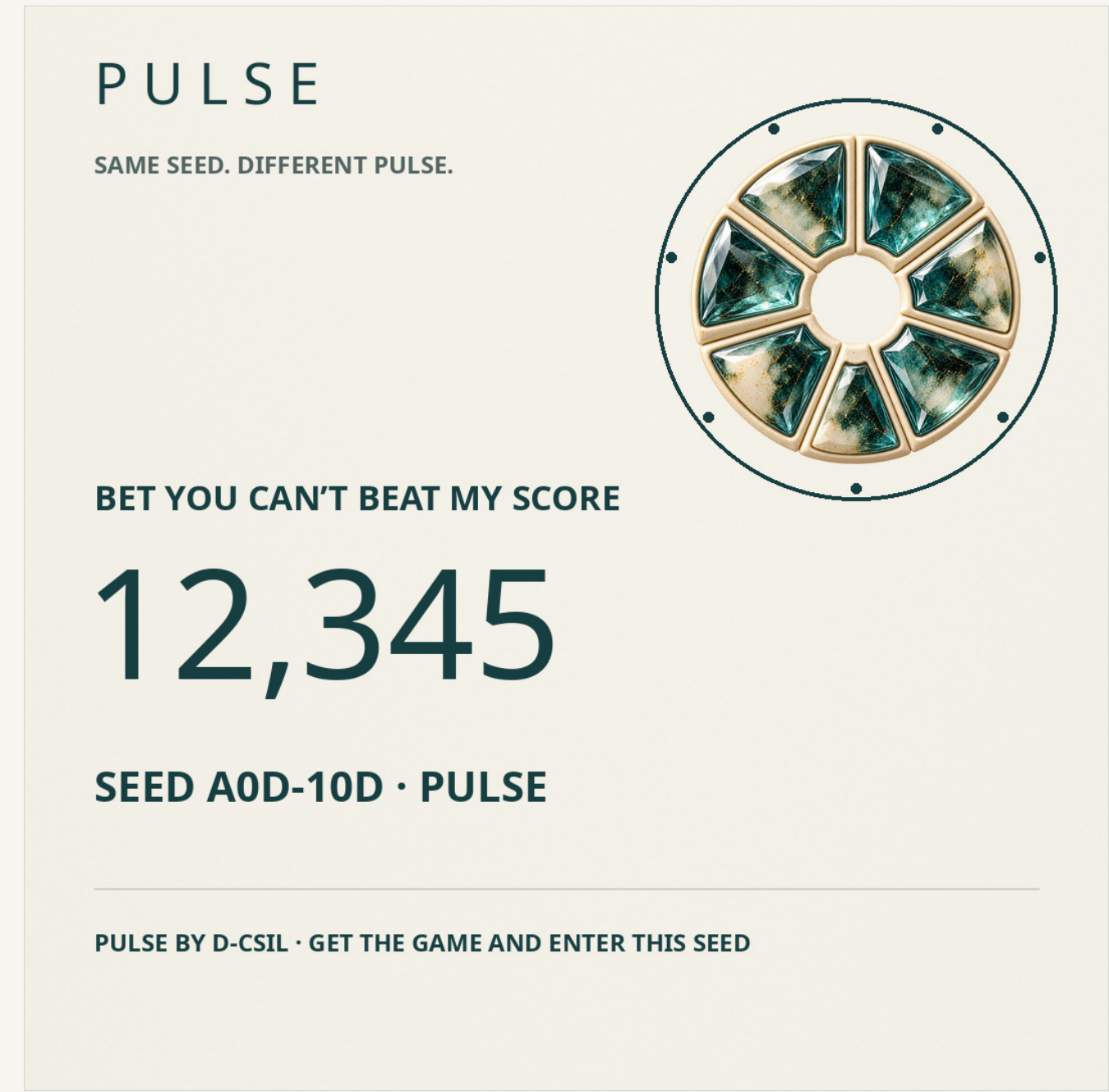
Quiet Matter / screen studies



Companion web challenge

