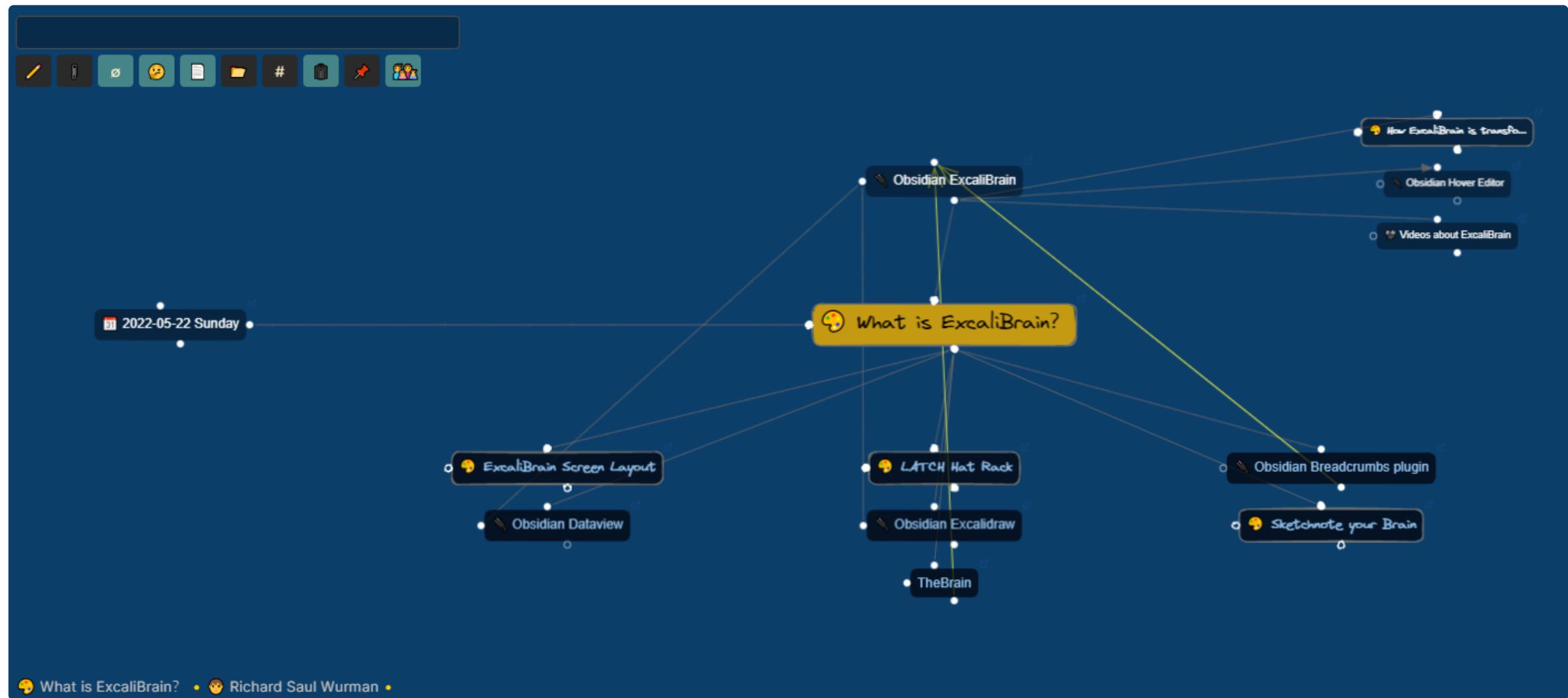


Next Action - 12-12-25 SL & PD Features

This layout which is a graph, and the top left bar, and the icons, colours, etc. I need to implement this on my SL & PD



The basic implementation should be:

From the top left bar

Option 1:

The tree skill, which will be done through this scenario:

The user will enter a quest, we need to define the type of quest, long term or short term, if it's short term like take a walk this needs to be

I need to give the user a list to choose from because this is more efficient and faster than implementing all the use cases that the user might write, because let's say the user wants to take a walk every day, this should go to the Strength & Agility,

Option 2:

The day The main node

The quest(The sub nodes) linked from that day with its priority

Problem

Look at this problem:

Active Quests

[View all quests →](#)

mastery book
chapter 5

★ 50 XP

E-Rank

✓ Complete

SL & PD
Refactor ui-ux, and database

★ 200 XP

C-Rank

✓ Complete

Kali Linux
Master Wireshark & Nmap, Burp Suite

A-Rank



Personal Development Quests

+ New Quest

Daily

mastery book chapter 5	XP: 50	Completed
SL & PD Refactor ui-ux, and database	XP: 200	Completed
Kali Linux Master Wireshark & Nmap, Burp Suite	XP: 500	Completed

Weekly

Google UX Course master the UI-UX craft from Google Masters	XP: 350	Completed
---	---------	-----------

Achievements

Finish the MVP Solo Levelling & Personal Development Refactor the project, push to GitHub, check security, UX	XP: 500	Completed
---	---------	-----------

The quests are already completed, but at the dashboard route they appear at the Active Quote.

