* **Input:** 
  + User stories -> Sprint Backlog
  + Pure Learn Mind map
  + Anything Else: Open to additional inputs like team brainstorming, competitor analysis, or AI insights
* **Process**
  + Select big parts like (theme -> epic -> Group of components)
  + Extract
    - Entities using structure (mind map)
    - Relationships
    - Attributes using structure, stories, potential functions, GPT, creativity.
  + Use chat GPT for insights, doing repetitive things and so on
  + Anything else
* **Output**
  + Entities
  + Attributes
  + Relationships
  + Views
  + Anything else
* **Next:**
  + **Put this in chat GPT for feedback**
  + **Put this in GPT for writing DBML**
  + Anything else

Entities

# Part #: PArt Name

## ENTITY Name

### Attributes:

* Attribute 1

### Relationships:

* Attribute 1

### Views:

* View 1

# Part 1: Learner (TO-DO)

## Learner

### Attributes:

* ID: Unique identifier for each learner.
* Name: Full name of the learner.
* Email: Email address, used for communication and login.
* PasswordHash: Hashed password for secure authentication.
* ProfilePicture: URL or path to the learner's profile picture.
* Bio: Short biography or description of the learner.
* CreatedAt: Timestamp of when the learner account was created.
* UpdatedAt: Timestamp of the last update to the learner's profile.
* LastLogin: Timestamp of the last login, useful for tracking activity.

### Relationships:

# Part 2: Goal MANAGEMENT (IN-PROGRESS)

## CATEGORY (Done✅)

### Attributes:

* Title
* Color
* Description (optional)
* CreatedAt (timestamp)
* UpdatedAt (timestamp)
* ParentCategoryID

### Relationships:

* Learner -> Category, 1:M, Mandatory
* Category -> Category, 1:M, Optional

### View

* Default (System-Defined)
* Other Categories (User-Defined)

## Goal (Done✅)

### Attributes:

* Title
* Description
* Motivation
* Status (e.g., Not Started, In-Progress, On-Hold, Completed, Canceled)
* CompletionDate
* CreatedAt (timestamp)
* UpdatedAt (timestamp)

### Relationships:

* Learner -> Goal, 1:M, Mandatory
* Category -> Goal, 1:M, Optional

### Views

## Subgoal(Done✅)

### Attributes:

* Title
* Description
* Status (e.g., Not Started, In-Progress, On-Hold, Completed, Canceled)
* CreatedAt (timestamp)
* UpdatedAt (timestamp)

### Relationships:

* Goal -> Subgoal, 1:M, Mandatory

### Views

## Task (Done✅)

### Attributes:

* ID: Unique identifier for each task.
* Title: Title of the task.
* KanbanStatusID: Foreign key referencing a new KanbanStatus table, allowing for user-defined statuses.
* EisenhowerStatus: Status in the Eisenhower matrix, categorizing tasks by urgency and importance.
  + CHECK (EisenhowerStatus IN ('Urgent & Important', 'Not Urgent but Important', 'Urgent but Not Important', 'Not Urgent & Not Important'))
* TimeTaskRelated: Time-related status, indicating when the task is planned.
* DueDate: Date by which the task should be completed.
* EstimatedTime: Estimated time required to complete the task.
* TimeSpent: Actual time spent on the task.
* CreatedAt: Timestamp of when the task was created.
* UpdatedAt: Timestamp of the last update to the task.
* LearnerID: Foreign key referencing the Learner table, indicating the owner of the task.
* CategoryID: Optional foreign key referencing the Category table.
* GoalID: Optional foreign key referencing the Goal table.
* SubgoalID: Optional foreign key referencing the Subgoal table.
* ResourceID: Optional foreign key referencing the Resource table.

### **Additional Table**

* KanbanStatus: Stores predefined and user-defined Kanban board statuses.

### Relationships:

* Learner -> Task, 1:M, Mandatory
* Category -> Task, 1:M, Optional
* Goal -> Task, 1:M, Optional
* Subgoal -> Task, 1:M, Optional
* Resource -> Task, 1:M, Optional

### Views

* Kanban Borad
* Eisenhower Matrix View
* Time-Task View

## SubTask (Done✅)

### Attributes:

* Title
* Status (e.g., Not Started, In Progress, Completed)
* CreatedAt (timestamp)
* UpdatedAt (timestamp)

### Relationships:

* Task -> Subtask, 1:M, Mandatory

## RESOURCE (Done✅)

### Attributes:

* Title: Title of the resource.
* TypeID: Foreign key referencing a new ResourceType table, allowing for predefined and user-defined types.
* UnitTypeID: Foreign key referencing a new UnitType table, allowing for predefined and user-defined unit types.
* TotalUnits: Total number of units (e.g., pages, hours).
* Progress: Current progress in units.
* Percentage: Calculated as Progress / TotalUnits \* 100.
* Link: URL or path to the resource.
* CreatedAt: Timestamp of when the resource was created.
* UpdatedAt: Timestamp of the last update to the resource.
* LearnerID: Foreign key referencing the Learner table, indicating the owner of the resource.
* CategoryID: Optional foreign key referencing the Category table.
* GoalID: Optional foreign key referencing the Goal table.
* SubgoalID: Optional foreign key referencing the Subgoal table.

### Additional Tables

* ResourceType: Stores predefined and user-defined resource types.
* UnitType: Stores predefined and user-defined unit types.

### Relationships:

* Learner -> Resources, 1:M, Mandatory
* Category -> Resource, 1:M, Optional
* Goal -> Resource, 1:M, Optional
* Subgoal -> Resource, 1:M, Optional

### Views

## Note (Done✅)

### Attributes:

* Title
* Body
* CreatedAt
* UpdatedAt

### Relationships:

* Learner -> Note, 1:M, Mandatory
* Category -> Note, 1:M, Optional
* Goal -> Note, 1:M, Optional
* Subgoal -> Note, 1:M, Optional
* Tasks -> Note, 1:1, Optional

### Views:

* Uncategorized Notes
* Task – Note View

### How to make notes Richtext

# Part 3: Time MAnagement (TO-DO)

## ENTITY Name

### Attributes:

* Attribute 1
* Attribute n

### Relationships:

* Attribute 1
* Attribute n

## ~~Self-reflection PROMPT~~

### Attributes:

* Title

### Relationships:

* Attribute 1
* Attribute n