

# CREATOR – Product Overview & Specification

## Purpose, Features, and How It Should Work

Generated: 2025-08-24 20:00

### 1) Purpose & Vision

CREATOR is a mobile-first productivity system that helps makers turn ideas into finished work. Users define skills, goals, projects, and tasks; schedule them into time windows; complete work to earn XP; and progress long-term 'Monuments.' The app delivers a tight loop: capture → plan → schedule → execute → reflect.

### 2) Target Users & Core Value

• Creators, builders, students, and operators who need structured momentum. • Core value: simple capture and scheduling that rewards consistency with XP and clear progress signals.

### 3) Key Concepts (Glossary)

- **Skills:** Areas you level up by completing tasks (earns XP).
- **Goals:** Outcomes that group projects.
- **Projects:** Collections of tasks tied to a goal.
- **Tasks:** Actionable items with duration/energy/priority.
- **Windows (Scheduler):** Time blocks subdivided into 5min slots.
- **Monuments:** Longarc achievements charged by related Skills.
- **XP & Levels:** Gamified progress; thresholds trigger levels.
- **Profiles:** User identity (name, username, avatar, city, dob, bio).

### 4) How It Should Work (HighLevel)

- User signs in → onboarding creates a profile row if missing.
- TopNav shows a circular avatar; tap → /profile (view) with Edit for owner.
- Dashboard summarizes today's schedule, active projects, XP, and streaks.
- Create goals → projects → tasks; schedule tasks into Windows.
- Completing a task awards XP to linked Skills and charges related Monuments.
- Dynamic Scheduler suggests next best task using energy/priority/slot rules.
- Optional public profile at /u/[username] (Phase 2).

### 5) Information Architecture & Routes

Route	Purpose (signedin unless noted)
-------	---------------------------------

/	Redirect: unauth → /auth, auth → /dashboard
/auth	Public auth page (no app chrome)
/dashboard	Today view: windows/schedule, quick add, XP summary
/goals	List/create goals; link to projects
/projects	List/create projects; link to tasks
/tasks	List/create tasks; schedule/complete to claim XP
/skills	Skills list; levels; XP history
/monuments	Long-term achievements; charge meter from skills
/schedule	Windows editor; slot view; recommendations
/profile	Owner profile view + Edit
/profile/edit	Edit profile: name, username, dob, city, avatar, bio
/u/[username]	Public read-only profile (Phase 2)

## 6) Data Model Summary (Supabase)

Primary tables: profiles, skills, goals, projects, tasks, habits, monuments, and linking tables. Each user-owned row references user\_id.

Entity	Key Fields / Notes
profiles	user_id PK, name, username UNIQUE (CI), dob, city, bio, avatar_url, timestamps
skills	id, user_id, name, icon, xp_total, level
goals	id, user_id, title, status, priority
projects	id, user_id, goal_id FK, title, status
tasks	id, user_id, project_id FK, title, energy, priority, duration, status, scheduled_slot
habits	id, user_id, title, cadence, streak, xp_per_hit
monuments	id, user_id, title, emoji, charge (0–100)

## 7) Security & RLS (High-Level)

- Enable RLS on all user-owned tables.
- SELECT: self or public depending on table (profiles may be public read; others self-only).
- INSERT/UPDATE/DELETE: only when auth.uid() = user\_id for the row.
- Storage: avatars bucket → public read, authenticated write.

## 8) UX Requirements (Key Screens)

- TopNav: right-aligned circular avatar; click → /profile. No chrome on /auth.
- Dashboard: Today focus; quick add; energy/priority markers.

- Profile: large avatar, name, @username, city, DOB, bio; Edit for owner.
- Edit Profile: validation (username 3–20, lowercase, [a-z0-9\_]+; bio ≤300).
- Schedule: Windows grid; drag/drop tasks into slots; ‘Add to Window’ actions.

## 9) NonFunctional Requirements

- Performance: dashboard first render < 1.5s; route transitions < 400ms.
- Reliability: idempotent server actions; optimistic UI with confirmation.
- Security: escape user content; reject external redirects.
- Accessibility: labeled controls, keyboard focus states, contrast.

## 10) MVP Acceptance (HighLevel Tests)

- 1 Auth gate works: unauth → /auth; auth on /auth → /dashboard or redirect target.
- 2 Profile created on first signin; only owner can update (RLS).
- 3 Create goal → project → task; completing task awards XP to linked skill.
- 4 Scheduling: adding a task to a Window shows in Today view.
- 5 Monument charge increases when completing tasks tied to its skills.
- 6 TopNav avatar displays uploaded image; click opens /profile.