Star Quest general overview: Mentee side
Each mentee has a designated avatar that is set by the admin when they invite the mentee
to the platform
As of right now, there are 6 avatars:
- Full stack developer
- Frontend developer
- Backend developer
- Data Scientist
- Product Manager
- Automation engineer
- Data Analyst
- Solutions Engineer
- Machine Learning Engineer
- Finance Manager
- Digital Marketing Manager
- NLP Researcher
- R&D Engineer

A web app.
Supporting Screen size for desktop: 1200X800
Web with responsiveness for mobile 320X480

The app will have a side menu which will contain all the following pages:
Dashboard - 2 subtabs
Goal of the page:
Give daily insights to the user regarding their weekly performance, progress, and behavior.
The user can understand how much time they are investing in each "category" and get a
better picture of their input (time invested)- output (products, learning) achieved.
> Future development:
> The section will have time scheduling recommendations (based on the weekly & daily
> goals compared to what has been accomplished), and "words of encouragement"
> and a short run-down of accomplishments up to that day for that week ("you have
> earned … so far this week, keep up the good work", "You have … to complete to earn
> … coins/ badge").

Dashboard tabs:
- Weekly view (by default when logging into the app)
- Monthly View

The reports page has 3 sub-tabs which the user can navigate to and from:
- Daily
- Weekly
- End of day

Each sub-tab has a unique color and background as seen in Figma
The sub-tabs are located above the reports list

Goal of the page:

Provide the user and the mentor with an actual picture of the user's output and daily routines by documenting it in the reports. That way the user can understand if they manage to complete all their goals for the day or week/ if they are taking too much/ if they can add more. The mentor can understand the mentee's weekly progress and how they are dividing their time.

Reports Subtabs:
- **Daily Report: submitted at the beginning of each day** - plan out your day efficiently. The goal of this tab is to help the mentee plan out their day to make sure all the different activities have a designated time => " A goal without a strategy is just a dream".
- **Weekly report: submitted every week on a certain day** - this report serves two things: 1. Putting a frame to the activities they focus on this week.
2. Reflecting on how they managed their time, did they hold up to the commitment they made for themselves (accountability)
- **End of day: submitted at the end of each day -** Data from the "Daily Report", and the schedule they committed to at the start of the day will be pulled into this section. Here they can reflect on what they did accomplish, things they still need to work on, and how they can do better tomorrow. They will also have space for personal reflection and free flow.

Quest
Goal of the page: provide the user a backlog and workspace just like (Monday/jira) behaves where the user can manage their tasks and submit them for review to the mentors.

Learning roadmap
The goal of the page: giving information to the user about the path that they are going through - so they can see their overall progress, what they need to do to progress to the next planet, also a clear view of the "road" ahead. This section is for information on personal growth progress as well as professional progress.

Learning roadmap:
Goal of the page:
The goal of the learning roadmap is to show the user:
A personalized roadmap that illustrates the track they are going to go through on each planet so they will have a better understanding of their path.
What's left in the current planet to level up:
show the user the missing quests: courses/tasks they need to perform to level up. This will drive them to accomplish more tasks and level up faster (can also reduce anxiety)

Leaderboard:
Goal of the page:
Let the user see their overall achievements (badges, stars) and what they gained during the week. What skills have they acquired (badges) and if they need help from the community.
Let the user see the overall achievements of the rest of their teammates (level peers) - to motivate them and encourage healthy competition to achieve more.

The behavior of the side menu:
Options: Open/close
The side menu is located on the left side.
It should be by default opened.
Support an option to close and open the menu by clicking on the arrow.
When open: each page should be displayed with an icon shown
When closed: support showing only the icons of each page without the name.

Detailed requirements for each page:

Dashboard:
The goal of the dashboard is to give immediate insights to the users which can significantly improve their overall performance and progress in the program

Weekly view - end-user stories:

- As a user, I want to get immediate insights about my performance so I can improve daily
- As a user, I want to understand what categories I need to focus on so I can be as efficient as possible
- As a user, I want to know how much time I am investing in each category daily so I can make changes that will improve my work or personal growth
- As a user, I want to examine/compare my weekly progress so I can see that I am making progress in a healthy pase/ according to my capabilities

Motivation for the users: Increasing their performance and being more efficient will help them level up in less time and get them closer to finding their jobs. This will also help them focus on personal growth areas they wish to improve.

