

Reset3 - Version 2.0 Recap

Build recap from Version 1.0 to Version 2.0 (localStorage-based, single-file React app).

Date: February 22, 2026

What changed (one sentence)

Version 2 turns Reset3 from a one-shot daily picker into a reusable, multi-cycle daily reset that keeps your brain dump, prunes completed items, and gently biases toward quick wins - with a cleaner "v2" look.

Version 1.0 baseline (what already existed)

- Weekly Outcomes (3 fields) saved to localStorage.
- Brain dump textarea used to generate Today's 3 (Primary + 2 Supports) using keyword scoring.
- Optional (Xm) time tags used to filter tasks by Max minutes.
- Daily history saved (date -> generated result).
- End-of-day logging (Yes/No + reason tags).

Version 2.0 functional upgrades (core)

- Brain dump persistence: the brain dump is saved automatically to localStorage and survives refreshes.
- Prune-on-complete: checked items from the current set are removed from the brain dump so you can re-prioritize what's left.
- Multiple runs per day: you can generate a new set multiple times daily using a "cycle" model (instead of being locked to one run/day).
- Primary-first rule: you can only start the next cycle once the Primary checkbox is checked (prevents endless re-rolling).
- Cycles today counter: increments only when a cycle is actually completed (Primary done), giving immediate traction feedback without turning Reset3 into a tracker.

Version 2.0 prioritization upgrades

- Quick Wins toggle: when enabled, tasks <= 20 minutes get a score boost; untimed tasks get a small nudge; very large tasks get a tiny penalty.
- More forgiving time parsing: supports (20m), (20), 20m, and dash format like "Task - 20m" or "Task - 20".
- Safer daily cycling behavior: prune happens before generating the next set so completed items disappear immediately.

Version 2.0 quality-of-life and UI changes

- Cleaner layout: centered card layout with consistent spacing.
- Improved readability: modern background + high-contrast inputs/buttons.
- Copy kept simple: still focused on the decision-friction reset, not a task manager.
- Optional end-of-day logging remains available (but no longer gates cycling).
- Persisted preferences: minutes and quick win toggle can be persisted (so refresh doesn't reset your configuration).

LocalStorage keys used (reference)

Purpose	Key
Weekly outcomes	reset3_weekly
Brain dump	reset3_brain_dump
Latest generated set	reset3_result
Daily results history	reset3_daily_results
End-of-day status	reset3_eod
End-of-day why	reset3_eod_why
Cycles per day	reset3_cycles
Quick wins toggle (optional persistence)	reset3_quick_win
Max minutes (optional persistence)	reset3_minutes

How to use v2 (quick checklist)

- Brain dump: add tasks one-per-line (optional time tags).
- Generate My 3: get Primary + 2 Supports.
- Work the Primary first: check it when done.
- Generate Next Set: completed items are removed from the brain dump and a new set is generated.
- Repeat as needed: the app supports multiple cycles per day; "Cycles today" counts completed cycles.

Notes on scope alignment

Even though we added a "Cycles today" counter, v2 stays within Reset3's intent: reduce decision overload and create traction. We did not add weekly analytics, streaks, or habit tracking dashboards - those belong to Momentum, not Reset3.

Optional next steps (Version 3 ideas - not implemented)

- AI scoring (LLM): prioritize based on weekly outcomes + time window + user constraints (still keep the 3-item output).
- "Why this" explanation: short rationale per pick (already partially present via keyword rules).

- Export/share: one-click printable plan or save as text/PDF.
- Basic presets: Morning 30m, Lunch 20m, Evening 60m.