

# FocusApp

## Design Specification

Mac + iPhone + iPad

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1. Design Reference (README)
2. Full Design Spec
3. Figma File URL
4. Export Checklist

February 2026

# FocusApp Design Reference

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Design documentation for the iOS/iPad port of FocusApp, reconciled against the current macOS implementation.

## Design Decisions

- **Focus Timer:** Pomodoro (Variant A) — Focus / Short Break / Long Break segmented control with session counting. Pink/rose timer card on iPhone.
- **Coding Environment (iOS MVP):** Read-only. No code execution. Syntax-highlighted code viewer with dark theme.
- **Navigation:** iPhone uses bottom tab bar (5 tabs). iPad uses persistent left sidebar.

## Platforms

Platform	Status	Notes
macOS	Shipped	Full feature set with code execution
iPhone	Design ready	Mockups captured, spec written
iPad	Design ready	Mockups captured, spec written

## Screen Inventory

### iPhone Screens (from mockups)

Screen	Description	Status vs macOS
Today	Greeting, streak, daily goal card, focus time card, start focus CTA, today's plan list	<b>New:</b> greeting, streak, daily goal, focus time card, CTA. <b>Existing:</b> problem list (reformatted).
Today (scrolled)	Below-fold: plan list with completed (strikethrough) and pending tasks	<b>New:</b> strikethrough style, task categories (LeetCode, reading, PR review, health).
Plan	Calendar month grid + daily schedule list with time blocks	<b>New:</b> calendar UI, time-blocked schedule. <b>Existing:</b> day/topic data (reformatted).
Stats	Weekly Focus Time bar chart, Problems Solved line chart, 4 metric cards	<b>New:</b> all charts, focus time metrics, streak counter, avg difficulty. <b>Existing:</b> problems solved count.
Focus	Pomodoro timer with Focus/Short Break/Long Break segmented control, ring timer, session counter, tasks list	<b>New:</b> Pomodoro cycle, session counting, task linking. <b>Existing:</b> timer ring (redesigned).

Screen	Description	Status vs macOS
Coding - Problem List	Search bar + problem cards with difficulty badges and completion checkmarks	<b>Existing:</b> problem list (reformatted for mobile single-column).
Coding - Problem Detail (Desc)	Back nav, Desc/Solution/Code tabs, problem title, difficulty, description	<b>Existing:</b> same data, mobile layout.
Coding - Problem Detail (Solution)	Solution write-up content	<b>Existing:</b> solution data from Solutions.json.
Coding - Problem Detail (Code)	Dark-themed read-only code viewer with syntax highlighting, lock icon	<b>New:</b> read-only mode, lock icon. <b>Existing:</b> syntax highlighting, saved code.
Settings	Profile, Security, Notifications, Appearance, Sign Out	<b>New:</b> profile, security, appearance toggle, sign out. <b>Existing:</b> notifications.

## iPad Screens (from mockups)

Screen	Description	Layout
Today	Horizontal card strip (goal, focus, CTA) + plan list	Sidebar + single column
Plan	Calendar grid + schedule list side by side	Sidebar + two columns
Stats	Two charts side by side + 4 metric cards in a row	Sidebar + main content
Focus	Deep Work Session with large purple ring timer, session stats	Sidebar + centered content
Coding	Problem list + center content + output/test panel	Sidebar + three panels
Settings	Same as iPhone but wider layout	Sidebar + centered content

## Gap Analysis: Mockups vs Current App

### Features the Mockups Add (Not in macOS)

- Greeting with user name and date
- Streak counter (consecutive active days)
- Daily goal visualization (X/Y tasks with progress bar)
- Focus time tracking and display (persistent across sessions)
- Pomodoro timer cycle (Focus / Short Break / Long Break)
- Session counting and persistence
- Calendar month grid with date selection
- Time-blocked daily schedule
- Weekly charts (focus time bar chart, problems solved line chart)
- Summary metric cards (total focus, streak, problems solved, avg difficulty)
- Profile and security settings

