



User Manual

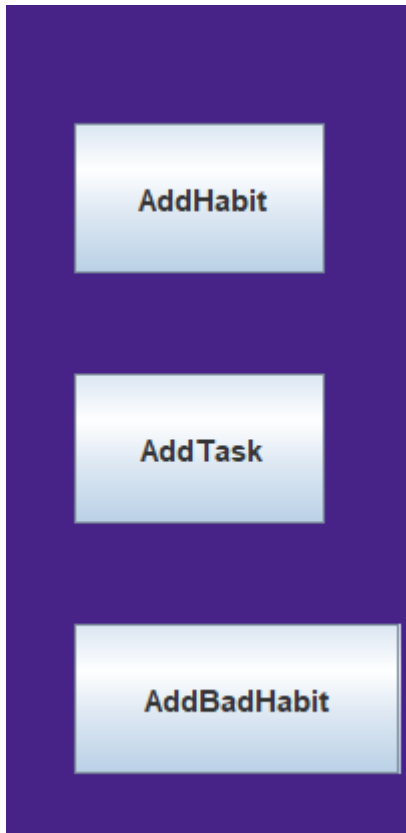
Introduction

Habitra is a habit tracker that aims to tackle the boredom of tracking habits, by granting you a simple but notable reward: experience points, just like in an RPG!

This manual aims to guide you through using the app.

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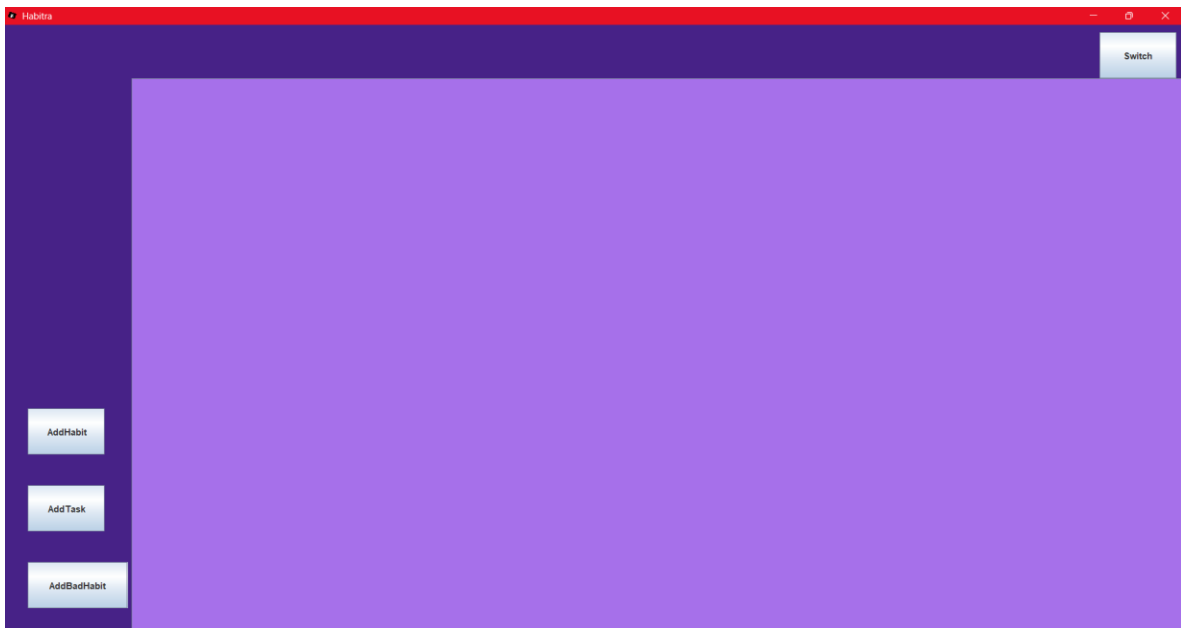
Overview

Habitra is a habit tracker whose main premise is being like a role-playing video game, granting the user experience and allowing them to level up when they complete their habits and tasks.

It also aims to help users abandon bad habits, by subtracting experience from them, as a sort of punishment.