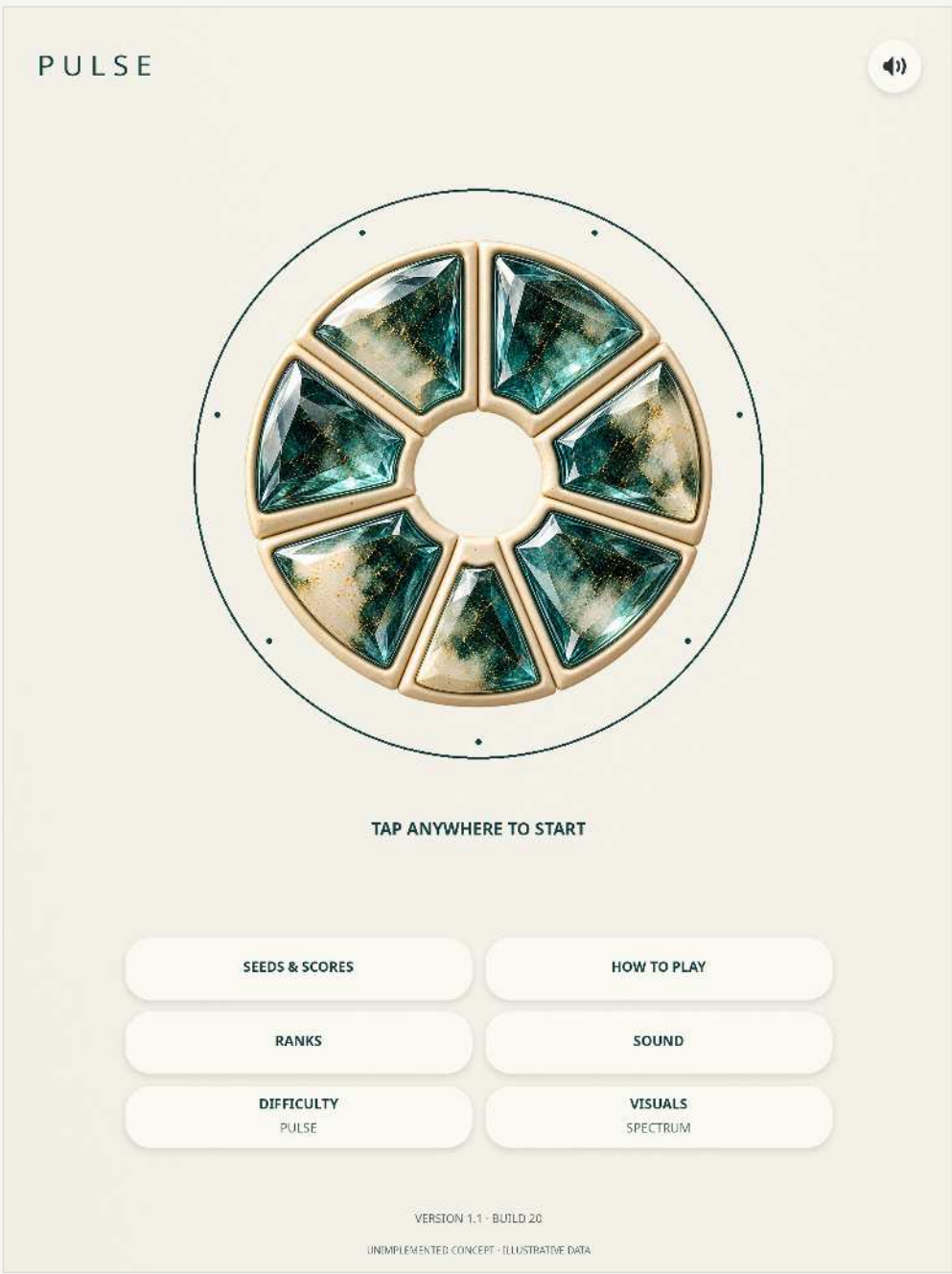
SOURCE-DERIVED STATE
R076, R077, SeedChallengeStore.swift