- Appearance (dark/light) toggle
- Sign out functionality
- iPad sidebar navigation with user avatar
- Floating help button (iPad)

## Features in macOS Not in Mockups

These exist in the macOS app but are intentionally omitted from mobile MVP:

- Code execution (Run/Submit) — requires local shell, not available on iOS
- AI test case generation — requires API keys and execution
- Data Journey trace visualization — complex, deferred to Phase 2
- Debug log viewer — developer tool, not user-facing on mobile
- AI provider settings — deferred to Phase 2
- Floating widget — macOS-only window type
- Auto-instrumentation — requires macOS execution
- LeetCode WebView login — needs ASWebAuthenticationSession adaptation

## Data Model Gaps

The current [AppData.swift](#) lacks fields needed by the mockup designs:

- No `FocusSession` model (session history)
- No focus time aggregation (daily, weekly, total)
- No streak computation
- No Pomodoro configuration (focus/break durations)
- No daily focus goal setting

See [Design-Spec.md](#) > "Data Model Additions" for the proposed schema.

## Visual Design Language

- Soft card-based layout with generous whitespace
- Rounded corners (12-16pt radius)
- Subtle elevation/shadows on cards
- Primary accent: violet/indigo (#6366F1)
- Success: green (#10B981) for Easy badges and completion
- Warning: amber (#F59E0B) for Medium badges
- Error: red (#EF4444) for Hard badges and Sign Out
- Charts: minimal axis styling, soft dashed grid lines
- Purple gradient for Daily Goal card
- Pink/rose background for Pomodoro timer card
- Bottom tab bar: outlined icons, accent fill for active tab
- iPad sidebar: full-height, accent highlight for active item

## Key Files

- [Design-Spec.md](#) — Full specification with screen details, color tokens, typography, constraints
- [FOCUSAPP\\_FIGMA\\_URL.md](#) — Figma file URL
- [Exports/EXPORT\\_CHECKLIST.md](#) — Asset export targets

## Roadmap

1. **Design docs** (done) — Reconcile mockups with current implementation.
2. **Figma population** — Create screens and components in Figma file.
3. **iOS/iPad build** — Implement SwiftUI views with shared data model.

# FocusApp Design Spec (Mac + iPhone + iPad)

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## Overview

- Goal: deliver a consistent modern UI system across macOS, iPhone, and iPad.
- Coding environment on iOS is read-only for MVP.
- All screens must include explicit dimensions and constraints.
- Focus timer uses Pomodoro pattern (Focus / Short Break / Long Break).

## Roadmap

1. Update design documents (current step).
  2. Populate Figma file with screens, components, and constraints.
  3. Build iOS and iPad app targets.
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## Figma File Structure

- Page: Cover
- Page: Foundations
- Page: Components
- Page: Mac Screens
- Page: iPhone Screens
- Page: iPad Screens
- Page: Flows
- Page: Specs

Figma URL: <https://www.figma.com/design/294sd4vhQdwEzizccOY4Bn/Focus-App?node-id=0-1>

## Platforms And Base Frames

- Mac main window: 1200x760 (resizable).
- Mac floating widget: 350x560.
- iPhone baseline: 393x852 (iPhone 15).
- iPad baseline: 834x1194 (iPad 11").

