Major Order - Product Requirements Document

Version: 1.0
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Author: Development Team
Platform: macOS (Apple Silicon)

Executive Summary

Major Order is a single-user desktop productivity application for macOS that combines task management, Pomodoro timing, and streak-based gamification with a retro pixel art aesthetic. The app is designed to create momentum through discipline—miss a day, lose your streak.

Vision Statement

> *"No excuses. Complete your orders. Build momentum."*

Problem Statement

Existing productivity apps suffer from:

- **Feature bloat**: Too many options create decision paralysis
- **Lack of accountability**: No consequences for missed tasks
- **Boring interfaces**: Utilitarian designs fail to engage users
- **Cloud dependency**: Require accounts, sync, internet access

Target User

- Individual professionals or students
- Self-motivated but need external accountability
- Appreciate retro gaming aesthetics
- Prefer offline, privacy-respecting tools

Product Goals

Goal	Success Metric
Simple task management	< 3 clicks to add/complete task
Build daily habits	Users maintain 7+ day streaks
Focused work sessions	4+ pomodoros completed daily
Delightful experience	Users keep app open/visible

Features

1. Task Management (Orders)

1.1 Create Task

- **Input**: Title (required), priority, estimated time
- **Priority levels**: Low, Medium, High (visual distinction)
- **Estimated time**: Optional, in minutes
- **Default state**: Incomplete, ordered by creation

1.2 Edit Task

- Inline editing of title
- Change priority via dropdown/buttons
- Modify estimated time
- Cannot edit completed tasks (historical accuracy)

1.3 Delete Task

- Confirmation required (pixel-style dialog)
- Soft delete with undo option (5 seconds)
- Permanent after undo window

1.4 Reorder Tasks

- Drag and drop interface
- Manual order persists across sessions
- Visual feedback during drag

1.5 Complete Task

- Single click/tap to mark complete
- Records completion timestamp
- Records actual time spent (from linked pomodoros)
- Triggers completion animation
- Plays 8-bit sound effect

1.6 Time Tracking Feedback

When a task with estimated time is completed:

- **Under estimate**: "⚡ SNIPER! Completed 5 min faster!"
- **On target**: "✓ Right on schedule, soldier."
- **Over estimate**: "⏰ Took 10 min longer. Adjust next time?"

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2. Recurring Tasks (Standing Orders)

2.1 Create Recurring Task

- Same fields as regular task + frequency
- Frequency options: Daily, Weekly
- Stored as template, not active task

2.2 Auto-Generation

- Daily tasks: Generated at midnight local time
- Weekly tasks: Generated on specified day
- Skips if instance already exists for period
- Inherits all template properties

2.3 Manage Templates

- Separate section in UI
- Edit/delete templates
- Pause/resume generation
- View generation history

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3. Pomodoro Timer

3.1 Timer Modes

Mode	Default Duration	Customizable
Work	25 minutes	Yes

Short Break	5 minutes	No
Long Break	15 minutes	No

- Long break triggers after 4 work sessions

3.2 Timer Controls

- **Start**: Begin countdown
- **Pause**: Freeze timer (work sessions only)
- **Stop**: Cancel current session
- **Skip**: Move to next phase

3.3 Task Linking

- Select active task before starting timer
- Pomodoro count increments on task
- Actual time accumulates from completed pomodoros
- Unlinked pomodoros allowed but not tracked

3.4 Notifications

- **Audio**: 8-bit chime on timer complete
- **Visual**: Window flash, tray icon change
- **System**: macOS notification (optional)

3.5 Custom Work Duration

- Settings panel to adjust work duration
- Range: 15-60 minutes
- Persists across sessions

4. Streak Tracking

4.1 Streak Rules

- **Increment**: Complete ALL tasks for the day
- **Reset**: Miss completing all tasks by midnight
- **No freeze**: Intentional—builds discipline
- **Timezone**: Local system time

4.2 Streak Display

- Current streak count (prominent)
- Longest streak record
- Calendar heat map (optional, future)

4.3 Edge Cases

- No tasks = no streak change (neutral day)
- Tasks added after midnight = new day
- Recurring tasks count toward daily total

5. Badges & Rewards

5.1 Badge Definitions

Badge	Name	Condition	Icon
🎖️	First Blood	Complete 1st task ever	Sword
🔥	On Fire	3-day streak	Flame
⚡	Unstoppable	7-day streak	Lightning

👑	Legend	30-day streak	Crown
💯	Centurion	100 tasks completed	Shield
⏱️	Time Lord	10 pomodoros in one day	Hourglass
🎯	Sniper	Complete task under estimate	Crosshair

5.2 Badge Unlock

- Check conditions on relevant events
- Display unlock animation (pixel explosion)
- Play fanfare sound
- Badge permanently visible in profile

5.3 Badge Gallery

- View all badges (locked and unlocked)
- Locked badges show silhouette + hint
- Unlocked badges show date earned

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6. Window Behaviors

6.1 Always on Top

- Toggle via menu: View → Always on Top
- Keyboard shortcut: Cmd+Shift+T
- Visual indicator when active
- Persists across sessions