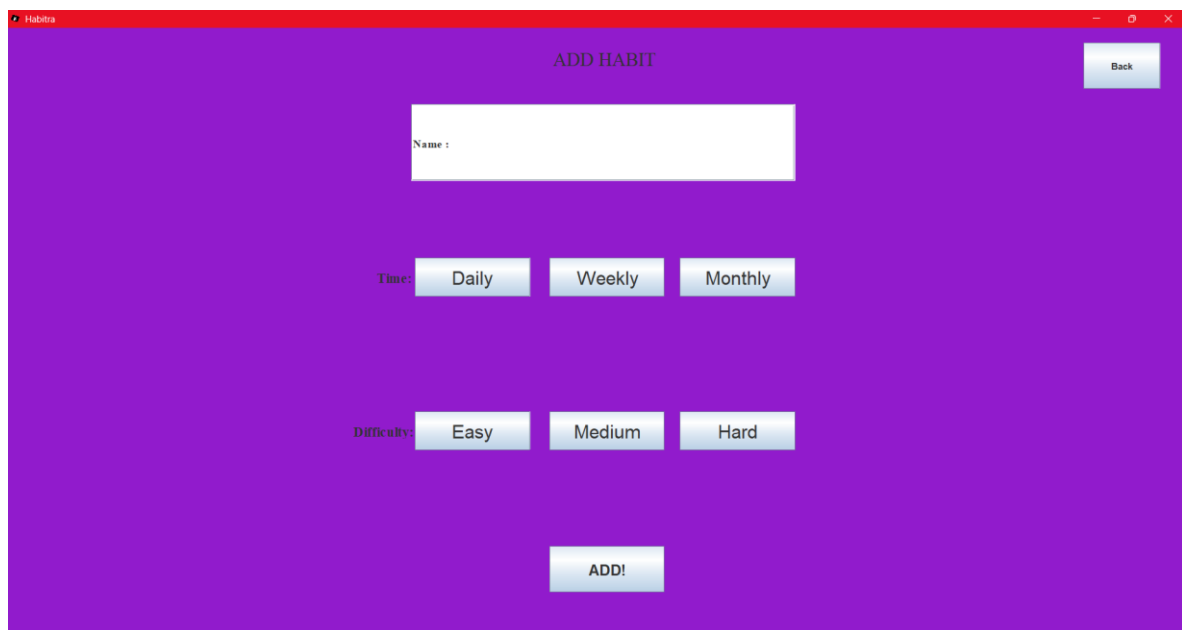
Getting started

The first thing you should see when booting the app is its main screen.



In the bottom left corner, there are three buttons: “AddHabit”, “AddTask” and “AddBadHabit”. Clicking one of them will redirect you to its respective screen.

When clicking “AddHabit”, you will be sent to this screen:



The screenshot shows a window titled "Habita" with a red title bar. The main content area has a purple background. At the top center, the text "ADD HABIT" is displayed. In the top right corner, there is a "Back" button. Below the title, there is a text input field with the placeholder text "Name :". Underneath the input field, there are three buttons labeled "Daily", "Weekly", and "Monthly", preceded by the label "Time:". Below these buttons, there are three buttons labeled "Easy", "Medium", and "Hard", preceded by the label "Difficulty:". At the bottom center, there is a button labeled "ADD!".

From top to bottom, you’ll see:

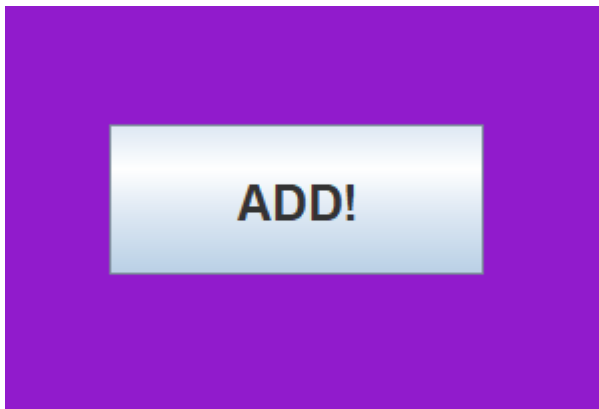
- A textbox with the text “Name : “
- Three buttons with the legends “Daily, Weekly, Monthly”
- Three buttons with the legends “Easy, Medium, Hard”

These are the data needed to create your habit.

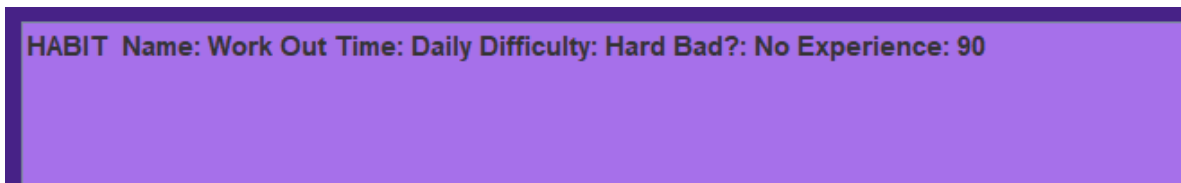
Name is what you want to name your habit, for example “Drink water”.