## Grids And Spacing

- iPhone grid: 4pt base with 8pt spacing scale.
  - iPad grid: 8pt base with 8pt spacing scale.
  - Mac grid: 8pt base with 8pt spacing scale.
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## Color Tokens (from Colors.swift)

- appPurple: #6366F1
- appIndigo: #1E1B4B
- appIndigoLight: #312E81
- appGreen: #10B981
- appGreenLight: #D1FAE5
- appCyan: #22D3EE
- appAmber: #F59E0B
- appAmberLight: #FEF3C7
- appRed: #EF4444
- appRedLight: #FEE2E2
- appGray50: #F9FAFB
- appGray100: #F3F4F6
- appGray200: #E5E7EB
- appGray300: #D1D5DB
- appGray400: #9CA3AF
- appGray500: #6B7280
- appGray600: #4B5563
- appGray700: #374151
- appGray800: #1F2937
- appGray900: #111827
- purpleGradient: #6366F1 to #8B5CF6
- indigoGradient: #1E1B4B to #312E81

## Color Variables (Light + Dark)

- Color/Background:

Light #F9FAFB

Dark #111827

- Color/Surface:

Light #FFFFFF

Dark #1F2937

- Color/SurfaceElevated:

Light #F3F4F6

Dark #374151

- Color/Text/Primary:

Light #111827

Dark #F9FAFB

- Color/Text/Secondary:

Light #4B5563

Dark #D1D5DB

- Color/Divider:

Light #E5E7EB

Dark #374151

- Color/Accent:

Light #6366F1

Dark #6366F1

- Color/Success:

Light #10B981

Dark #10B981

- Color/Warning:

Light #F59E0B

Dark #F59E0B

- Color/Error:

Light #EF4444

Dark #EF4444

## Typography (SF Pro + SF Mono)

- Title / 32 / Bold
- Headline / 24 / Bold
- Section / 20 / Semibold
- Body / 16 / Regular
- Body Strong / 16 / Semibold
- Subbody / 14 / Regular
- Subbody Strong / 14 / Semibold
- Caption / 12 / Regular
- Caption Strong / 12 / Semibold
- Micro / 11 / Regular
- Micro Strong / 11 / Semibold
- Code / 12 / SF Mono
- Code Micro / 11 / SF Mono

## Visual Direction

- Modern, calm, and focused.

- Primary surfaces: light neutral with subtle gradient highlights.
  - Emphasis: indigo and purple accents for active states.
  - Cards: soft elevation, 12 to 16 radius, light shadow.
  - Icons: simple line icons, consistent 1.5 to 2px stroke weight.
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## Components To Define

- Primary, secondary, tertiary buttons.
  - Chips and tags for difficulty, status, and streaks.
  - Cards for Today, Plan, Stats, Focus, and Coding tiles.
  - List rows for problems, habits, and progress items.
  - Progress bars and ring indicators.
  - Code block and read-only editor panel.
  - Test case list rows and empty states.
  - Data Journey visualization container states.
  - Segmented control (Focus / Short Break / Long Break).
  - Calendar grid component (month view with date selection).
  - Chart components (bar chart, line chart).
  - Metric card (label + large value).
  - Bottom tab bar (iPhone).
  - Sidebar navigation (iPad).
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## Navigation Patterns

### iPhone

- Bottom tab bar with 5 tabs: Today, Plan, Stats, Focus, Coding.
- Tab icons: home, calendar, bar-chart, lightning-bolt, code-brackets.
- Active tab uses accent color (#6366F1) with filled icon.
- Inactive tabs use gray (#9CA3AF) with outlined icons.
- Top header bar: centered "FocusApp" title + settings gear icon (top-right).
- Settings opens as a pushed view (not a tab).
- Within Coding tab: problem list pushes to problem detail (back chevron navigation).

### iPad

- Persistent left sidebar (width ~260px) with vertical navigation.
- Sidebar items: Today, Plan, Stats, Focus, Coding, Settings (icon + label).
- Active item has accent background highlight.
- User avatar + name + plan badge at sidebar bottom ("John Doe, Pro Plan").

- Floating help button (?) at bottom-right corner.
- Content fills remaining space to the right of sidebar.

## Mac (Existing)

- Tab-based navigation at top (Plan, Today, Stats).
  - Coding environment overlays with slide transition.
  - Floating widget is a separate always-on-top NSPanel (350x560).
  - Settings opens as a sheet.
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# Current Implementation Status (macOS)

This section documents what the macOS app currently implements, to identify gaps when building for iOS/iPad.

