

PHASE 0 — FOUNDATION & REPO SETUP

Goal: Create solid infrastructure, skeleton folders, CI, and design baselines.

Epic 0.1 — Create Monorepo & Core Structure

Tasks:

1. Initialize monorepo with pnpm or turborepo (recommended).
2. Create subfolders:
 - a. /backend (FastAPI)
 - b. /frontend (React + TS + Tailwind)
 - c. /services/mood (for classifiers)
 - d. /services/ingestion (Brightspace adapter)
 - e. /infra (Docker, deployment, compose files)
3. Add .gitignore, LICENSE, and top-level README.md.
4. Set up basic Dockerfile for backend + frontend.
5. Add Docker Compose that spins up Postgres + backend + frontend.

Epic 0.2 — CI/CD & Quality

Tasks:

1. Add GitHub Actions pipeline:
 - a. Lint (ruff for Python, ESLint for TS)
 - b. Type checking (MyPy, TypeScript)
 - c. Build test (docker compose build)
2. Add pre-commit hooks.
3. Add unit test skeletons (pytest + vitest).

Epic 0.3 — Data Model & API Contracts

Tasks:

1. Create `/backend/schemas` with pydantic models:
 - a. User, Task, JournalEntry, MoodProfile, PriorityResult
2. Write OpenAPI stubs for all endpoints.
3. Define REST contracts for microservices.
4. Add “fake stub implementations” so frontend can start integration early.

PHASE 1 — BACKEND CORE (User, Tasks, Journal)

Goal: Functional backend API with authentication, task storage, and journaling.

Epic 1.1 — User Authentication

Tasks:

1. Create `/backend/app/main.py` and initialize FastAPI.
2. Add JWT auth (fastapi-users or custom).
3. Build POST `/auth/register`, POST `/auth/login`, GET `/auth/me`.
4. Create users table (UUID PK, email, timezone, prefs, consents).

Epic 1.2 — Task Store API

Tasks:

1. Create tasks table.
2. Implement CRUD routes:
 - a. GET `/tasks`
 - b. POST `/tasks`

- c. PUT /tasks/{id}
- d. DELETE /tasks/{id}
- 3. Add “source” to tasks (brightspace / calendar / manual).
- 4. Add migration system (Alembic).

Epic 1.3 — Journal Service (Journa)

Tasks:

- 1. Create journal_entries table.
- 2. Implement:
 - a. POST /journal (submit entry)
 - b. GET /journal?since=...
- 3. Add optional mood_label field (to be filled later).
- 4. Add rate-limiting (optional).

PHASE 2 — BRIGHTSPACE / UW LEARN INTEGRATION

Goal: Real scheduling + assignments sync.

Epic 2.1 — OAuth & Token Storage

Tasks:

- 1. Read D2L Valence API docs.
- 2. Implement OAuth handshake with required scopes.
- 3. Store tokens encrypted in DB.

Epic 2.2 — Ingestion Pipeline

Tasks:

1. Write `/services/ingestion/brightspace_client.py`.
2. Implement:
 - a. Fetch courses
 - b. Fetch content modules
 - c. Fetch assignments
3. Map → canonical Task model.
4. Implement POST `/sync/brightspace` route.
5. Add a scheduled cron job (`/infra/cron`).

Epic 2.3 — Calendar Integration (Optional Early, Required Later)

Tasks:

1. Add Google OAuth (read/write events).
2. Implement `/sync/calendar`.

PHASE 3 — MOOD SYSTEM (Text, Behavior, Fusion)

Goal: Emotion inference + fused mood profile.

Epic 3.1 — Mood Analyzer (Text)

Tasks:

1. Create `/services/mood/model.py`.
2. Integrate pretrained model: DistilBERT fine-tuned on GoEmotions.
3. Add LIWC-like lexicon features (light library).