6.2 Tray Icon

- Shows in macOS menu bar
- Displays: Current streak, timer status
- Click: Show/hide main window
- Right-click: Quick actions menu

6.3 Minimize to Tray

- Close button (X) minimizes to tray
- Cmd+Q fully quits application
- Tray tooltip shows status

6.4 Menu Bar Timer

- During active pomodoro: Shows remaining time
- Format: "🍅 12:34" or "☕ 3:21"
- Updates every second

Visual Design

Color Palette (SNES Era)

```
Primary:
- Background Dark:  #1a1c2c
- Background Mid:   #333c57
- Background Light: #566c86

Accent:
- Red (High):       #b13e53
- Yellow (Medium):  #ef7d57
```

```
– Green (Low):       #38b764
– Blue (Timer):      #41a6f6
– Purple (Badges):   #73eff7

Text:
– Primary:           #f4f4f4
– Secondary:         #94b0c2
– Disabled:          #566c86
```

Typography

- **Primary font**: "Press Start 2P" or "Pixelify Sans" (readable pixel font)
- **Fallback**: system-ui, monospace
- **Sizes**: 8px, 12px, 16px, 24px (multiples of 4)

Visual Elements

- 2px borders on interactive elements
- 4px border-radius (subtle rounding)
- Drop shadows: 2px offset, no blur
- Pixel-perfect icons (16x16, 32x32)

Animations

- **Task complete**: Checkmark draws, item flashes green, slides out
- **Badge unlock**: Screen flash, badge zooms in, particles explode
- **Streak milestone**: Fire animation, number pulses
- **Timer complete**: Screen shake, flash, icon bounce
- **Drag reorder**: Item lifts with shadow, others shift smoothly

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Technical Requirements

Platform

- macOS 12.0+ (Monterey and later)
- Apple Silicon (ARM64) native
- Intel support optional (Universal binary)

Performance

- App launch: < 2 seconds
- Timer accuracy: ±1 second
- Memory usage: < 150MB
- Disk usage: < 100MB (app + data)

Data Storage

- Location: `~/Library/Application Support/Major Order/`
- Format: JSON (via electron-store)
- Backup: Manual export to JSON file
- No cloud sync (by design)

Security

- No network requests
- No analytics/telemetry
- No user accounts
- Context isolation enabled
- Node integration disabled in renderer

User Flows

Flow 1: Daily Usage

```
1. Open app (or click tray icon)
2. Review today's tasks (including auto-generated recurring)
3. Select task to work on
4. Start pomodoro timer
5. Work until timer completes
6. Take break (timer auto-starts break)
7. Repeat until task complete
8. Mark task complete
9. See feedback on time estimate
10. Continue with next task
11. Complete all tasks → streak increments
```

Flow 2: First Launch

```
1. App opens with empty state
2. Onboarding tooltip: "Add your first order"
3. User adds task
4. Tooltip: "Start a pomodoro to focus"
5. User starts timer
6. Timer completes → celebration
7. User completes task → "First Blood" badge
```

Flow 3: Streak Loss

```
1. User opens app next day
2. Previous day had incomplete tasks
3. Modal: "Mission Failed. Streak reset to 0."
4. Shows previous streak for reference
5. Motivational message: "Start again. No excuses."
6. New day begins fresh
```

MVP Scope (Phase 1)

Included

- ☐ Basic task CRUD
- ☐ Task ordering (drag & drop)
- ☐ Priority levels with visual distinction
- ☐ Pomodoro timer (standard intervals)
- ☐ Timer-task linking
- ☐ Basic streak tracking
- ☐ Tray icon with timer display
- ☐ Pixel art styling (basic)
- ☐ Sound effects (timer complete)

Deferred to Phase 2

- ☐ Custom work duration
- ☐ Recurring tasks

- [ ] All badges
- [ ] Time estimation feedback
- [ ] Elaborate animations
- [ ] Badge gallery
- [ ] Settings panel
- [ ] Data export

Success Criteria

MVP Launch

- App installs and runs on macOS ARM64
- Tasks can be created, edited, deleted, reordered
- Timer functions correctly with audio
- Streak tracks across days
- No crashes during normal usage

Post-Launch (30 days)

- User maintains 7+ day streak
- 50+ tasks completed
- App used daily

Appendix

A. Keyboard Shortcuts

Action	Shortcut
New Task	Cmd+N
Start/Pause Timer	Space
Stop Timer	Escape
Toggle Always on Top	Cmd+Shift+T
Quit	Cmd+Q
Settings	Cmd+,

B. Sound Effects List

Event	Sound Type	Duration
Timer Start	Rising beep	0.3s
Work Complete	Victory fanfare	1.5s
Break Complete	Soft chime	0.5s
Task Complete	Coin collect	0.3s
Badge Unlock	Level up fanfare	2.0s
Streak Milestone	Fire whoosh	1.0s

C. Error States

Error	Message	Action
No tasks	"No orders received. Add a task to begin."	Show add button
Timer interrupted	"Timer stopped. Progress not saved."	Return to ready state
Data corruption	"Save file corrupted. Starting fresh."	Reset to defaults

Document maintained by development team. Last updated: November 2024