# Quest Feature Refinements Summary

## Key Refinements from Documents

### 1. Skill Tree Design

* **Removal of AI Companion**: Feature removed as requested while maintaining other design elements
* **XP System**:
  + 10-30 XP per step
  + 100 XP for quest completion
  + Introduction of “Wisdom XP” to unlock advanced quests/branches
* **Visual Progress**:
  + Glowing nodes
  + Wisdom XP bar
  + Badges for milestones (e.g., “Stoic Novice” at 100 Wisdom XP)
* **Navigation**: Zoomable interface with thematic visuals (cosmic background)
* **Animations**: Pulsing nodes and celebratory effects
* **Challenge Nodes**: Bonus XP for quizzes or reflections

### 2. Concepts Integration

* **Hyperlinked Concepts**: Nodes link to Concepts via clickable hyperlinks
* **Related Concepts**: Tooltips showing concept hierarchy
* **Mastery Progress**: Completing nodes adds to Concept mastery (e.g., 10% to “Stoicism”)
* **Mini-Tree**: Concept family tree visualization
* **Navigation**: “Back to Quest” button for seamless return from Concepts exploration

### 3. Accessibility Enhancements

* High-contrast colors
* Screen reader support
* Adjustable text sizes
* Audio narration
* Voice input for reflections
* Voice navigation for Concepts exploration
* Large, tappable areas

### 4. User Flow Refinements

* **Starting a Quest**:
  + Browse on QuestScreen
  + Select and view details on QuestDetailScreen
  + Start via API
* **Completing Steps**:
  + View node content in QuestStep
  + Submit reflection/answer
  + Earn XP and view progress
  + Proceed to next step
* **Exploring Concepts**:
  + Tap Concept hyperlink in node content
  + View Concept Detail page and mini-tree
  + Explore related Concepts
  + Return to Quest

### 5. Information Architecture

* **Sitemap**:
  + QuestScreen (Quest List, Filters)
  + QuestDetailScreen (Skill Tree View, Start Button)
  + QuestStep (Node Content, Concepts Hyperlink, Progress)
  + Concepts (Linked Feature)
* **Navigation Pattern**: Bottom tab bar for easy thumb access on mobile devices
* **Modal Overlay**: QuestStep as modal to maintain focus during quest steps

### 6. Cognitive Load Reductions

* Auto-applying “Recommended for You” filter based on user progress
* Pre-filled example responses for reflections
* Auto-save progress after submission
* Voice input and navigation options

### 7. Database & API Structure

* Comprehensive database models for quests and quest steps
* Complete API endpoints for quest management and progress tracking
* Integration with XP system and Concepts feature