

1) Add Dynamic Motivational / Sarcastic Mid-Session Messages

Requirements:

- Add a rotating message section under the timer on the timer page.
- Messages should update every 5-10 seconds (random interval).
- Keep messages short.
- Do not interrupt the timer or UI animations.
- Use a predefined array of messages stored in a separate file for easy editing.

Example message list (use these as initial content):

"You're literally ignoring your phone right now. Iconic."

"Neurons are connecting. Future self: proud."

"Somewhere, someone is procrastinating. Not you."

"Resist the scroll. Stay feral."

"Attention span: upgrading..."

These messages should feel like little hits of dopamine and humor – not instructions.

Make the text fade in and out smoothly when switching.

2) Add Strict Mode Toggle

Functionality:

- Add a toggle switch on the timer setup screen labeled: **"Strict Mode"**
- When Strict Mode is ON:
 - App forces full-screen mode automatically once timer starts.
 - Exiting the timer triggers a warning modal:

Message examples to use (choose one randomly):

"Leaving breaks your streak. Sure?"

"Don't quit now. You'll regret it."

"Exit = streak reset. Make the right choice."

- If user confirms exit → end timer normally.
 - If user cancels → return to timer.
 - Add a small icon indicator on the timer screen showing strict mode is active.
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3) Add Level-Up Animation and Feedback

When the user levels up:

- Trigger a short animation (glow pulse behind the level icon + subtle particle burst).
- Show a floating toast/modal for ~1.5 seconds.

Example text options (rotate randomly):

"LEVEL UP ⚡"

"New Level. New Era."

"You're evolving 🧠🔥"

Optional: Add a short soft sound effect (allow user to toggle sound globally later).

4) Add End-Session Reward Modal

When a session ends successfully, display a modal summarizing:

- XP gained
- Streak status
- Level progress bar
- A playful message

Example messages (random selection):

"Respect. That was clean."
"You showed up. That's what matters."
"One win at a time. Keep going."
"Momentum unlocked."

Modal should have:

- 🎉 small celebratory animation
- CTA buttons:
 - "Start Another Session"
 - "Back to Home"

5) Implement Reserved Area for Future Passive Ads

We are NOT showing ads yet, but prepare the layout.

- Create a reusable `<AdPlaceholder/>` component.
- Place it:
 - Under streak section on Home screen.
 - At the bottom of the Stats screen.

Style guidelines:

```
height: 60px;  
width: 100%;  
border-radius: 12px;  
background: rgba(255,255,255,0.05);  
display: flex;  
align-items: center;  
justify-content: center;  
font-size: 0.8rem;  
opacity: 0.4;
```

Placeholder text:

"Ad Space – stays invisible during focus 😊"

Make the layout stable with no UI shift. It will currently not be visible.

6) Copywriting Tone Integration

Update visible copy in the app to match tone: playful, short, slightly sarcastic, Gen-Z-coded.

Replace any formal system messages. Examples:

Before: "Start Focus"

After: "Lock In"

Before: "End Session"

After: "Wrap It"

Before: "Break Time"

After: "Fine. Take a Break."

Only update visible labels and microtext — do not modify structural text or database values.

General Development Rules

- No new navigation screens.
 - No backend required.
 - Keep everything mobile-first and responsive.
 - Keep animations short (200–500ms).
 - Maintain current branding and aesthetics.
 - Incorporate notification support when a timer is active. Make the notification aesthetic.
 - In the pomodoro timer, let users also decide the time for break before starting session.
 - Add alarm sounds when a timer ends.
 - Play soothing binaural music (forests, nature, birds, etc) when a timer is active. Users can toggle the music on and off. Use only a few pre-loaded non-licensed music for this.
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Deliverables

- Updated components and files with the new features.
- Separate config file for:
 - messages array

- random tone responses
- Clean commit with a summary of implemented features.