1/18/2023

-work on design (find models)

-fix extra 0 in time

-find default timer sound

FUTURE (next version):

Navbar menu:

* Sound quality (harsh, medium, gentle)
* create task categories (which will affect color), user inputs and saved to global array – be able to select default color
* Optional dropdown input on create task card to choose task type (will render color and organize tasks next to each other)

**1/21/2023**

-Time function out of Task Component

-save LocalStorage

-later: Firebase

localStorage.setItem(key, value)

**UI:**

-**click and drag tasks**

-pass in id of object to function (import function)

left and right arrows to move forward/backward in list (by id / splice)

-resize tasks

-change color (after it’s made)

-add time (1 minute)

-play/pause - fontawesome

-timer alert:

-vibrates

-sound (volume / tone)

**1/23/2023**

**SEE IF ELEMENTS OVERLAP:**

-store width, height, and left/top offset in task object (on first render).

-on browser resize, re-trigger this on all elements.

on mouseup – loop through tasks, compare current element’s x/y position and see if it is within range ((0 + leftOffset) through (width + leftOffset)).

If lines up, switch positions in array

**1/25/2023**

timer-sound

-vibrate/red border radius function (look up animation)

-download 3 stock sounds

-look up react sound implementation

-on countdown, call timer done function (separate file)

-timer done: 1) movement animation 2) color animation 3) sound

-stop timer if click inside (add to onClick of div?)

Alarm tone state

harsh and normal alarm - Tempouser

soft alarm - veens705

wrap task cards in alarmQuality Context?