## Today View (Exists - Partial)

- LeetCode sync card with sync button and status message.
- Habits card with 3 toggles: DSA Study, Exercise, Other Study.
- Day cards showing topic, problems list, and completion progress (X/Y).
- Problem rows with difficulty badge, checkbox (read-only, LeetCode-driven), and link.
- **Missing:** greeting, streak badge, daily goal card, focus time card, start focus CTA.

## Plan View (Exists)

- Pre-completed topics banner (green badges for finished topics).
- LeetCode sync card (same as Today).
- Scrolling list of all 15 Day cards with topic, problems, and progress.
- Buffer note card.
- **Missing:** calendar grid UI, date picker, time-blocked schedule items.

## Stats View (Exists - Basic)

- Problems solved: X/total with progress bar.
- Topics completed: X/total with progress bar.
- Habits today: X/3 with progress bar.
- Days left counter.
- Topic breakdown list (each day's name + completed/total + progress bar).
- **Missing:** weekly/monthly charts, focus time metrics, streak counter, session count, difficulty distribution.

## Focus Mode (Exists - Basic Timer)

- Duration selector: preset buttons (30, 60, 90, 120, 180, 240 min) + custom input.
- Active timer: circular progress ring, HH:MM:SS display, pause/resume, end session.

- Completion view: ring shows "Done".
- **Missing:** Pomodoro cycle (Focus/Short Break/Long Break), session counting, focus time persistence, break scheduling, session history.

## Coding Environment (Exists - Full)

- Three-column layout: problem sidebar | code editor | output/tabs panel.
- Problem picker dropdown organized by day/topic.
- Code editor with syntax highlighting (Swift, Python).
- Language toggle (Swift/Python).
- Run and Submit buttons with full code execution.
- Output panel with Result, Console, Debug tabs.
- Hidden AI test case generation (Groq/Gemini).
- LeetCode submission with result polling.
- Data Journey trace visualization.
- Inline focus timer in header (30 min, auto-start).
- Code persistence per problem+language.

## Settings (Exists - macOS Focused)

- Notification settings: daily study reminder, daily habit reminder.
- Plan settings: plan start date picker, reset button.
- LeetCode settings: username, validation, WebView login, auth status.
- AI settings: provider picker (Groq/Gemini), API key, model selector.
- AI test case cache management.
- About section (app name + version).
- Debug log viewer access.
- **Missing:** profile/avatar, appearance toggle, privacy settings, sign out.

## Data Model (AppData.swift)

Fields that exist:

- `progress: [String: Bool]` — problem completion ("day-index": true/false).
- `habits: [String: [String: Bool]]` — daily habits by date.
- `dayOffset: Int` — days advanced ahead of schedule.
- `planStartDate: Date`.
- `leetCodeUsername: String`.
- `savedSolutions: [String: String]` — code per problem+language.
- `submissions: [String: [CodeSubmission]]` — submission history.
- `aiProviderKind, aiProviderApiKey, aiProviderModel`.
- `leetCodeAuth: LeetCodeAuthSession?`.

# New Features Required (For iOS/iPad)

Features shown in mockups that do not exist in the current macOS app. These must be built as part of the iOS/iPad implementation.

## Data Model Additions

New fields needed in the data model:

```
FocusSession {  
    id: UUID  
    startDate: Date  
    durationMinutes: Int  
    type: FocusSessionType // .focus, .shortBreak, .longBreak  
    completed: Bool  
}  
  
FocusSessionType: enum {  
    case focus          // 25 min default  
    case shortBreak    // 5 min default  
    case longBreak     // 15 min default  
}  
  
New AppData fields:  
    focusSessions: [FocusSession]           // Completed session history  
    dailyFocusGoalMinutes: Int             // Default 120 (2 hours)  
    pomodoroFocusMinutes: Int              // Default 25  
    pomodoroShortBreakMinutes: Int         // Default 5  
    pomodoroLongBreakMinutes: Int          // Default 15  
    pomodorosBeforeLongBreak: Int          // Default 4
```

