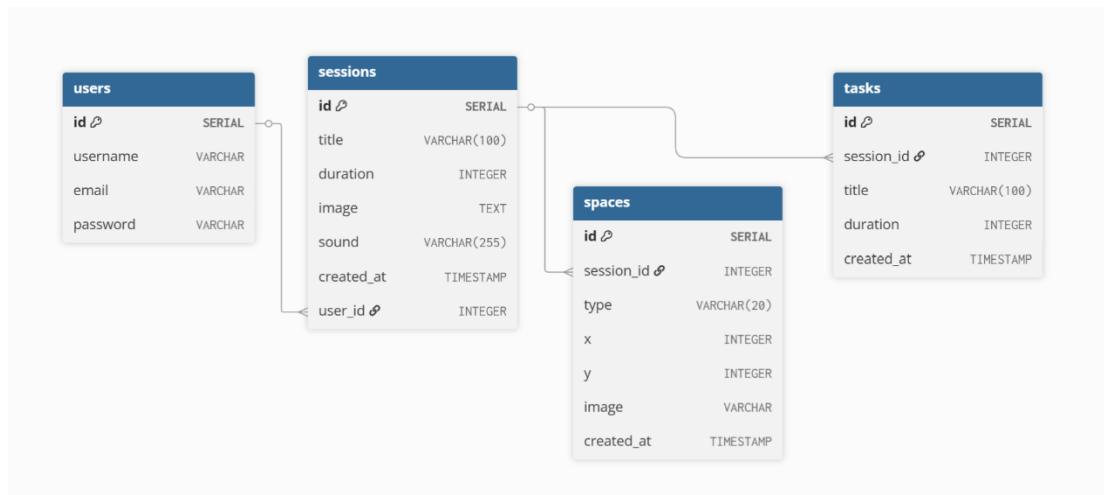




ERD Diagram





Frontend Routing

Authenticated User Routes

Method	Path	Component	Purpose
GET	/home	HomePage	Main landing page
GET	/about	AboutPage	About the app
GET	/space	SpaceView	View space layout
GET	/session	SessionIndexPage	List all sessions
GET	/session/:id	SessionDetailPage	View details of a specific session
GET	/session/new	SessionForm	Create a new session
GET	/session/edit/:id	SessionForm	Edit an existing session
GET	/session/confirm_delete/:id	SessionForm	Confirm deletion of a session
GET	*	Navigate to /home	Redirect unknown paths to home

Guest (Unauthenticated) Routes

Method	Path	Component	Purpose
GET	/home	HomePage	Main landing page
GET	/about	AboutPage	About the app
GET	/signup	SignupPage	Register a new account
GET	/login	LoginPage	Log into existing account
GET	*	Navigate to /login	Redirect unknown paths to login



Backend Routing Table

Session Routes

Method	Endpoint	Description
GET	/sessions/	Retrieve all sessions
GET	/sessions/<session_id>/	Retrieve a specific session

Space Routes

Method	Endpoint	Description
GET	/sessions/<session_id>/spaces/	Retrieve spaces for a session

Task Routes

Method	Endpoint	Description
GET	/sessions/<session_id>/tasks/	Retrieve tasks for a session
GET	/sessions/<session_id>/tasks/<task_id>/	Retrieve a specific task

User Routes

Method	Endpoint	Description
POST	/users/signup/	Create a new user
POST	/users/login/	Log in and receive token
POST	/users/token/refresh/	Refresh authentication token



User Scenario: First-Time Journey Through the Space App

A user visits the web application for the first time.

They land on the login page and choose to create a new account by clicking “Sign Up.” After filling in their information and submitting the form, their account is successfully created.

They are automatically redirected to the home page.

From the home page, the user selects the option to create a new session.

They are taken to a form where they enter the session title and duration.

They can optionally choose a sound to play during the session, or leave it silent.

They may also upload an image to represent the session, or skip that step.

Once the session is created, the user starts it.

If a sound was selected, it begins playing automatically.

The session timer starts counting down in real time.

The user has the option to mute the sound at any point.

When the session time runs out, the app automatically redirects the user to the session detail page.

Here, the user can view all session information, and they have options to edit or delete the session.

They also begin adding tasks to the session.

Each task includes a title and a duration.

The app ensures that the total task time does not exceed the session’s duration.

The user can edit or delete tasks as needed.

After managing tasks, the user navigates to the “All Sessions” page.

They browse through all their sessions and can enter any one to view or update it.

Next, the user explores the “Space” section.

In this view, sessions are represented visually as stars and planets, arranged in a cosmic layout.

Each celestial object corresponds to a session, offering a playful and intuitive way to navigate.

Finally, the user clicks “Logout” from the navigation bar.

They are signed out and returned to the home page, ready to revisit the app anytime.