Dashboard
When a user logs in they will be navigated 'by default' to the Dashboard tab ⇒ subtab weekly view

The goal of the weekly view on the dashboard is to show the user their progress throughout the week compared to the activities they added to the daily and end-of-day reports.
This way the user can get a full picture of their weekly output daily.

Weekly View
user stories:
- As a user, I want to get daily insights about my performance so I can improve from day to day
- As a user, I want to understand what are the categories I need to focus on so I can be as efficient as possible
- As a user, I want to know how much time I am investing in each category daily so I can make changes that will benefit me if needed

- As a user, I want to examine/compare my weekly progress so I can learn where my "weak spots" and "strong points" are.
- As a user, I want to see my improvement in all the different categories that "build" my life (personal and professional)
- As a user, I want to track my progress professionally and personally as a "proof" of my abilities (to keep driving me forward)

6 tiles will be displayed on the weekly view subtab. Each tile represents one or more activities that form that aspect.
Each tile will display to the user the total weekly time spent on that tile
- Learning (all activities regarding the learning process)
- Better me
- Personal Project
- Product refinement
- Technical sessions
- Networking
Each of the tiles has will contain:
- Weekly time spent

When clicked:
- Drill down for each tile showing the time spent on each of the 6 tiles (based on reports page- daily reports (blue on Figma - what you plan to do) end of day report (shown in red displaying the user's actual output) daily average on hours for that specific week
- The content of each tile is unique and shows different content

Main tiles:
- Please support hover state for each of the tiles
- When the user hovers over each tile please display a popup window with a breakdown of the tile.
- Each tile has a unique breakdown that can be seen in Figma
- Please draw the information for each tile from the end of day report + new tiles that are added (it will represent actual output of the user per that day)

Each of the activities shown on the end-of-day report will have its own visualization:
- The total actual time spent on the activity from the beginning of the week (from the end of the report)
- The total expected time to spend on the activity from the beginning of the week (from the daily report)
- The progress that the user made (actual/expected)

Monthly view:
Goal:
Allow the user to compare their performance on each of the parameters so they can understand how they are doing from one month to the next as well as track time patterns in behavior and track progress on goals (for example: If they set a goal to run a 5k in 3 months, in the first month they will be running for 10 minutes on avg. By the second month they will be running 20 min on avg => they will be able to see the progress in time). This will also

allow for evaluation of time spent (did they put in the time they wanted to put on different categories? How to improve their time spent)
Allow the user to improve their performance from one month to the next/ change their behavior

User stories:
- As a user, I want to have monthly and weekly views so I can compare and improve my performance (professionally and personally)
- As a user, I want to know how much time/hours I spend in a month on each of the parameters so I can get a better realization of my monthly time spent
- As a user, I want to have a monthly view so my mentor can also examine it and offer ways to improve

Page Contains:
A subtab showing 6 different charts of the 6 parameters mentioned before
- Show time spent in hours of each month for each of the tiles above

Each chart has:
- X-axis: displaying the last 6 months
- Y axis: displaying hours spent on each of the tiles
- Information is pulled from end-of-day review reports

Reports page:
Daily Subtab
- Each subtab has its own color and background (please view Figma)

Goals
1) Allow the user to plan their day quickly and efficiently.
2) Set clear goals and build a schedule that will provide high results for the user.
3) Allow the user to document their day and monitor it daily
4) Allow to set time for different activities (both professional and personal growth)

User stories:
- As a user, I want to track my daily reports so I can monitor my progress
- As a user, I want to fill out a daily report so I can plan my day efficiently
- As a user, I want to drag and drop my activities so I can easily plan my day
- As a user, I want to build an accountability process of setting goals and checking the results at the end of the day.
- As a user, I want to submit a daily report so the mentor can review it and help me improve

Feature breakdown:
When the user clicks on the reports page please navigate by default' to the 'daily reports' subtab.
When the user first logs in please generate a new daily report

Part 1: Daily goals:
Each user writes a minimum of 3 daily goals up to 5 daily goals (making sure people don't overwhelm themselves)

- Plus Button: once clicked, the user can add up to 2 more goals
- Support deleting the 4th and 5th goals if the user wants to remove them

Sharing my daily goals on WhatsApp group:
- Please support the checkbox in which the user must confirm that they sent their daily goals in the whatsapp group.
- => This feature should be enabled and disabled by the mentors (it is the companies' decision to activate this "check box")
- Display whatsapp modal after user clicks on 'Submit Report'

User flow:
Checkbox for adding the goals on whats app:
User clicks on submit report - a whats app pop modal is displayed asking him if he shared his daily goals on whats app and if he hasn't he should go and do so
- If Mentee clicks Yes: Task success notification is displayed to him letting him know that his report was submitted successfully
- If Mentee clicks on No → whats app modal closes and user remains on daily report page → user shares the goals on whats app (for now there's no supervision for this) → user checks the box → clicks on Submit Report → whats app modal is displayed to him → user clicks yes → task success notification is displayed to him letting him know the report was submitted successfully / error modal - if there was an issue with sending the report.