Computed properties (not stored):

- `streak: Int` — consecutive days with at least one completed focus session.
- `totalFocusMinutes: Int` — sum of all completed focus sessions.
- `todayFocusMinutes: Int` — sum of today's completed focus sessions.
- `todaySessionCount: Int` — number of focus sessions completed today.
- `weeklyFocusMinutes: [Int]` — array of 7 daily totals (Mon-Sun) for charts.
- `weeklyProblemsSolved: [Int]` — array of 7 daily counts for charts.

## New UI Features

Feature	Description	Platform
Greeting + streak	"Good Morning, [Name]" with fire emoji streak badge	iPhone, iPad
Daily Goal card	Purple gradient card showing X/Y tasks completed with progress bar	iPhone, iPad
Focus Time card	Shows today's focus time (e.g. "2h 15m") and remaining vs daily goal	iPhone, iPad
Start Focus CTA	Large card/button to launch focus session from Today view	iPhone, iPad

Feature	Description	Platform
Today's Plan list	Task list with strikethrough for completed items, difficulty badges, topic labels	iPhone, iPad
Calendar UI	Full month grid with selectable dates, navigation arrows	iPhone, iPad
Schedule list	Time-blocked schedule items for selected date	iPhone, iPad
Weekly Focus chart	Bar chart showing daily focus minutes (Mon-Sun)	iPhone, iPad
Problems Solved chart	Line chart showing daily problems solved (Mon-Sun)	iPhone, iPad
Summary metric cards	Total Focus, Current Streak, Problems Solved, Avg Difficulty	iPhone, iPad
Pomodoro timer	Focus/Short Break/Long Break segmented control with ring timer	iPhone, iPad
Session counter	Badge showing completed sessions count	iPhone, iPad
Profile row	User name display in Settings	iPhone, iPad
Appearance toggle	Light/Dark mode picker in Settings	iPhone, iPad
Sign Out button	Red sign-out action in Settings	iPhone, iPad

## Screen Inventory (All Devices)

- Today
- Plan
- Stats
- Focus
- Settings
- Coding Environment
- Problem Detail
- Sync Status
- Empty States
- Error States

## Mac Screen List

- Mac Today
- Mac Plan
- Mac Stats
- Mac Focus Overlay

- Mac Settings
  - Mac Coding Environment
  - Mac Problem Detail
  - Mac Floating Widget
  - Mac Debug Logs
- 

## iPhone Screen Specifications

### iPhone Today

- **Header:** centered "FocusApp" + settings gear (top-right).
- **Greeting:** "FRIDAY, FEBRUARY 6" (caption, uppercase) + "Good Morning, John" (Title/32/Bold).
- **Streak badge:** orange pill with fire icon + "12 Day Streak" text.
- **Daily Goal card:** purple gradient card (purpleGradient), target icon, "Daily Goal" label, "1/4 Tasks completed" with progress bar.
- **Focus Time card:** white surface card, pulse icon (green), "Focus Time" label, large "2h 15m" value, "35m remaining today" subtitle.
- **Start Focus CTA:** white card with arrow icon (accent), "Start Focus Session" title, "Ready to get in the zone?" subtitle.
- **Today's Plan section:** "Today's Plan" headline + "View Full Plan" link (accent). List of task rows:
  - Completed tasks: green check circle + strikethrough title + difficulty badge + topic + source.
  - Incomplete tasks: dashed circle + normal title + difficulty badge + topic + source.
  - Habit tasks: check circle + title + progress fraction (e.g. "1/4").
- **Tab bar:** bottom, 5 tabs.

### iPhone Today (Scrolled)

- Continues below fold: Focus Time card, CTA card, Today's Plan list visible after scrolling past greeting and Daily Goal.

