

# Super cool ZWASKER

11-10-2025

PWD - method of implementation

Objective - Journal app to track prod.

- Weekly Journal
- track skills worked on
- XP chart from Runescape
- debuff "-5xp if too much time on socials"
- ex: 5 min spent on sub

Needs: take user input from keyboard

- store user input into DB
- track user Progress
- reward system for reaching goals
- debuff system for failing to reach goals in certain time frame OR too much time in socials

Want: "level up" system

- "Bosses" are the goals w/ difficulty
  - Rank option for goals?

ex: daily chores = goblins = 1xp lvl 1

Study x amount of hours = 5xp lvl 2

target goal weight = 10xp lvl 3

lvl 1 = easy

lvl 2 = medium

lvl 3 = Hard

- dedicated notes section for journaling
- when goal is reached. Stats are up by some #

- Functional Req:
- allow user to select type or skill and level
  - receive input from user detailing goal
  - set date for when goal is to be obtained
  - allow user to edit goal
  - allow user to delete goal
  - store completed goals in DB along w/ user info
  - obtain input and store journal entries



Settings pop up  
adjust debuff values  
adjust points for completion?

