**Cyrus Lau**

**My Chosen Outcome:**

ZenQuest RPG (game-like productivity tracker)

**Product – brief description**

The product is a personal productivity and wellbeing website mainly for students. It allows users to manage daily tasks, track habits, use a built-in focus timer (Pomodoro technique), earn rewards like XP and badges for completing goals, etc. It’s designed to make productivity feel like a game and help students stay motivated, organized, and mentally balanced throughout the school year.

**Client and/or advisor**

Students/anyone who want to improve focus, reduce procrastination, and manage workload

**Stages of development of product – what are the most significant steps in making the product?**

* *Research and requirements gathering stage*

-Analyse existing productivity apps to identify useful and missing features

-Features of a game-like UI

* *Design of system*-Wireframes for UI layout (task list, timer, habit bar, XP & HP tracker)

-Design mock-ups with colour schemes, icons, and badge visuals (game-like UI)

-Plan logic for XP system and streak tracking

* *Development*-Build HTML structure for dashboard

-Style interface using responsive CSS  
-Code task system, habit streaks, Pomodoro timer, and gamified features using JS  
-Use localStorage for saving user progress

-Implement other features, e.g. motivation/mental health quote generator (API), simple animations, mood tracker emoji bar, shop, possibly music/background noise (Spotify API?) depending on weather/mood?, etc.

* *Testing Strategy and Plan*-Functional testing: Task input, streak logic, timer accuracy

-UX testing: Check for intuitive layout and responsive design

-Peer feedback for improvements

* *Deployment + initial feedback stage*
* *Feedback + final prototype*

**Language to be used – with justification**

HTML for structure

CSS for layout and visual design

JS for logic (task tracking, XP system, timer, localStorage, etc.)

**Reasons for choosing this product**Many students, including myself, struggle with procrastination, inconsistent habits, and a lack of motivation to complete daily tasks. Current solutions like complex planner apps or written checklists are either too overwhelming or not engaging enough. This project turns daily productivity into a game, using game-like visuals and rewards to build better habits.

[**https://github.com/CyrusLau1/zenquest**](https://github.com/CyrusLau1/zenquest)

[**https://trello.com/b/hnU8ma5N/zenquest**](https://trello.com/b/hnU8ma5N/zenquest)