Design Documentation

Feature: Sector Classification & Multi-Context Dashboard

Status: Ready for Handoff

1. Design Principles

- **Disambiguation:** The UI must visually separate the "Whole" (Company) from the "Parts" (Sectors).
- **Transparency:** Always show the "Why." Every AI suggestion must be accompanied by a Confidence Score and a Reasoning snippet.
- **Granular Control:** Allow surgical edits (removing one product) without breaking the macro structure.

2. Interaction Specifications

A. The Sector Card (The Core Component)

- **Component:** `Card / Complex`.
- **Header:** Sector Name + "View Parent Sector" Badge + "Confidence Score" Badge (e.g., 9/10 | Good Match).
- **Body:** List of products contributing to this sector.
- **Micro-Interaction:**
    - *Hovering* a product name reveals a **Delete (X)** icon.
    - *Clicking* "View Long Definition" expands the card to show the ontology reasoning text.

B. The "Add Product" Modal

- **Trigger:** A "Plus (+)" button located inside the Sector Card or at the bottom of the list.
- **Behavior:** Opens a modal requiring "Product Name" and optional "Product Website."
- **Logic:** Creating a product here forces an immediate re-run of the competitor search for that specific sector context.

C. The Multi-Context Dashboard

- **Pattern:** Tabbed or Accordion-based layout for downstream pages (Competitors/Funding).
- **Visuals:** Each section (e.g., Competitor Analysis) is now divided by **Sector Headers** (e.g., "1. XYZ Sector", "2. ABC Sector"), ensuring data separation is visible.

3. Accessibility & Handoff

- **Status Indication:** "Good Match" (Green) vs "Average Match" (Orange) badges must use color + text labels.
- **Assets:**

- Figma File: `GS_MultiSector_Final_v2`
- Logic Map: `Ontology_Clustering_Tree.fig` (Visualizing the Parent-Child inheritance).