4. Build feature extraction pipeline.
5. Build POST `/mood/analyze-text` route.

Epic 3.2 — Behavioral Mood Predictor

Tasks:

1. Define behavioral features:
 - a. time-of-day of work
 - b. assignment load
 - c. upcoming deadlines
 - d. journaling frequency
 - e. inactivity streaks

(inspired by MoodScope study)

2. Build simple model:
 - a. random forest OR linear regression baseline
3. Add POST `/mood/predict-behavioral`.

Epic 3.3 — Mood Fusion Service

Tasks:

1. Merge text + behavioral signals into a single `MoodProfile`:
 - a. Weighted averaging w/ confidence
 - b. Softmax normalization
2. Implement GET `/mood/current`
3. Store mood history for insights charts.

PHASE 4 — PRIORITY ENGINE

(Extended Eisenhower)

Goal: Turn tasks + mood → actionable priorities.

Epic 4.1 — Eisenhower Base Logic

Tasks:

1. Create scoring function for urgency = $f(\text{due_date})$.
2. Create scoring function for importance = $f(\text{weight}, \text{user manual importance})$.
3. Create matrix buckets: DO / SCHEDULE / DELEGATE / DROP.

Epic 4.2 — Mood-Augmented Priority Modeling

Tasks:

1. Adjust priority with MoodProfile:
 - a. If low valence → downweight high-cognitive-load tasks
 - b. If high arousal → upweight tasks requiring focus
2. Use simple linear/non-linear scoring first.
3. Serve via GET /priority/today.

Epic 4.3 — Rationale Generator

Tasks:

1. For each prioritized task, produce textual rationale:
 - a. “High urgency (due in 12h)”
 - b. “Suitable for mood (low mental load)”
2. Add to API response.



PHASE 5 — PLANNER / SCHEDULER

Goal: Generate actionable calendar suggestions.

Epic 5.1 — Time Blocking Engine

Tasks:

1. Parse user's free times from calendar.
2. Implement algorithm to propose 25/50 minute blocks.
3. Add POST `/planner/propose`.

Epic 5.2 — Event Writer

Tasks:

1. Write proposed events to Google calendar.
2. Add POST `/planner/confirm`.



PHASE 6 — FRONTEND (React + TypeScript + Tailwind)

Goal: User interface for journaling, task views, prioritization, and planning.

Epic 6.1 — Global UI Setup

Tasks:

1. Initialize React + TS + Vite.

2. Add TailwindCSS.
3. Add Zustand (or Redux Toolkit) for state.
4. Implement auth pages (login, register).

Epic 6.2 — Dashboard Page

Tasks:

1. Display prioritized tasks with rationale.
2. One-click “schedule for today”.
3. Mood indicator widget (emoji + trend chart).

Epic 6.3 — Journal Page

Tasks:

1. Textbox + quick tags.
2. Submit to backend.
3. Display mood inference result next to each entry.

Epic 6.4 — Planner Page

Tasks:

1. Weekly calendar grid.
2. Drag-and-drop tasks into time blocks.
3. Receive proposed slots from backend.

Epic 6.5 — Settings Page

Tasks:

1. Preferences (work hours, notification style).
2. Privacy & consent toggles.

3. Account deletion.

PHASE 7 — INSIGHTS & ANALYTICS

Goal: Dashboard metrics to evaluate improvement over time.

Epic 7.1 — Mood Trends

Tasks:

1. Plot mood time series (valence, arousal).
2. Weekly averages.

Epic 7.2 — Productivity Insights

Tasks:

1. Completion rate vs. mood.
2. Hours scheduled vs. hours completed.

PHASE 8 — EVALUATION & POLISH

Epic 8.1 — A/B Testing

Tasks:

1. Flags for mood-augmented vs. normal prioritization.
2. Track metrics: on-time submissions, user satisfaction.

Epic 8.2 — App Hardening

Tasks:

1. Add caching for mood inference.
2. Add circuit breakers + retries for Brightspace API.
3. Add Sentry logging.

PHASE 9 — DEPLOYMENT

Goal: Real users can test it.

Epic 9.1 — Deploy

Tasks:

1. Deploy backend (Railway or Render).
2. Deploy frontend (Vercel).
3. Run migrations.