Quiet Matter / iPad and companion surfaces



Exported square card

SOURCE-DERIVED STATE
R051, R069, SeedChallengeShareCard.swift



iPad portrait / home

REFERENCE-GROUNDED CONCEPT
R013, DesignTokens.swift

Quiet Matter / iPad and companion surfaces



iPad portrait / gameplay

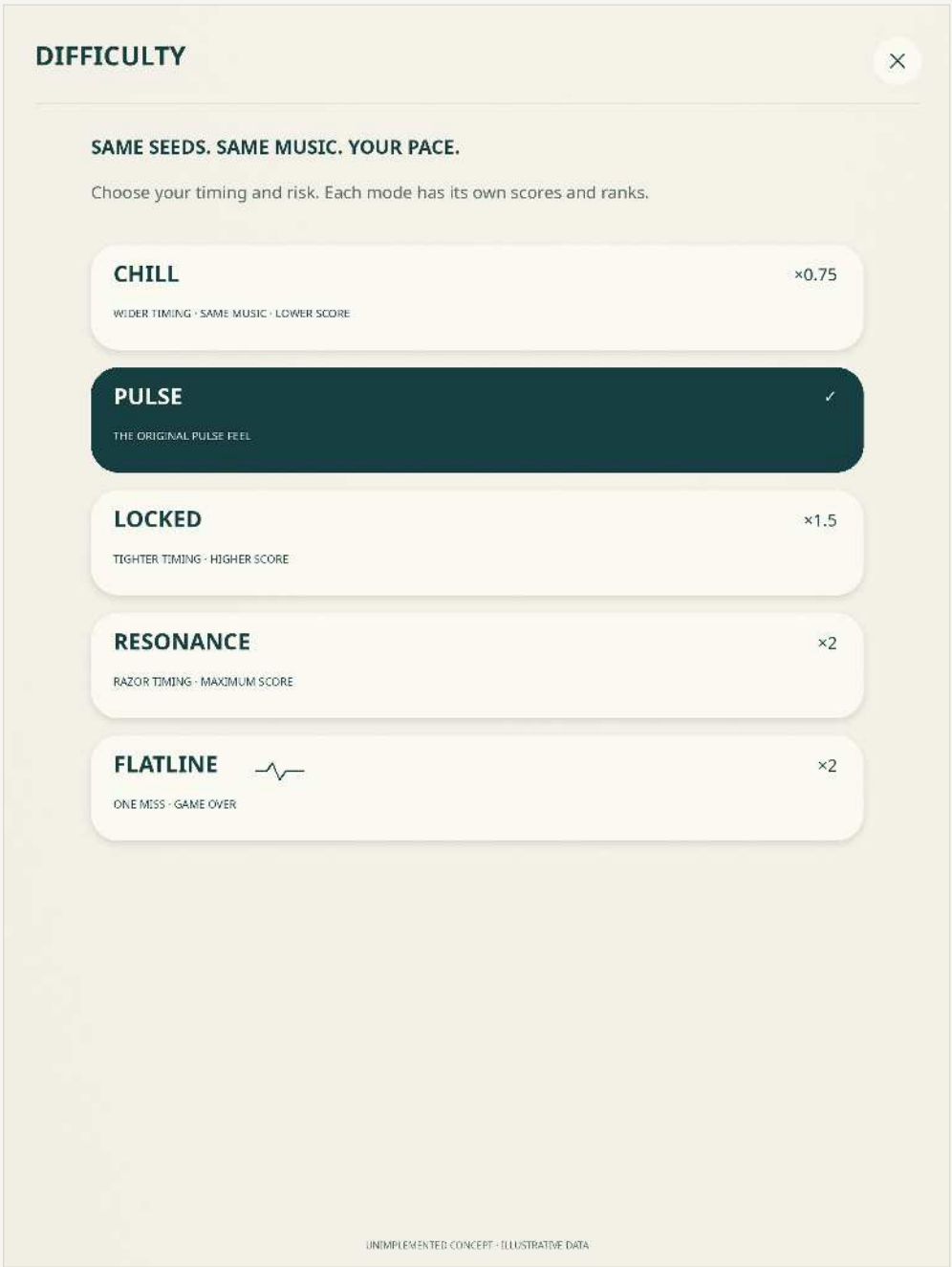
REFERENCE-GROUNDED CONCEPT
R049, DesignTokens.swift



