Initial Proposal:

1. Project Name: sleepSpace

2. Project Lead: Victoria David

3. Project Proposal:

a. Your concept/idea: an interactive sleep schedule builder.

b. What problem does your idea address: our project will help you into the mindset to have a healthy night’s sleep.

c. How does your application solve the problem: sleepSpace will provide a custom list of goals, activities, and/or resources to help you improve your bedtime and sleeping habits.

d. Who is your target audience: a lot of sleep tacking apps are either boring or too childish, so we’re trying to tap into an older teen to young adult audience.

4. Wireframes/mockups/sketches of your application layout: <https://github.com/xunvyre/project-sleepSpace>

5. A brief workflow - how do you navigate through your application: Load page >> see first time welcome landing >> take quiz >> generated schedule replaces landing and is stored in local storage >> checked boxes to indicate completion of scheduled tasks >> boxes are refreshed at 5am each day to complete again

6. Breakdown of tasks (user stories) and assignments (who's working on what): Victoria is Lead and Design, team Visuals (HTML and CSS) is Jack and Michael, and team Functionality (JavaScript) is Charles and Duvan.

Goals:

# Achieve minimum requirements.

1. Use a CSS framework other than Bootstrap.

Suggestions: Skeleton or Bulma—this will be left up to team Visuals.

1. Be deployed to GitHub Pages.

<https://github.com/xunvyre/project-sleepSpace>

1. Be interactive (i.e: accept and respond to user input).

This will be accomplished through the quiz interface.

1. Use at least two server-side APIs.
   1. OpenWeather has a moon phase tracker that we will use to alter the image of the moon based on the current phase.
   2. TBD—suggestions have been a music playlist, water tracker, or some sort of YouTube embed for certain suggested habits.
2. Does not use alerts, confirms, or prompts (use modals).

Any error handling will be handled through modals.

1. Use client-side storage to store persistent data.

We will be using local storage to store and fetch the user’s custom habit builder.

1. Be responsive.

This will be accomplished through the use of flex-box or flex-box-like features.

1. Have a polished UI.

Victoria will be supervising the cohesion of the two teams’ efforts based on the initial design.

1. Have a clean repository that meets quality coding standards (file structure, naming conventions, follows best practices for class/id-naming conventions, indentation, quality comments, etc.).

WIP

1. Have a quality README (with unique name, description, technologies used, screenshot, and link to deployed application).

Victoria will be creating a README based on our successive efforts.

# Add items for basic cohesion and usability.

* A small database of sleep-related facts to display on refresh for the “did you know” blurb.
* A small database of recommendations based on our personal successful habits for the “we recommend” blurb

# Go above and beyond.

* Make our website mobile compatible if it isn’t already.
* Add name input to further customize the habit builder.
* Allow the user to reorganize their generated habits themselves, without being stuck in our recommended order.
* Create a “check in” function that will ask the user if a certain habit is helping them if they select a particular answer on their quiz.
* Allow the user to scroll through the quiz to modify past answers.