- 'Submit report' button: the user must check the box to submit the report. If the user didn't check it once clicked 'Submit Report' please display a modal letting him know that he must share his daily goals on WhatsApp and check the box to submit the report. As long as the user does not check it he can not submit it.
  Once checked and the user clicked on submit please display a task success notification letting him know that the report was submitted successfully and a new report will be generated at midnight

  Day builder: How my day looks
- Allow the user to drag and drop tiles of activities into: 'drag here' empty textbox.
- Generate a new tile for each tile the user drags into the textbox. (The list of activities should always remain whole)
- User drags the activities to an empty field box
- Each activity has a by default scheduled time to dedicate to it
- Once the user clicks on the 'scheduled time' in the tile: a dropdown will be opened with additional set time intervals.
- Support a dropdown that will allow the user to change the scheduled time of the activity to the time intervals displayed in the dropdown

- The dropdown will have time intervals of 15 min, 30 min, 45 min,60 min, and 90 min which the user can choose from to change the default time set
- Support returning the tiles to the list of tiles if the user wants to remove a tile
- Tiles are not editable by the mentees

'Submit Report' button:
Once the user clicks on 'Submit Report'':
- The report will be saved
- Support sending a notification to the mentor letting them know that the daily report has been submitted.
- Display the report on the daily reports list, where the user can click on the report and it will be opened for viewing only
- Disable editing of the report once it's been submitted - the user can only view the report

After the user submits a report please display one of the following pop up after submission models:
- **If it was successful**: The Report has been submitted successfully (see in Figma) and will be regenerated at midnight
   - Please display at the top right of the modal the submission date

- **If it was not successful:** Error! Something went wrong
      - Please add 'Try again' button so the user can try to submit again
      - Please display at the top right of the modal the submission date

There are 3 states for the report submission:
- **A user that hasn't submitted a report yet**: (it's his first time)
   Display modal Fill out new Daily Report with a button: 'Fill New Report'
   Once clicked: a template of the daily report is displayed to the user

- **A user that didn't submit his daily report yet**
- Display modal Fill out new Daily Report with a button: 'Fill Report'
   Once clicked: a template of the daily report is displayed to the user
- Please display at the top right of the modal the submission date

- **A user that already submitted his daily report and revisits the page later:**
- Please display the text: 'Next Report Loading Soon"
- Please display at the top right of the modal the submission date

Daily list:

- Display 'daily reports list of submitted reports' with their date of submission (if it's their first report, display an empty list)
- Once the user submits a report please display the time of submission from the report (5 minutes, 1 hour, 24 hours) after 3 days display the date of submission only
- Support infinite scroll for the list

For Phase 2:
- Support sorting by date (there's a date picker on which the user can choose selected dates and view the time period he chose) please view Figma
- Support the following date picker options:
    - Custom
    - Today
    - Yesterday
    - Last week
    - Last month

Weekly Subtab:
- Each subtab has their own color and background (please view Figma)

Goals:
1) Allow the user to review their weekly progress
2) Allow the user to document their weekly progress and monitor it
3) Allow the user to share their output with the mentors

User stories:
- As a user I want to submit weekly reports so I can review my progress throughout the week
- As a user I want to submit weekly reports so I can track my progress and change throughout the week
- As a user I want to submit weekly reports so a mentor can examine my weekly progress
- As a user I want to submit weekly report so my mentor can advise me how to improve my weekly performance
- As a user I want to submit weekly reports as an accountability system that holds me to my word and self-set goals.