The three buttons on the middle are called “Time Buttons”, they indicate how often you do said habit.

The three buttons on the bottom are called “Difficulty Buttons”, they indicate how difficult or complicated you consider the habit to be.



Once you're done setting your habit up, you can click the “Add!” button to add your Habit to me main screen

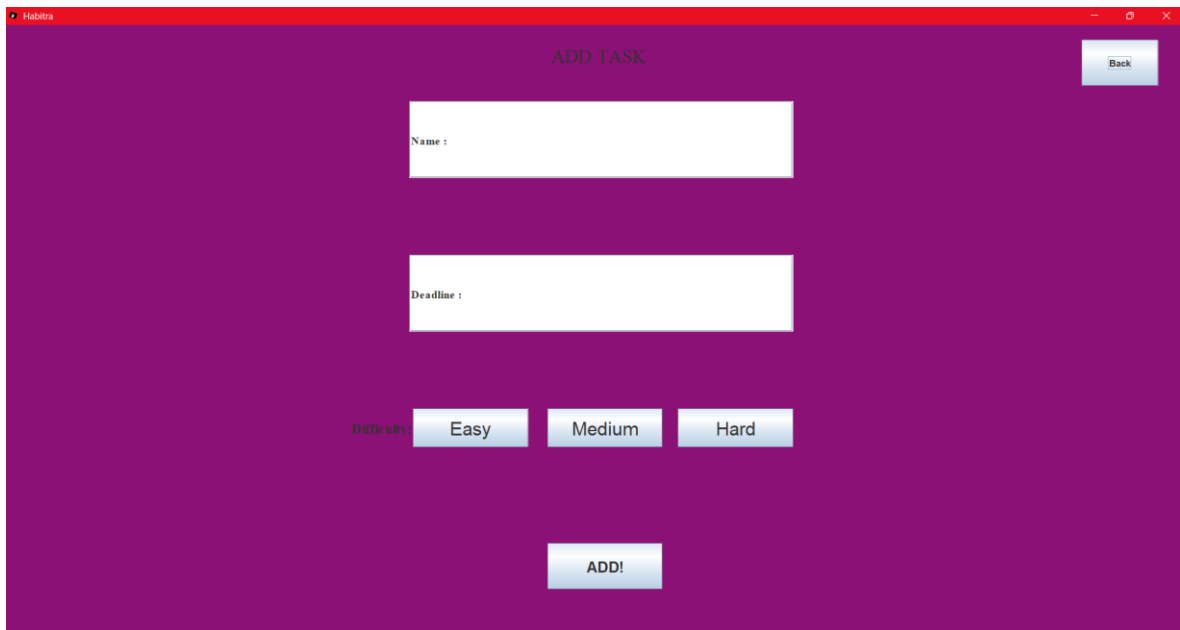


Once you've added a habit, you should see it on the main screen

“How is Experience calculated?”.

You will get experience based on the time and difficulty of your habit. The more frequent and difficult, the more experience it'll give you. So, adding a “Hard and daily” habit will grant you the most amount of experience.

When clicking on “AddTask”, you will be sent to this screen.



From top to bottom, you'll see:

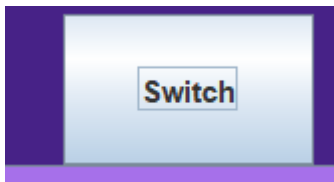
- A textbox with the text "Name : "
- A textbox with the text "Deadline : "
- Three buttons with the legends "Easy, Medium, Hard"

These are the data needed to create your task.

"How is experience calculated in tasks?"

Tasks only give experience based on difficulty, but they give greater experience than habits do.

"How do I see my tasks?"



In the main screen, there is a "Switch" button



TASK Name: Complete Project Deadline: 1/01/2077 Difficulty: Hard Est.Experience: 300

Clicking on it lets you see your tasks. Click it again to see your habits.

Clicking on "AddBadHabit" takes you to this screen.