iPad portrait / results

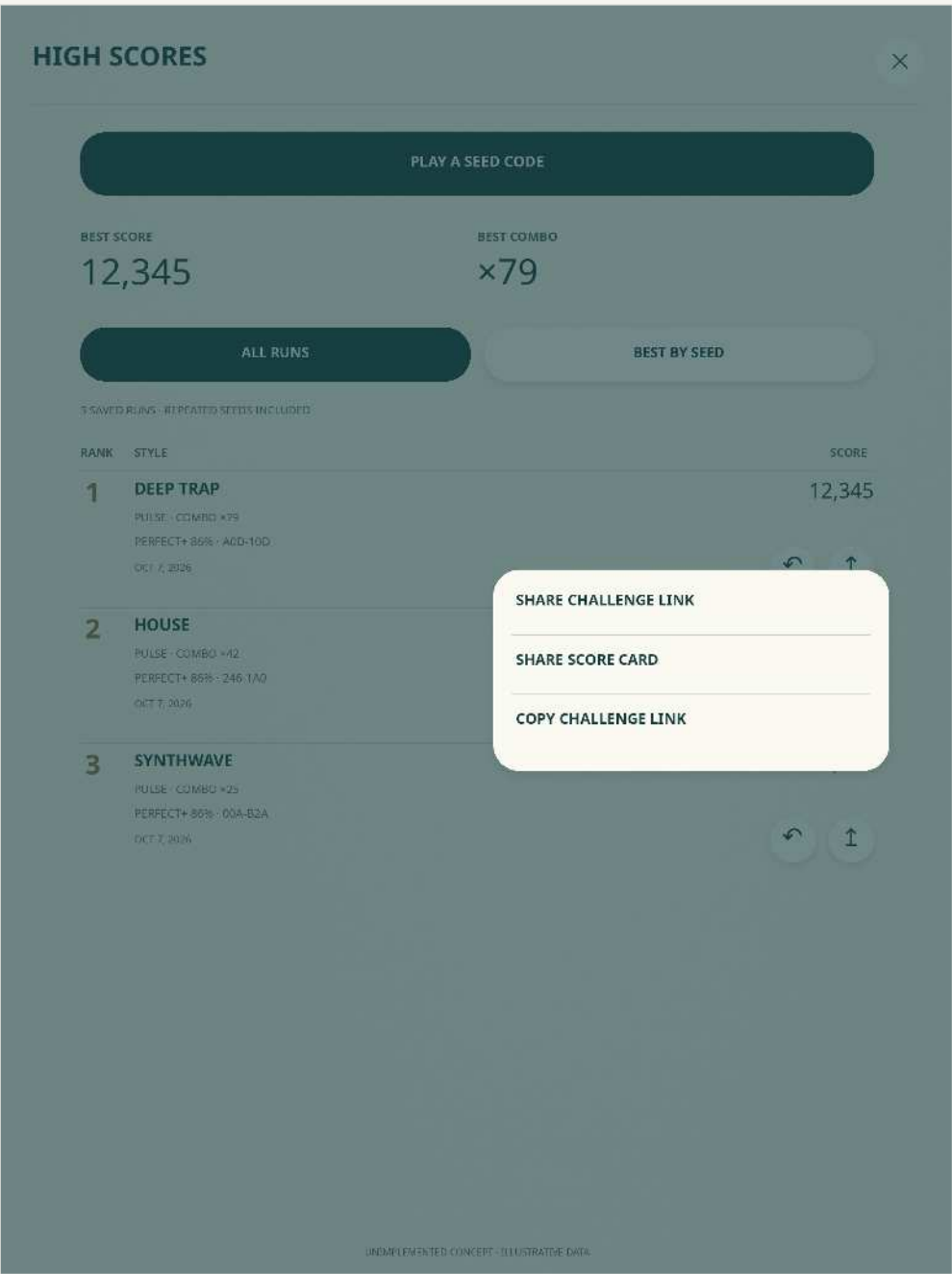
REFERENCE-GROUNDED CONCEPT
R080, DesignTokens.swift

Quiet Matter / iPad and companion surfaces



iPad portrait / difficulty

REFERENCE-GROUNDED CONCEPT
R005, MenuScaffold.swift



iPad portrait / anchored share menu

REFERENCE-GROUNDED CONCEPT
R081, R073, HighScoresView.swift

Quiet Matter / design system

Motion behavior

Use subtle material response and short settling transitions. Never animate shadows into a false target or soften the essential edge at the moment of judgment.

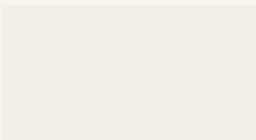
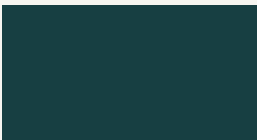
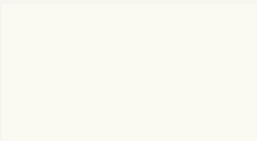
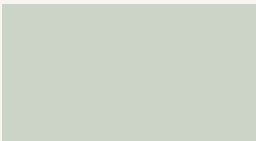
Accessibility intent

Reserve dark mineral tones for small text and controls. Keep tactile depth supplementary to clear labels, focus, selected states and crisp timing geometry.