Feature breakdown:

When the user first logs in please generate a new weekly report

Weekly goals:
The user fills out their goals in 3 aspects: which appear as tiles on the daily report
- Mind (Learning tile)
- Body (Workout tile)
- Soul (Better me tile)

'Submit Report' button:
Once the user clicks on 'Submit Report'':
- The report will be saved
- Support sending a notification to the mentor letting them know that the daily report has been submitted. **=> This should not be a single notification on the mentor's side. This should be one notification with all mentees submitted for that day.**
- Generate a new weekly report template on a set time by the company for each week that the report has been submitted, so that the user can fill the report only once on the day set by the company.
- Display the report on the weekly reports list, where the user can click on the report and it will be opened for view only
- Disable editing of the report once it's been submitted - The user can only view the report

After the user submits a report please display one of the following pop up after submission models:
- **If it was successful**: Report has been submitted successfully (see in Figma) and will be regenerated 7 days from now midnight (need to show the date that it will be regenerated)
    - Please display at the top right of the modal the submission date

- **If it was not successful:** Error! Something went wrong
    - Please add 'Try again' button so the user can try to submit again
    - Please display at the top right of the modal the submission date

    There are 3 states for the report submission:
- **A user that hasn't submitted a report yet**: (it's their first time)
  Display modal Fill out new Daily Report with a button: 'Fill New Report'
  Once clicked: a template of weekly report is displayed to the user

- **A user that didn't submit their weekly report yet (on that day)**
- Display modal Fill out new weekly Report with a button: 'Fill New Report'
  Once clicked: a template of weekly report is displayed to the user
- Please display at the top right of the modal the submission date

- **A user that already submitted their weekly report and revisits the page later:**
- Please display the text: 'Next Report Loading Soon"
- Please display at the top right of the modal with the submission date

Weekly list:
- Display 'weekly reports list of submitted reports' with their date of submission (if it's their first report display an empty list)
- Once the user submitted a report please display the time of submission from the report (5 minutes, 1 hour, 24 hours) after 3 days display the date of submission only
- Support infinite scroll for the list

    For Phase 2:
- Support sorting by date (there's a date picker on which the user can choose selected dates and view the time period he chose) please view Figma
- Support the following date picker options:
    - Custom
    - Today
    - Yesterday
    - Last week
    - Last month

End of day report:
Goals:
1) Allow the user to get an overview of their actual daily output
2) Allow the user to document their actual progress (not only expected)
3) Allow the user to understand how to better plan their day if there are significant gaps between the daily report and end of day review.
4) Allows for personal accountability and reflection by the user.

User stories:
- As a user I want to submit an end of day review so I can view and examine my actual vs expected output
- As a user I want to submit an end of day review so I can share my actual daily progress with my mentor
- As a user I want to submit an end of review so I can reflect on my day and think how to improve my performance (accomplish all my daily goals)

Functionality:
- Pull data of the goals that were submitted on the daily report and add it them to the end of day report.
- Each goal has a:

- radio buttons where the user can mark if they completed it or not
- Duration - dropdown with time intervals where the user can select the time it took them to complete the task
- Support the radio button for marking if the goal has been completed or not
- Goals that are not completed should will be selected as no
- Support a dropdown where the user can choose / change the time it took them to complete the goal
- Support checkbox for completing morning routine Yes/No

Actual activities executed:
- Please pull this data from the daily report of each day and display to the user the tiles that they added in the daily report

Add tile:
- + button when clicked a new tile will be added (there can only be 10 tiles in total)
- Please disable the option to add more than 10 tiles
- Once the user clicks on a tile from the list the tile will be added to the existing tiles
- The title of the tile can not be edited - only the time spent on it

Remove tile:
- Support deleting tiles: when a user hovers over the tile an X mark will be displayed to the user where they can delete the tile.
- Once the user clicks on it, please remove the tile from the presented activities
- Delete is enabled only when the user hovers over the tile they wish to delete

Edit 'time spent' on tile:
- Each activity has a by default scheduled time
- Once the user clicks on the time in the tile a dropdown will be opened with additional time intervals when the user can change the designated time.
- Support a dropdown that will allow the user to change the scheduled time of the activity.
- LinkedIn activity summary: this part can only be filled starting Solaris Mjor planet. If the user is in Nebulae or Solaris minor please show this part is locked (As seen on Figma) => This part should be locked until the mentor or company decides to open it for the mentee.