The screenshot shows a web application window titled 'Habitra' with a red header bar. The main content area has a dark blue background. At the top center, the text 'ADD BAD HABIT' is displayed in white. In the top right corner, there is a small white button labeled 'Back'. Below the title, there is a white rectangular input field labeled 'Name :'. Underneath this, there is a label 'Time:' followed by three white buttons labeled 'Daily', 'Weekly', and 'Monthly'. Below these, there is a label 'Difficulty:' followed by three white buttons labeled 'Easy', 'Medium', and 'Hard'. At the bottom center, there is a white button labeled 'ADD!'.

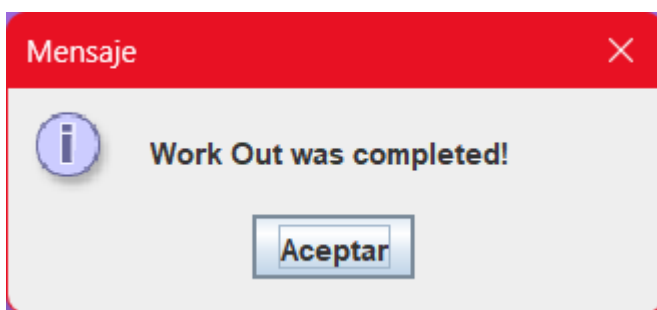
The data it asks is the same as a normal habit.

“Then what is the difference between bad and normal habits?”

Bad habits subtract experience from you when marked as completed. The amount of it'll take from you is calculated the same way as a normal habit.

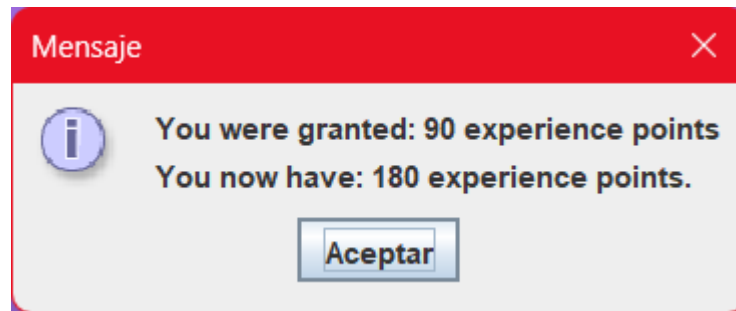
Features

To complete a habit or task, you must click on it.



Once you click on it, a popup will appear indicating that you completed the habit. It will then tell you how much experience you earned, how much you have, and how much

you need to level up.

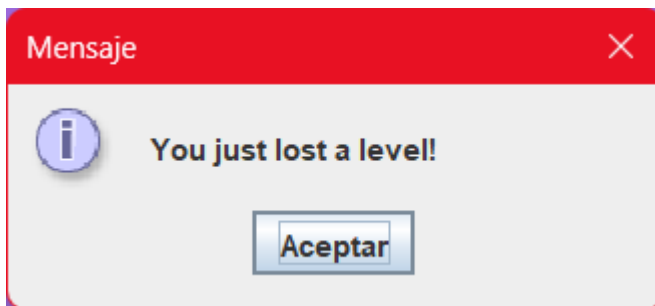


If you have enough experience, another message will appear telling you your new level.

Tasks do the same.



Completing bad habits will take away experience from you.



If your experience falls to zero or lower, you will lose a level.

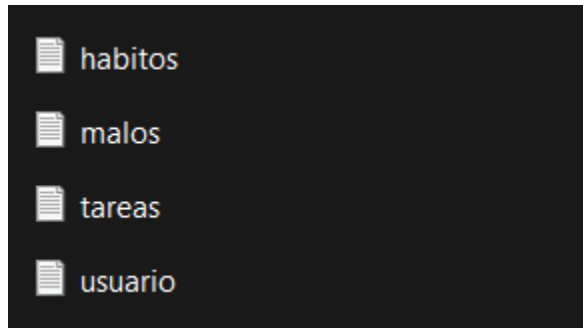
Keep in mind that your level can go in the negatives, so keep those habits away.

Outside of the app

Habitra keeps track of your habits and tasks with text files



Habitra keeps these files in the same location where it's executed in a folder called "Archivos" (Files in Spanish)



It generates these four files:

- `habitos.txt`: Where your habits get registered
- `malos.txt`: Where bad habits get registered
- `tareas.txt`: Where tasks get registered
- `usuario.txt`: Where the users' info (experience and level) get registered

These are translated as habits, bad, tasks and user, respectively.