### iPhone Plan

- **Header:** "Study Plan" (Headline/24/Bold).
- **Calendar card:** white surface, month/year title ("February 2026"), left/right navigation arrows, 7-column grid (SU-SA), date cells with today highlighted in accent circle.
- **Selected date label:** "You selected Feb 7, 2026." (secondary text below calendar).
- **Schedule card:** "Schedule for February 7th" title. Time-blocked rows:
  - Active row: accent-tinted background, bold time (e.g. "09:00 AM"), title, subtitle.
  - Normal row: white background, regular time, title, subtitle.
  - Faded row: reduced opacity for past/future items.

### iPhone Stats

- **Header:** "Your Statistics" (Headline/24/Bold).
- **Weekly Focus Time card:** bar chart, purple bars, x-axis Mon-Sun, y-axis hours.
- **Problems Solved card:** line chart, green line with dot markers, x-axis Mon-Sun, y-axis count.
- **Metric cards** (2x2 grid):
  - Total Focus: "34h 12m".
  - Current Streak: "12 Days".
  - Problems Solved: "45".
  - Avg. Difficulty: "Medium".

## iPhone Focus (Pomodoro - Variant A)

- **Header:** "Focus" title + "Sessions: 0" badge (top-right).
- **Timer card:** light pink/rose background (#FEE2E2 or similar).
- Segmented control at top: Focus (selected, dark pill) / Short Break / Long Break. Each segment has a small icon.
- Large circular ring timer (gray track, red/accent progress indicator dot at top).
- Center: large time display "25:00" + status label "PAUSED" or "RUNNING".
- Below ring: red "Start" button (or "Pause" when running) + gray reset button.
- **Current Focus section:** "CURRENT FOCUS" label + "No active tasks" (or linked task name).
- **Tasks section:** "Tasks 0" card listing focus-linked tasks.

## iPhone Coding - Problem List

- **Search bar:** "Search problems..." with magnifying glass icon.
- **Problem cards:** white surface cards, each showing:
  - Problem title (Body Strong/16/Semibold).
  - Difficulty badge: Easy (green, #D1FAE5 bg), Medium (amber, #FEF3C7 bg), Hard (red, #FEE2E2 bg).
  - Completion indicator: green checkmark circle (solved) or empty gray circle (unsolved).

## iPhone Coding - Problem Detail

- **Back navigation:** chevron + problem title.
- **Tab bar:** Desc / Solution / Code (horizontal, underline active tab in accent).
- **Desc tab:** problem title (Body Strong), difficulty badge, description text (Body/16).
- **Solution tab:** solution write-up content (placeholder in mockup).
- **Code tab:** dark-themed read-only code viewer.
- Header: language label ("TypeScript") + lock icon + "Read-only" label.
- Code with syntax highlighting and line numbers.
- No Run/Submit buttons (read-only MVP).

## iPhone Settings

- **Header:** "Settings" (Headline/24/Bold).
- **Account section:** "ACCOUNT" section header (Caption Strong, uppercase, secondary color).
- Profile row: person icon + "Profile" + name subtitle + chevron.

- Security row: shield icon + "Security" + "Password, 2FA" subtitle + chevron.
  - **Preferences section:** "PREFERENCES" section header.
  - Notifications row: bell icon + "Notifications" + "On" status + chevron.
  - Appearance row: moon icon + "Appearance" + "Light" status + chevron.
  - **Sign Out button:** full-width, light red background (#FEE2E2), red text, centered.
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## iPad Screen Specifications

All iPad screens share a persistent left sidebar:

- **Sidebar** (~260px width): "FocusApp" logo/title at top, navigation items (Today, Plan, Stats, Focus, Coding, Settings) with icons, active item has accent (#6366F1) background highlight with rounded corners, user profile at bottom (avatar initials circle "JD" + "John Doe" + "Pro Plan" subtitle).
- **Floating help button:** "?" circle at bottom-right corner of the main content area.