'Submit Report' button:
Once the user clicks on 'Submit Report'':
- The report will be saved
- Support sending a notification to the mentor letting them know that the End of day report has been submitted. **=> This should not be a single notification on the mentor side. This should be one notification with all mentees submitted for that day.**
- Display the report on End of day reports list, where the user can click on the report and it will be opened for view only
- Disable editing of the report once it's been submitted - The user can only view the report

After the user submitted a report please display one of the pop up after submitting following models:
- **If it was successful**: Report has been submitted successfully (see in Figma) and will be regenerated at midnight
    - Please display at the top right of the modal the submission date

- **If it was not successful:** Error! Something went wrong
    - Please add 'Try again' button so the user can try to submit again
    - Please display at the top right of the modal the submission date

There are 3 states for the report submission:
- **A user that hasn't submitted a report yet**: (it's their first time)
  Display modal Fill out new Daily Report with a button: 'Fill New Report'
  Once clicked: a template of end of day report is displayed to the user

- **A user that didn't submit their report yet (on that end of day)**
- Display modal Fill out new End of day Report with a button: 'Fill New Report'
  Once clicked: a template of an end of day report is displayed to the user
- Please display at the top right of the modal the submission date

- **A user that already submitted the report and revisits the page later:**
- Please display the text: 'Good work planing out your day, we'll see you for the next report tomorrow morning"
- Please display at the top right of the modal the submission date

End of day reports list:
- Display 'end of day reports list of submitted reports' with their date of submission (if it's their first report display an empty list) => Should display "Looking forward to your first day planning!"
- Once the user submits a report please display the time of submission from the report (5 minutes, 1 hour, 24 hours) after 3 days display the date of submission only
- Support infinite scroll for the list

For phase 2:
- Support sorting by date (there's a date picker on which the user can choose selected dates and view the time period they chose) please view Figma
- Support the following date picker options:
    - Custom
    - Today
    - Yesterday
    - Last week
    - Last month

Goal:

Focus the users regarding their tasks/ courses that they need to complete on their current planet.

- As a user, I want to submit/ upload my tasks for review so I can learn and improve professionally
- As a user, I want to have control over what I am working so I can efficiently manage my tasks
- As a user, I want to easily add my tasks to a task management system so I will not lose/ forget to perform any task
- As a user I want to sort my tasks by course/product refinement/ sessions so I can better understand what's in front of me
- As a user, I want to have a full list of all current and future tasks so I can plan and schedule, and I will know what is still left for me to do.

Feature breakdown:

Backlog:
- A list of tasks/ courses that can only be added by the mentor/ admin
- Tasks are organized according to the order that they will be executed in the program
- Mentees can only access tasks that are relevant to their planet/ level
- Do not display tasks from other planets
- Tasks will be displayed by the original priority order set by mentor/admin
-

There are 2 ways to change a status:
- Clicking on the task itself - a modal will be opened with the current status of the task, the user can change it by simply clicking on the status dropdown.
- Drag and drop:
    - When a user hovers over a task the cursor is changed to drag cursor.
    - While pressing on the left mouse button an indication will appear that will help the user to understand to which column you can drag the task too.
    - The mentee will be able to drag a task to any of the columns except for 'Done', the mentor will be able to drag only from the 'in-review' to the 'Done' column.

Statuses for mentee:
- Backlog
- To Do

- In Progress
- In Review

Tasks Categories:
- Learning courses - Professional courses the user takes from their learning roadmap
- Product refinement: ti-space (company) tasks/ workbooks the user needs to submit via quest
- Mandatory sessions: sessions the user needs to participate in their current planet

The task is clickable and a modal is opened for submitting ti-space (the company set) tasks, courses, attend mandatory sessions
- Badge: once the certificate has been approved by their mentor, the user will get a badge
- Stars: the amount of starts the user will get for finishing the course (set by mentor)
- Status: where the user can easily change to the status of the task: dropdown with the rest of the statuses will be displayed except for done.
- Description about the task / Link placeholder - where the user can add a link to their certificate
- Comment if there is anything the user wants to add to let the mentor know
- Upload: if the user uploads a file - support All types of files for uploading files to quest page

Submit button:
Once the user clicks on Submit:
- Display task success notification to the user letting them know that the task/ course certificate has been sent to the mentor successfully
- Display task failure message: letting the user know that it hasn't been saved
- 'in review' - all tasks that are dragged to that status: please send an alert to the mentor letting them know that the task is 'in review' status for the mentor to review
- Task status will remain 'in review' until the mentor approves the task/certificate
- Disable the option for mentees to move any task to 'done'
- Send a notification to the mentee once the task has been moved to done/ there are still discussion around it
- Only move task to 'done' after the mentor's approval

Cancel button:
- Once the user clicks on cancel the modal will be closed.

