

Super cool workspace

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 = 10 xp lvl 3

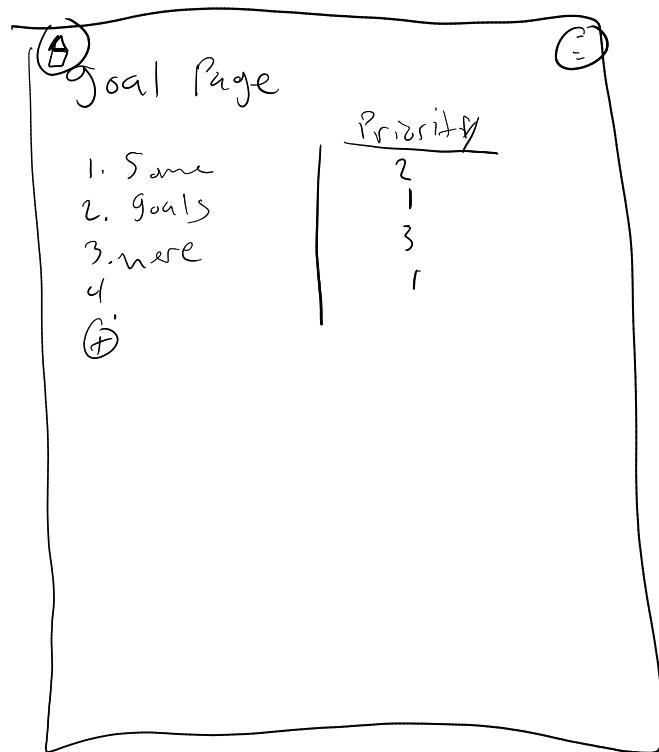
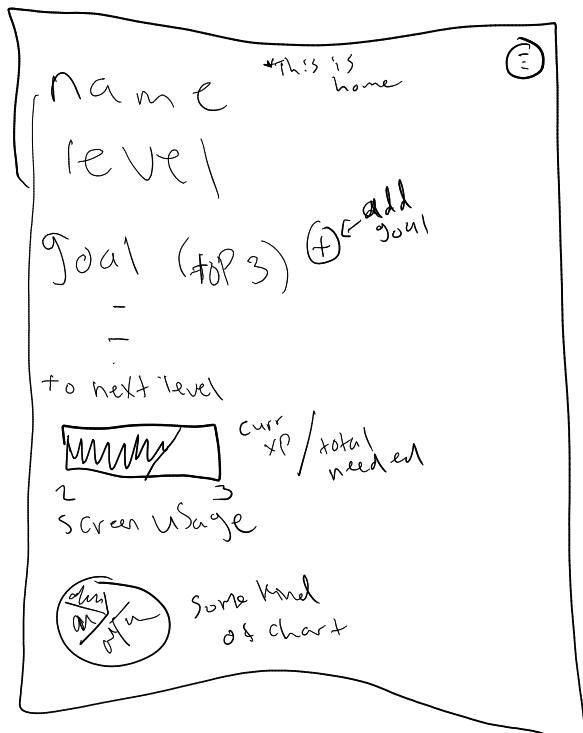
lvl 1 = easy

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 of 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



XP table

highlight curr level

Level | XP | Diff.

Level	XP	Diff.

notes Pg?

Previous

(note
note)

new note

(+)

(search bar?)

Settings pop up
adjust debuff values
adjust points for completion?