### iPad Today

- **Layout:** sidebar + main content (single scrollable area).
- **Top row** (horizontal card strip):
  - Daily Goal card (purple gradient, same as iPhone but smaller).
  - Focus Time card (white surface, same as iPhone but smaller).
  - Start Focus Session card (white surface with arrow icon).
- **Today's Plan section:** "Today's Plan" + "View Full Plan" link. Same task row format as iPhone but wider rows.

### iPad Plan

- **Layout:** sidebar + two-column content.
- **Left column** (~50%): Calendar card (same month grid as iPhone, larger cells).
- **Right column** (~50%): "Schedule for February 7th" with time-blocked schedule rows. Additional schedule item visible: "02:00 PM Mock Interview - System Design with Peer" (faded).

### iPad Stats

- **Layout:** sidebar + main content.
- **Chart row** (two charts side by side):
  - Weekly Focus Time bar chart (left, ~50%).
  - Problems Solved line chart (right, ~50%).
- **Metric cards row** (4 cards in a single horizontal row):
  - Total Focus: "34h 12m".
  - Current Streak: "12 Days".
  - Problems Solved: "45".
  - Avg. Difficulty: "Medium".

## iPad Focus

- **Layout:** sidebar + centered content.
- **Content:** "Deep Work Session" title + "Stay focused and track your progress." subtitle.
- **Timer:** large purple ring (same as iPhone Variant A Pomodoro, but uses purple accent ring on iPad).
- **Controls:** purple play button + gray reset button centered below ring.
- **Stats row:** "3 SESSIONS" + "75m TOTAL FOCUS" (two stats side by side below controls).
- **Note:** iPad uses the same Pomodoro segmented control when the timer card is expanded. The default view shows the simplified "Deep Work Session" header.

## iPad Coding Environment

- **Layout:** sidebar + three-panel content.
- **Left panel** (~280px): "Coding Environment" header + search input + problem list (same card format as iPhone: title, difficulty badge, checkmark).
- **Center panel** (flexible): main content area. Shows "Select a problem" placeholder when nothing is selected. Shows problem description when a problem is selected.
- **Right panel** (~280px): "OUTPUT / TEST CASES" header. Shows test case details (Case 1: Input, Output) and Console output.
- **Run button:** top-right corner, accent background with play icon.
- **Bottom section:** "DESCRIPTION" panel below center content showing problem description.
- **Note:** Code is read-only on iOS MVP. Run button visible but execution limited.

## iPad Settings

- **Layout:** sidebar + main content (centered, max-width ~700px).
  - **Same structure as iPhone Settings** but with more horizontal space.
  - Account section, Preferences section, Sign Out button.
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## iOS Coding Environment (Read-Only MVP)

- Problem list with search and filter by difficulty.
  - Problem detail tabs: Description, Solution, Code.
  - Saved code viewer with syntax highlighting (dark theme, read-only).
  - Test cases view only (no editing).
  - Output panel in disabled/placeholder state.
  - Data Journey visualization in read-only playback mode.
  - No Run or Submit execution (code execution requires macOS shell access).
  - Language display label but no language toggle (shows saved language).
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## Features In Current App Not In Mobile Mockups

These macOS features are not shown in the mobile mockups but should be considered for future mobile phases:

Feature	macOS Status	Mobile Plan
LeetCode sync (GraphQL)	Full sync with auto-mark	Phase 2: add sync to mobile
AI test case generation	Groq/Gemini up to 50 per problem	Phase 2: remote execution service
Code execution (Run/Submit)	Full Swift/Python local execution	Phase 2: remote execution service
Data Journey visualization	Full trace visualization	Phase 2: read-only playback on mobile
Debug log viewer	Full log viewer in Settings	Not planned for mobile
AI provider settings	Provider picker + API key + model	Phase 2: shared via iCloud or account
Floating widget	macOS NSPanel 350x560	Not applicable on mobile
Auto-instrumentation	Trace.step() injection	Not applicable (macOS execution only)
LeetCode WebView login	In-app browser auth session	Phase 2: ASWebAuthenticationSession on iOS

## Constraints Guidance (All Platforms)

- Use Auto Layout for all components.
- Define padding and spacing on every container.
- Specify min and max widths for columns and sidebars.
- Use constraints for safe area and window resize behavior.