Workflow breakdown:
- Only display the first 12 tasks at each status
- Support endless scroll from 12 tasks at each time

Learning roadmap:
Goals:
The goal of the learning roadmap is to show the user 2 things:
- A personalized roadmap that illustrates the track that they are going to go through in each planet

- What's left in the current planet to level up:
  show the user the missing quests: courses/tasks that they need to perform to level up

User stories:
- As a user I want to know what my remaining tasks are so I can be more motivated to level up sooner. (advance to the next planet)
- As a user, I want to see my personalized roadmap so I can further understand the learning levels and what kind of professional courses I will take on each planet
- As a user I want to know what challenges I am going to face (quests - learning courses, product refinement - networking + companies specific materials) in each star so I won't be surprised.

Design: the learning roadmap will display 6 Planets in the milky way according to their levels
- Nebulae
- Solaris Minor
- Solaris Major
- White Dwarf
- SuperNova
- Space Station

The learning roadmap will display:
- Your current planet
- Future planets that the user hasn't reached yet
- Past planets that the user already completed

Tasks:
- Display all planets that the user haven't leveled up to as **locked** (see figma design)
- Disable active state for when the user clicks on planets that he haven't reached yet
- Support hover state for all planets

Hover state:
- When hovering over each planet - display all relevant information to that specific planet. (Quests - learning courses, ti-space materials, sessions to attend)

Active state:
- When the user clicks on their current planet/ planets that they already completed: please display CTA of the remaining challenges. What quests/ level of courses/ sessions the user have to finish to level up - all that information is pulled from quest + end-of-day reviews
- Please disable clicking planets the user
- When the user clicks on current/ previous planet:
- **Not sure:**

The remaining tasks will be displayed in a list
Each card will show a:
- Picture
- Title
- Output/ % for completing the task

Each task can be relevant

- Quest page: part of the backlog
- Daily report/end of day report: required time for the task

Tasks can be from the following pages:
- Quest:
    - Is a task from the quest under the status 'done'?
    - Is the task 'create all starts recording' done?

- End-of-day reports tiles:
    - Have we finished 5 technical sessions?
    - Did I build/ adjust my task management schedule?

- End-of-day report fields:
    - Did we reach 200 connections on LinkedIn
    - Did we publish at least 5 posts?

The card can only be done once the mentor moves the task in the quest page from 'in review' to "done".
The user gets a notification that the mentor moved the task to 'done'.
Please show card as pending when it's 'in review' status

Each tile will contain:
- Picture
- Title
  Output % for completing the task
- # of tasks left for a specific tile

Leaderboard:
Goals:
- Create healthy competition: motivate the user for a higher rank score more points
- Boost user satisfaction: showing the user their progress - how many points they achieved this week and the points of others to boost them to get more for themself
- Create a sense of community: creating a sense of shared experience with other participants
- Encourage collaboration and knowledge sharing: reach outs for helping their community to increase and substantiate their professional status (courses they take and can help others with them)
- Measure and track performance: track the users and other participants progress
- Encourage the user to complete their goals - leveling up for the next planet

User stories:
- As a user I want to have a leaderboard so I can keep track of my progress and strive for more
- As a user I want to have a leaderboard so I can help others with courses I already took and further substantiate my professional status

- As a user I want to have a leaderboard so I can view my recent achievements and obtain more goals in order to level up faster
- As a user I want to have a leaderboard so I can see what kind of badges the other participants have and ask for help if I have the same course
- As a user I want to have a leaderboard so I can keep of my participants progress and pass their scores

Feature breakdown:

The leaderboard is a table with the following fields
- Rank: show the user their rank in comparison to other participants
  The rank is drawn from: Quests, End of day review
- Name: the name of the participant with their avatar
- Position: their current position: Fullstack developer, product manager
- Badges: how many badges the user has - badges are drawn from quests: learning courses the user completed. Each position has a different badge color. Once a user finishes a course and uploads their certificate the mentor grants them a skill badge
    - Support hover state: user can hover badges of other participants and see what types of courses the user acquired
- Weekly stars: how many starts did each participant was rewarded with throughout the week: information is drawn from quest page (when a task is moved to done)
    - Starts are given by the mentors during creation of each task
    - Starts are acquired by: completing courses (starts +badge) tasks (ti-space/ companys tasks, workbooks), helping the community (# of reach outs), attending mandatory sessions

- Total stars: how many stars each user has:
  showing the user how many stars they accumulated in the program since they started, overall starts for all planets until their current planet

Support sorting option by the following fields:
- Rank
- Position
- Total stars