Web App Specification Document: FocusGate (Working Title)

Overview

FocusGate is a **mobile-first gamified focus timer web app** designed for Gen-Z students and creators who want to study, build habits, and track progress in a fun and aesthetic way. Instead of forcing discipline with friction rituals, the app focuses on **positive reinforcement, streak building, XP leveling, and playful achievements.**

The experience should feel lightweight, clean, slightly sarcastic, and rewarding.

Core Purpose

1. Help users focus using normal timer and Pomodoro method.
2. Make productivity feel like a game instead of a chore.
3. Track progress visually (daily, weekly, monthly).
4. Provide micro-rewards to keep users returning.
5. Fit comfortably inside a mobile browser and later scale to PWA.

Core Features

1. Focus Timer

- A simple continuous timer.
- User can start, pause, resume, or reset.
- At the end of a session, they receive:
- XP based on minutes focused.
- A short playful message.

2. Pomodoro Timer

- Default: 25 min focus / 5 min break.
- Customizable durations.
- Visual cycle indicator.
- XP bonus for completing full cycles.

3. Gamification System

XP System:

- 1 minute = 1 XP (adjustable later).

• Pomodoro completion bonus: +10 XP.
• Streak bonus after every full week.

Level System:

• Level = cumulative XP milestone.
• Each level unlocks: themes, badges, or UI flair.

Achievements:

Examples: - "First Session" - "100 Minutes Total" - "3 Hours In One Day" - "7-Day Streak" - "25 Pomodoros Completed" Achievements should have names, icons, and short funny captions.

Streaks:

• Counts daily usage.
• Reset only if a day logs zero minutes.

4. Statistics Dashboard

• Daily total minutes.
• Weekly bar chart.
• Monthly ring progress.
• Level tracker.
• Achievements showcase grid.
• Streak tracker.

Visual & UX Direction

• Minimal, elegant, modern.
• Use **soft gradients**, blurred backgrounds, rounded UI.
• Buttons thumb-friendly.
• Feedback animations: subtle, smooth.
• Text tone: friendly, witty (not corporate).

Themes:

• Light Mode (default).
• Dark Mode.
• Unlockable: Pastel, Neon, Anime Vibe, Forest, Cyber-Minimal.

Pages & Navigation

Home Page

- Shows level, streak, and XP progress.
- Two main buttons:
- "Focus Timer"
- "Pomodoro"
- Link to Stats & Achievements page.

Timer Pages

- Full-screen timer.
- Large readable digits.
- Controls:
- Start → Pause → Resume → End.
- End session → XP calculation screen.

Stats Page

- XP and Level indicator.
- Charts: daily, weekly, monthly.
- Streak counter.
- Total minutes tracked.

Achievements Page

- Grid of locked/unlocked badges.
- Tap = open modal with:
- Title
- Description
- Date earned

Sounds & Animations (Optional in V1)

- Short soft notification chimes.
- Level-up visual burst.
- Confetti mini animation for major achievements.

Data Model (LocalStorage)

Session Object:

```
{
  id: string,
  timestamp: number,
  minutes: number,
  type: "focus" | "pomodoro"
}
```

User Progress Object:

```
{
  totalMinutes: number,
  xp: number,
  level: number,
  streakDays: number,
  achievements: string[],
  lastActiveDate: string
}
```

Pomodoro Settings Object:

```
{
  focus: number,
  break: number,
  longBreak: number,
  cycleInterval: number
}
```

Functional Requirements

- Timer continues running even if the tab is minimized.
- If browser reloads, timer state must restore.
- Stats update instantly after session.
- Levels and XP recalculate automatically.
- App works offline.

Non-Functional Requirements

- App must load in under 1.5 seconds.
- App size under 15MB preferred.
- Fully responsive to 16:9 – 19.5:9 screens.

• Smooth 60fps animations when possible.

Architecture

- **Frontend:** React + Tailwind CSS.
- **State:** Zustand or Redux Toolkit.
- **Charts:** Chart.js.
- **Storage:** LocalStorage (expandable later to IndexedDB).

Build Order for AI Agent

1. Scaffold core pages (Home, Timer, Stats, Achievements).
2. Implement timers (Focus + Pomodoro).
3. Add session logging.
4. Add XP → Level → Streak logic.
5. Build stats and charts.
6. Add achievement triggers.
7. Add UI polish & animations.
8. Make PWA-installable.

End of spec.