The problem statement 1:

Flow -> User Type New Quest -> Fill in the required filed for that quest ->

Personal Development Quests

[+ New Quest](#)

Daily

mastery book chapter 5 XP: 50 Completed

SL & PD Refactor ui-ux, and database XP: 200 Completed

Kali Linux Master Wireshark & Nmap, Burp Suite XP: 500 Completed

Weekly

Google UX Course master the UI-UX craft from Google Masters XP: 350 Completed

Game Theory Video 3 Learn new strategy and apply it with your next plan XP: 100 Complete

Achievements

Finish the MVP Solo Levelling & Personal Development Refactor the project, push to GitHub, check security, UX XP: 500 Completed

Also the UI to differentiate between completed and uncompleted tasks should be more creative. For example here

Skill Tree

Data Base

Programming

Frameworks

Security

DSA

Networking

OS & Tools

Architecture

Advanced Skills

SQL: Core Concepts
50 XP



SQL: Basic Querying
50 XP



SQL: Intermediate Querying
50 XP



SQL: Advanced Querying
50 XP



SQL: Schema Design
50 XP



NoSQL: Core Concepts
50 XP



NoSQL: Basic CRUD
50 XP



NoSQL: Data Modeling
50 XP



The Yellow color means not done, and no color mean not started but just defined, and the green color mean it's done.

There's something I don't understand here, when I've run the app, and go to dashboard I've seeing the Active quests filled with quests that already completed, but when I've go to this route <http://127.0.0.1:5000/pd/tasks> and create new quest(Game Theory), and then go back to this route <http://127.0.0.1:5000/dashboard>

which is the dashboard I have found that the list is empty, and it works right, and also the level is changes.

The screenshot shows a web-based dashboard titled "Hunter Statistics". At the top left, there's a small profile icon with a pink square over it. The main header "Hunter Statistics" is in white. Below the header, there are two large boxes: one for "Combat Level" (showing 3 with a note "+2 since last week") and one for "Quest Points" (showing 1700 with a note "+150 from quests"). Both boxes have a light gray background and rounded corners. To the right of these boxes are three small icons: a crescent moon, a refresh arrow, and a three-dot menu. Below these sections, there are five horizontal progress bars, each with a colored icon and a value of 10/100: Strength (red), Intelligence (blue), Agility (green), Willpower (orange), and Discipline (purple). At the bottom, there's a section titled "Active Quests" with a "View all quests →" link. It features a dashed-line box containing a quest icon and the text "No active quests available." Below this is a pink button with a plus sign and the text "Start a new quest".

Also I'm just allow the end-user to define a:

- Daily quest
- Weekly quest
- Achievement

And the Achievement should have a forms appear to the user ask him the right questions and then submit the form, and this is for reflecting and force the end-user to think about what he is really doing with his time.



Welcome back, Rami

Your journey to becoming the strongest continues

Level 3 700/1000 XP to Level 4

E-Rank Hunter
Total XP: 1700

Hunter Statistics

Combat Level
3
+2 since last week

Quest Points
1700
+150 from quests

Strength	10/100
Intelligence	10/100
Agility	10/100
Willpower	10/100
Discipline	10/100

Active Quests [View all quests →](#)

Light mode issues with conflict with the dark mode

Where the fuck is the navigation bar,
Planning Route

Auditing Route

Daily Report

Feature

Level 1 Warrior

2 / 50

7 / 25

Search

Strong

Dailies 5[Add a Daily](#)

Work on creative project
Tap to specify the name of your project + set the schedule!

Wash dishes
Tap to choose your schedule!

5 minutes of quiet breathing
Tap to choose your schedule!

Welcome back!

Check off any Dailies you did yesterday:

 Work on creative project

Tap to specify the name of your current project + set the schedule!

[» 0](#)

 Wash dishes

Tap to choose your schedule!

[» 0](#)

 5 minutes of quiet breathing

Tap to choose your schedule!

