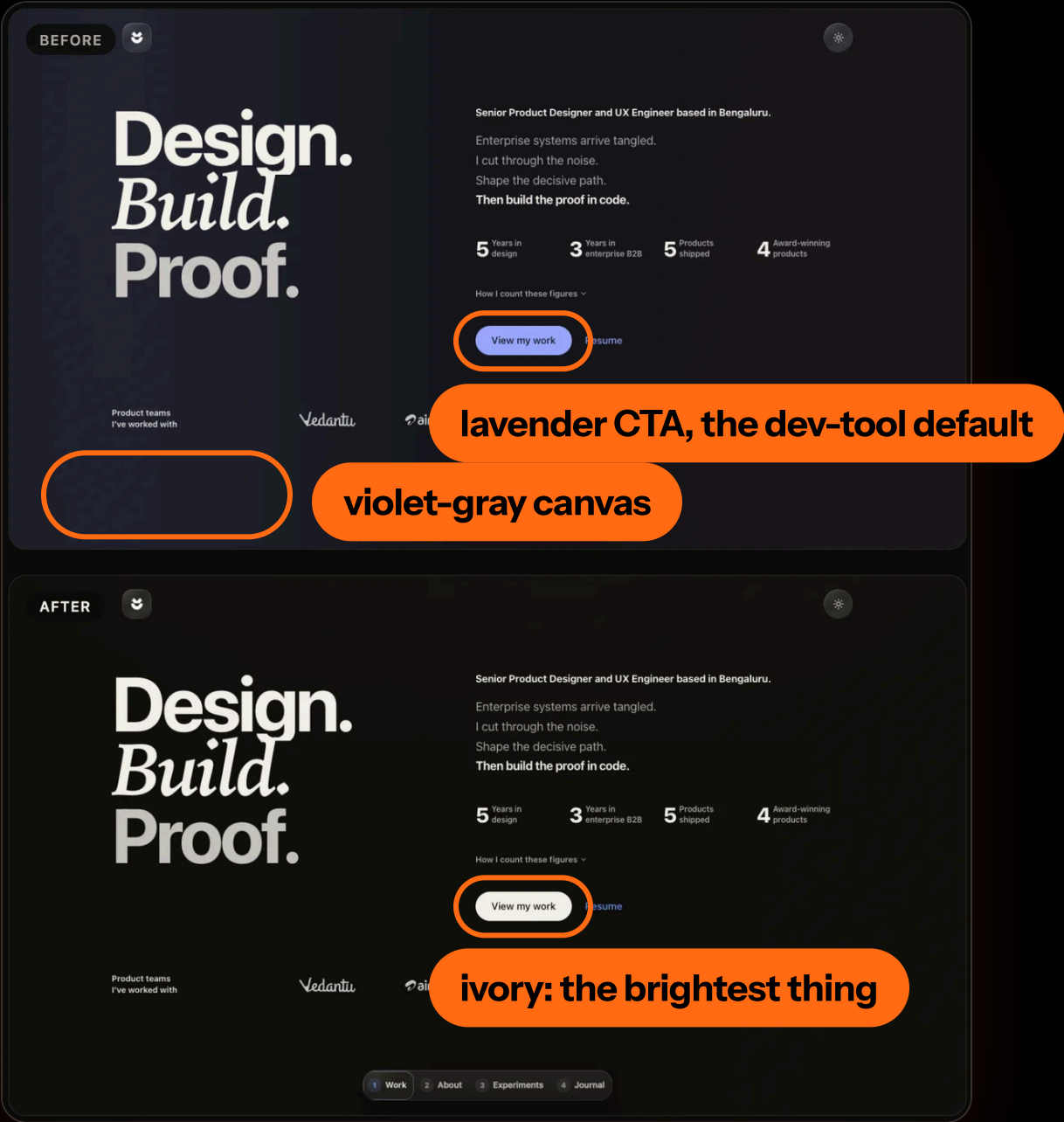


Your crit, *written for* an agent.

Five rules, one file and one prompt that stop
AI-built UI looking AI-built.

What the rules caught in *my* dark mode



Top: what the agent made. Bottom: after the crit. Same layout, different judgment.

Same crit. *New room.*

In studio

A tutor pins up the work and asks why. The feedback depends on who is in the room that day.

In the build

The rules live in a file. The agent reads them before it writes a line, on every change.

Five crit rules for *any* coding agent

1

One pigment

Accent only on links, focus and the primary action.

2

Design the dark theme

Lift surfaces by lightness.
Never invert.

3

Every glow needs a job

No gradient you cannot justify out loud.

4

A floor for small things

Text at 11px or more. Tap targets at 44px.

5

One heaviest thing

Each screen has one dominant element, and it is the primary action.

Put them where the agent *looks*

.claude/skills/crit/SKILL.md

copy me

name: crit

description: Design critique for UI changes. Use before and after editing any page or component.

Crit rules

1. One pigment: accent only on links, focus, primary action.
2. Dark mode is designed: lift surfaces by lightness, never invert.
3. No glow or gradient without a stated job.
4. Reading text $\geq 11\text{px}$. Touch targets $\geq 44\text{px}$.
5. One heaviest element per screen: the primary action.

List every violation with file and line before fixing anything.

Then run the crit *first*

Paste this into your agent

Use the crit skill on this page. List every violation with the file, the line and the rule it breaks. Do not change any code until I choose which ones to fix.

→ Findings first, fixes second. The agent reports. You still decide.

**A crit was
always rules in
someone's head.
*Write them down.***

Save this. Steal the five rules, then make them yours.

1 Follow for Note 03, every Monday and Thursday

2 1:1 mentorship. 5 designers each April and October.

3 Masterclasses for design schools and teams

kousikdutta.com