Before implementation

Validate contrast, Dynamic Type, VoiceOver labels, hit regions and reduced-motion behavior on physical devices. This art book establishes visual intent; it does not certify an implemented accessibility result.

Palette and typography

			
#F1EFE6 alabaster	#173F42 petrol	#5A715C moss	#526562 secondary
			
#907141 gold_stability	#FAF9F2 surface	#CCD3C7 divider	#975744 warning

family: Noto Sans, weights: [400, 700], body_pt: 15, page_title_pt: 23, score_pt: 48, secondary_pt: 12, minimum_control_target_pt: 44

Direction-specific editable SVGs, generation prompts, full-resolution artwork and rendering sources are included in the companion package. Raster illustration and editable UI layers are identified separately.

Every surface accounted for

The matrix maps each inventory row to the corresponding concept image or explicit retained-platform documentation. Detailed filenames, variants and evidence are in the accompanying CSV and JSON manifest.

SURFACE OR STATE	SIGNAL LAB	AFTERIMAGE	KINETIC PRESS	QUIET MATTER
Boot and launch	Covered	Covered	Covered	Covered
Home and idle	Covered	Covered	Covered	Covered
First-run prompt	Covered	Covered	Covered	Covered
Timing tutorial	Covered	Covered	Covered	Covered
Self-playing demo	Covered	Covered	Covered	Covered
Opening count-in	Covered	Covered	Covered	Covered
Active play and patterns	Covered	Covered	Covered	Covered
Drop and reward	Covered	Covered	Covered	Covered
Pause and resume	Covered	Covered	Covered	Covered
Results and variants	Covered	Covered	Covered	Covered
Empty score history	Covered	Covered	Covered	Covered
All Runs	Covered	Covered	Covered	Covered
Best By Seed	Covered	Covered	Covered	Covered
Seed entry and validation	Covered	Covered	Covered	Covered
Pending challenge seed	Covered	Covered	Covered	Covered
Share action menu	Covered	Covered	Covered	Covered
Native share handoff	Documented	Documented	Documented	Documented
Square score card	Covered	Covered	Covered	Covered
Five difficulty choices	Covered	Covered	Covered	Covered
Original and Spectrum	Covered	Covered	Covered	Covered
Sound and all five sliders	Covered	Covered	Covered	Covered
Calibration and assist states	Covered	Covered	Covered	Covered
Complete How to Play guide	Covered	Covered	Covered	Covered
Ranks and service states	Covered	Covered	Covered	Covered
Achievement catalog	Covered	Covered	Covered	Covered
Native Game Center handoff	Documented	Documented	Documented	Documented
Companion challenge page	Covered	Covered	Covered	Covered
Developer-only Music Lab	Documented	Documented	Documented	Documented

“Documented” means the system-owned or developer-only surface is explicitly retained and described, rather than replaced by a made-up consumer screen.

Grounding and outstanding checks

Captured reference anchors

R001 home; R003 Visuals; R075 current automated gameplay; R070 demo; R071/R074 count-in; R078/R082 actual local score lists; R079/R081 share menus; R072/R073 native share sheets; R080 iPad result. Older source fixtures are used only as documented layout evidence.

Source-derived state gaps

No exact current still was supplied for pause, seed-entry validation and keyboard, Best By Seed, calibration variants, current Game Center service states, Achievements or native Game Center dialogs. Lower guide sections and full drop/pattern sequences are partly source-derived.

Device grounding

Original iPhone captures include 1206×2622. Native current iPad captures are 2064×2752. Tablet compositions in this book are separate portrait studies, not widened phone screenshots. Physical-device interaction and rotation have not been tested by the art-book production.

Illustrative performance and rankings

Concept score, seed, combo and achievement values are illustrative layout data. Automated gameplay and historical fixtures do not establish a human performance. Placeholder online states do not assert any real player, ranking or authentication result.

Project ownership and execution boundary

PULSE was conceived, designed and developed by Paul Derrington, Jr. for D-CSIL. © 2026 D-CSIL. The reference package was assembled read-only on October 7, 2026. The redesign work created separate art files only. No feature removal, application implementation, build, App Store change or release is part of this deliverable.