[» 0](#)

 Finish homework

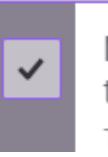
Tap to choose your homework schedule!

[» 0](#)

 Floss

Tap to make any changes!

[» 0](#)

 Most important task >> Worked on today's most important task

Tap to specify your most important task

Habitica with Others

Join a Party or join an existing one to connect with other Habitica users and boost your motivation!

[Get Started](#)

Tags

[Active](#)[Scheduled](#)[Complete](#)**Rewards**[Add a Reward](#)

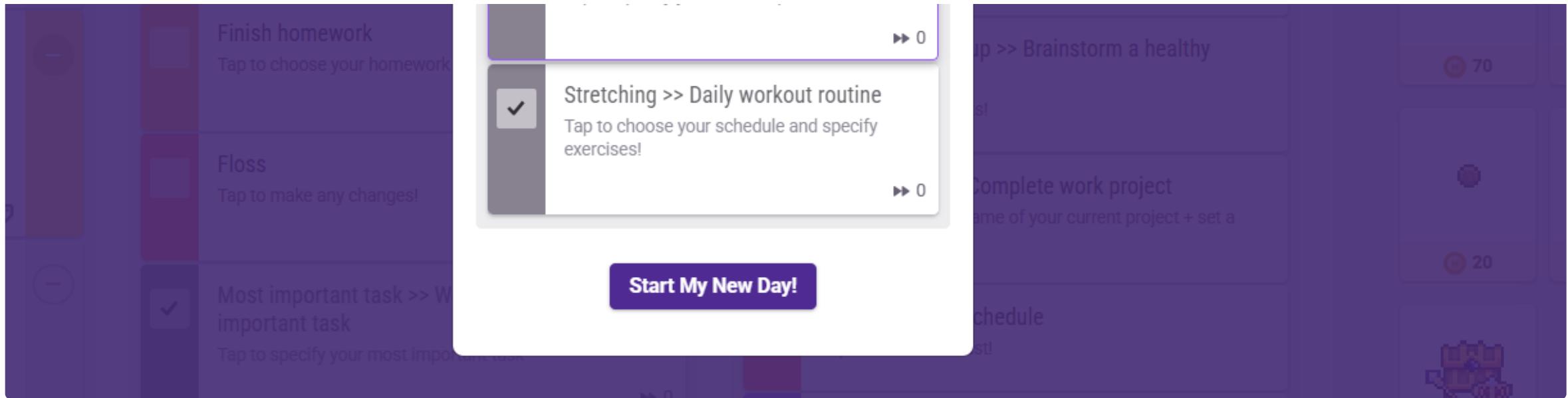
Reward yourself

Watch TV, play a game, eat a meal, etc.



90





Similar to this, I need when the end-user open the application I'll show him a permanent form will appear for once per day, but with the quest, and missions that the user didn't complete. And this feature have relationship with another feature which is the prioritization:

- Low
- Medium
- High

And in that form if there's more then 2 high quest, then only the High quest should appear, and this is because I need to end-user to focus only on the important thing

show him also a quote like

Don't waste the time you already spend on thinking and making that decision, and I mean here the time spend with thinking what I need to do, and this will done when the user will arrive to the prioritization process to chose between quests.

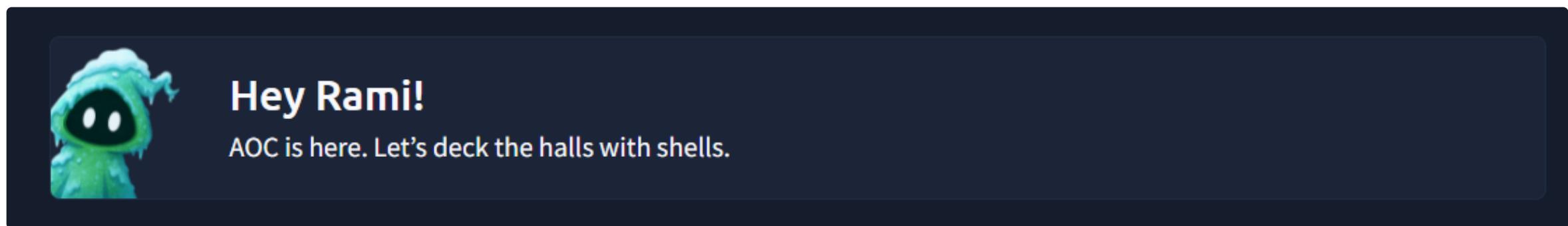
Feature



Here the user should be able to search for the tasks exists
For now I don't see the Go Premium button
But I need to streak and should also increase automatically when the user complete quest.
I need the profile to be on the next.