## Recommended Layout Constraints

- Mac main layout: left sidebar fixed width 280, main content flexible, right panel optional 320.
- iPhone: single-column scroll with sticky top header. 16px horizontal padding. Cards full-width with 12px gap.
- iPad: persistent sidebar ~260px. Content area fills remaining space.
- iPad two-column views (Plan, Stats): 50/50 split or 60/40 with 16px gap.
- iPad Coding Environment: left list 280, editor area flexible, output panel fixed 280.
- All cards: 12-16pt corner radius, 1px border (Color/Divider), 8-16px inner padding.
- Tab bar (iPhone): 49pt height, safe area bottom inset.
- Sidebar (iPad): full height, 260px width, divider line on right edge.

## Phased Implementation

### Phase 1: iOS/iPad MVP

- Shared data model with new focus session fields.

- iPhone and iPad navigation (tab bar / sidebar).
- Today view with greeting, streak, daily goal, focus time, plan list.
- Plan view with calendar UI and schedule list.
- Stats view with charts and metric cards.
- Focus timer with Pomodoro (Focus / Short Break / Long Break).
- Session persistence and streak tracking.
- Coding environment (read-only): problem list, detail tabs, saved code viewer.
- Settings: profile display, notifications, appearance toggle.
- LeetCode sync (reuse existing service).

## Phase 2: Enhanced Mobile

- Remote code execution service (Run/Submit from mobile).
- Data Journey read-only playback on mobile.
- iCloud sync for shared progress across Mac and iOS.
- LeetCode login via ASWebAuthenticationSession.
- AI test case generation on mobile (via remote API).
- Push notifications for focus reminders and achievements.

## Phase 3: Future

- Widgets (iOS home screen, lock screen).
  - Apple Watch companion (focus timer, quick stats).
  - Shortcuts integration.
  - Share extensions for problems.
- 

## End-To-End Flow Diagram

- FigJam link:  
<https://www.figma.com/online-whiteboard/create-diagram/50980311-5f51-41f1-8025-0aee74095d7b>

# FocusApp Figma File URL

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Figma file URL:

<https://www.figma.com/design/294sd4vhQdwEzizccOY4Bn/Focus-App?node-id=0-1&p=f&t=kdmOcZtlVCCP Mg80-0>

Notes:

- This file is currently empty (Page 1 only).
- Create pages for Foundations, Components, Mac Screens, iPhone Screens, iPad Screens, Flows, Specs.
- I will provide the full structure, constraints, and screen inventory in Design-Spec.md.

# FocusApp Design Export Checklist

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## Export Targets

- PNG @1x and @2x for all key screens (Mac, iPhone, iPad).
- SVG for icons and vector assets.
- PDF for full screen specs if needed.

## Screen Exports

### Mac

- Today
- Plan
- Stats
- Focus
- Settings
- Coding
- Problem Detail
- Floating Widget
- Debug Logs

### iPhone

- Today
- Plan
- Stats
- Focus
- Settings
- Coding (read-only)
- Problem Detail

### iPad

- Today
- Plan
- Stats
- Focus
- Settings

- Coding (split view, read-only)
- Problem Detail

## Component Exports

- Buttons (primary, secondary, tertiary)
- Chips and tags
- Cards
- List rows
- Progress indicators
- Code blocks
- Empty states
- Error states

## Notes

- Ensure exports include constraints and layout grids in the specs page.
- Ensure typography and colors are consistent with Design-Spec.md.
- Maintain a consistent naming scheme: Platform\_Screen\_Variant.