

EYLA — Product Requirements Document (PRD v4)

Status: Canonical **Version:** 4.0 **Audience:** Product, Engineering, Design **Product Type:** Personal Project Orientation System (AI-optional)

0. Purpose of This Version

PRD v4 consolidates PRD v3 with the latest system conclusions:

- EYLA is not a productivity or planning tool, but a **cognitive orientation system**.
- EYLA does not remove user agency; it removes **decision fatigue**.
- Focus is guided by **perceptual gravity**, not enforcement.
- Roadmaps are **inhabited structures**, not generated outputs.
- Continuity across time is the primary product value.

This document supersedes PRD v3 entirely.

1. Product Definition

1.1 What Is EYLA?

EYLA is a personal project orientation system designed for individuals who:

- Maintain multiple long-running projects
- Generate many ideas over time
- Experience mental overload from constant re-planning
- Struggle with maintaining continuity across changing contexts

EYLA acts as an **external cognitive scaffold** that preserves structure, intent, and context over time.

EYLA is not optimized for speed, output, or task completion. It is optimized for **clarity, continuity, and calm progression**.

2. Core Problem

The core problem EYLA addresses is **temporal fragmentation of thinking**.

Users experience:

- Loss of authority of past decisions
- Repeated restarting of plans
- Anxiety caused by constant prioritization
- Cognitive overload from managing too many active threads

- Guilt associated with pausing or abandoning projects

The issue is not discipline or motivation. It is the absence of a system that can **hold intent across time**.

3. Target User

EYLA is built for:

- Builders, developers, and creators
 - Solo professionals and independent thinkers
 - High-ideation individuals
 - Users overwhelmed by flexible but unopinionated tools
 - People who want structure without micromanagement
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4. Mental Model

EYLA functions as:

- A persistent project environment
- A living roadmap system
- A memory layer for decisions and intent
- A cognitive orientation aid

Users do not "finish" EYLA sessions. They **resume** them.

5. Projects as First-Class Entities

5.1 Project-Centric Architecture

- Users manage multiple independent projects
- Each project contains:
 - A roadmap (phases and steps)
 - Persistent state
 - Visible past, present, and future
 - Editable structure

Projects never reset. Context is preserved by default.

6. Roadmaps as Inhabited Structures

Roadmaps in EYLA are not plans to be followed rigidly. They are **structures to inhabit over time**.

Properties:

- Always visible

- Fully editable
- Evolvable without loss of history
- Not authoritative or final

Roadmap generation (manual or AI-assisted) is optional. EYLA remains functional without AI.

7. Focus and Orientation Model

7.1 Perceptual Center of Gravity

EYLA maintains a **single perceptual center of gravity**:

- One step is visually dominant at any moment
- This step represents “what now means”

This does **not** restrict user choice. Any step may be selected at any time.

The system:

- Suggests focus
- Remembers focus
- Never demands re-selection

7.2 Focus Handoff

When a user selects a different step:

- Focus transfers calmly
- No warnings or confirmations
- No guilt framing

This preserves agency while preventing fragmentation.

8. Visibility of Time

8.1 Past

- Completed steps remain visible
- Reduced emphasis
- Never crossed out
- Never treated as mistakes

8.2 Present

- One step visually dominant
- Full affordances
- Clear local actions

8.3 Future

- Visible but passive
- Read-only by default
- No calls to action

The future reassures; it does not compete.

9. User Experience Principles

- Everything is editable
- Nothing is ephemeral
- Structure is always visible
- Complexity is progressively revealed
- The interface reduces anxiety

Tone:

- Human
 - Calm
 - Clear
 - Non-patronizing
 - No motivational clichés
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10. Role of AI (Optional Layer)

10.1 What AI May Do

- Assist in initial roadmap creation
- Suggest refinements
- Propose alternatives
- Help adapt plans to new constraints

10.2 What AI Must Not Do

- Overwrite user intent
- Apply changes automatically
- Present itself as authoritative
- Hide uncertainty

AI operates strictly within user-approved boundaries.

11. Non-Goals (Explicit)

EYLA does not aim to be:

- A task manager
- A productivity dashboard

- A habit tracker
 - A gamified system
 - A social or collaborative tool
 - A motivational platform
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12. Emotional Contract

EYLA guarantees:

- No urgency
- No guilt
- No pressure
- No loss of context

Abandonment, pauses, and slow progress are **valid system states**. Nothing decays due to inactivity.

13. Technical Reality and Risks

13.1 Known Risks

- Long-term state management complexity
- UX iteration difficulty
- AI inconsistency
- Feature creep

13.2 Mitigation

- Deterministic core model
 - Strong system constraints
 - Minimal surface area
 - Progressive enhancement
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14. Success Criteria

EYLA is successful if users say:

- "I trust this system to hold my thinking."
 - "I don't need to restart when things change."
 - "I always know where I left off."
 - "This reduces mental load."
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15. Final Positioning Statement

EYLA is a personal project orientation system that preserves clarity, continuity, and intent over time — allowing individuals with many ideas to move forward calmly, one step at a time.

FINAL NOTE

EYLA does not optimize performance. EYLA sustains coherence.

If a feature:

- increases anxiety
- duplicates focus
- demands constant choice
- introduces urgency

👉 it does not belong in EYLA.