The Home Page should be the Dashboard

New



This left image which is at the bottom of the navigation bar, I need to change it to similar image.

New

This route should only appear once the user don't have an account, it's like the overview of our platform but for sure he can't open routes if he don't have an account.

The screenshot shows a dark-themed web application interface. At the top left is a purple square icon with a white 'S' and a gear. To its right are three small icons: a blue crescent moon, a red square with a white arrow, and a white three-dot menu. The main title 'Welcome, Hunter!' is centered in large white font, with a stylized 'W' icon to its left. Below the title is a subtitle 'Solo Levelling for Personal Development. Level up your life, one quest at a time.' and a descriptive text 'Track your skills, manage your quests, and become an S-Rank developer.' In the center, there are three rounded rectangular cards with dark backgrounds and light borders. The first card, titled 'Personal Dashboard' with a purple icon, contains the text 'Monitor your progress, XP, and current level. Track your journey from E-Rank to S-Rank Hunter.' and a blue 'View Dashboard' button. The second card, titled 'Skill Mastery' with a blue icon, contains the text 'Define custom skills like Coding, Design, and Hacking. Track their levels and progress in real-time.' and a blue 'Check Stats' button. The third card, titled 'The Market' with an orange icon, contains the text 'Exchange your hard-earned Gold for courses, books, and tools. Reward yourself for completing quests.' and a blue 'Enter Market' button.

Welcome, Hunter!

Solo Levelling for Personal Development. Level up your life, one quest at a time.

Track your skills, manage your quests, and become an S-Rank developer.

Personal Dashboard

Monitor your progress, XP, and current level. Track your journey from E-Rank to S-Rank Hunter.

→ View Dashboard

Skill Mastery

Define custom skills like Coding, Design, and Hacking. Track their levels and progress in real-time.

→ Check Stats

The Market

Exchange your hard-earned Gold for courses, books, and tools. Reward yourself for completing quests.

→ Enter Market

Steak:

The basic feature when the user complete anything

Quest

- Walk
- Reading book
- etc.

Then the steak will increase

If the user have more then 4 days steak, then he will get the ability to continue from where he left if he miss a day from not enter the platform.

After Login

There are set of forms the user should fill it

The information I need to gather from the user:

The skills he want to level up

The target job

Do you have project idea

And more question that will help gather info and insert it to be so close to what the user wants to learn and work on.

Define Achievement

Deadline Missed or not

What are proud of??

What did you learned from this mission?

Daily Report Feature

This is the template but I need it to be with advanced UI-UX, and Animation

tags: [report, daily-report, pro-action]

date: {{date:YYYY-MM-DD}}

Daily Pro-Action Report – {{date:YYYY-MM-DD}}

Daily Checklist

- Review:** Briefly look over today's key events or tasks.
 - Reflect:** Answer the three core questions below.
 - Plan:** Define your #1 action for tomorrow.
-

Today's Report

1. What went well today? (The Win)

What was a success, big or small? What are you proud of?

•

2. What was a challenge? (The Lesson)

What didn't go as planned? What did you learn from it?

•

3. What is my #1 pro-action for tomorrow? (The Plan)

Based on today's win and lesson, what is the single most important thing you will do tomorrow to move forward?

•

Master

1. **Be Brief:** You don't need to write essays. A single bullet point for each question is enough to build the habit.
2. **Focus on Action:** The most important part is question #3. This turns your reflection into a concrete, actionable step for the next day, ensuring you are always moving forward.

More:

1. Add user profile management
 2. Implement the quest completion system
 3. Add achievement tracking
 4. Implement personal development metrics tracking
-

Notes:

How to drop and delete the .db file, and recreate the columns.

Not now:# Next:

Work on the skill tree & Level tree like Netcode platform

Next: 10-11-25

Ex:

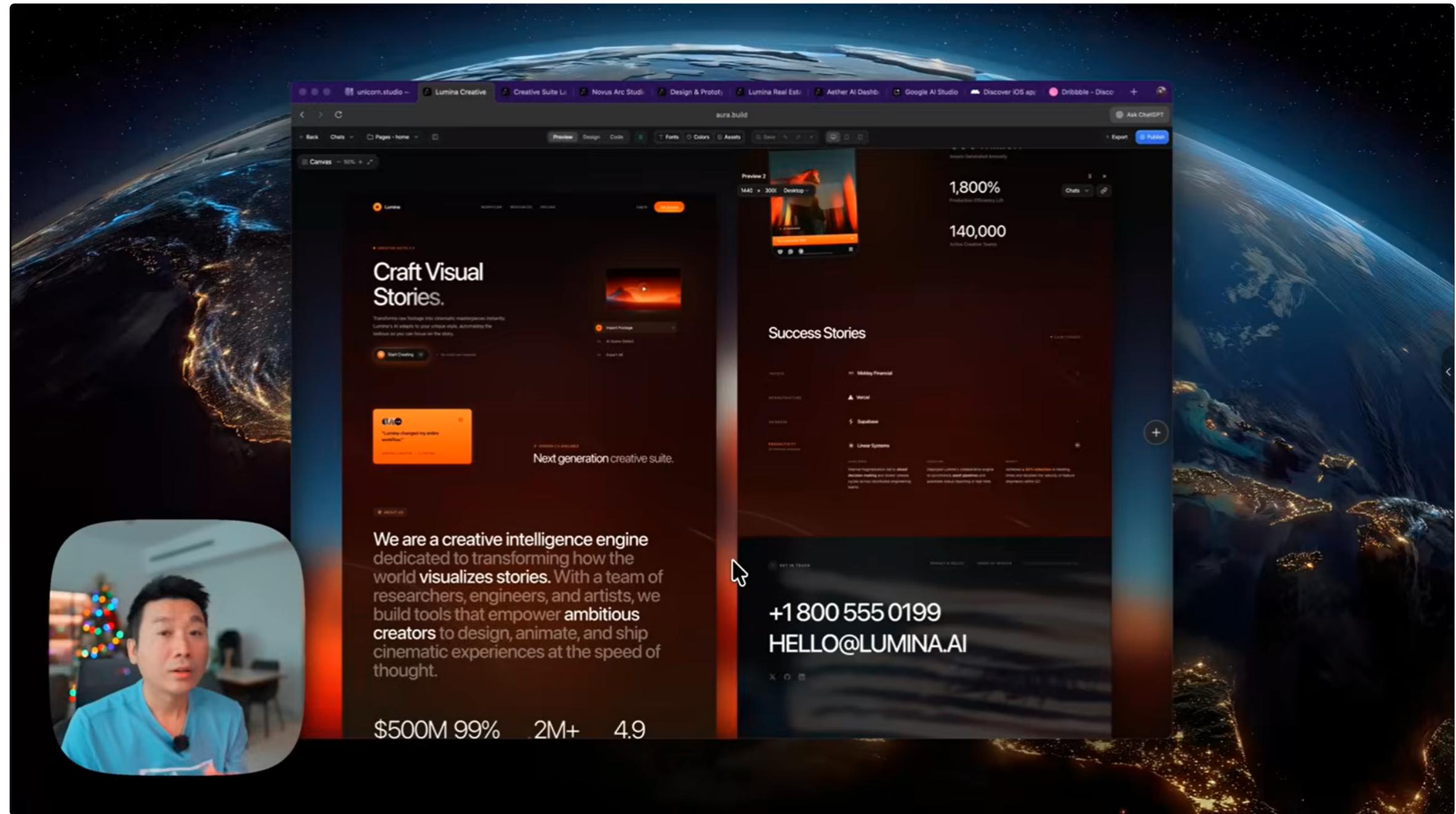
After collecting info and data about the user, we will use the power of AI model, and make the processing and analyze phase to generate the total XP required for the part of life mission of the user, and then generate the roadmap, and the checklist

A Route or endpoint the layout should be just like Tasks habatica

A Skill matrix just like in [Try Hack Me](#)

A Path just like [human Resource Machine](#)

Good design



Bug:



Personal Development Quests

Daily

mastery book

chapter 5

XP: 50

Complete

SL & PD

Refactor ui-ux, and database

XP: 200

Complete

Weekly

No weekly quests.

Achievements

No achievement quests.

The light mode is not code user experience, the colure should change.

The colure in the home page is perfect



Welcome, Hunter!

Solo Levelling for Personal Development. Level up your life, one quest at a time.

Track your skills, manage your quests, and become an S-Rank developer.



Personal Dashboard

Monitor your progress, XP, and current level. Track your journey from E-Rank to S-Rank Hunter.

[→ View Dashboard](#)



Skill Mastery

Define custom skills like Coding, Design, and Hacking. Track their levels and progress in real-time.

[→ Check Stats](#)



The Market

Exchange your hard-earned Gold for courses, books, and tools. Reward yourself for completing quests.

[→ Enter Market](#)



Learn & Explore