

Buatkan Web App study planner bernama "StudyPal" dengan gaya cute pixel game, dengan html, css, dan js

Konsep umum:

Tema: Pixel game

Font: pixel font

Warna pastel

Semua data disimpan menggunakan localStorage

Struktur file:

index.html

style.css

script.js

/assets (gambar karakter)

Onboarding karakter:

Saat pertama kali membuka web:

Muncul onboarding(mirip alert)

Judul: "choose your character: "

Carousel 3 karakter pixel (misalnya: charA, charB, charC)

Tombol < dan > untuk ganti karakter

Input nama user



Review Changes

Simpan:

your name dan char yang dipilih ke localStorage

Setelah onboarding selesai:

Masuk ke Home

Karakter muncul sebagai widget di pojok kiri bawah

Karakter bisa menampilkan speech bubble

Navbar :

Sidebar di kanan layar

StudyPal (nama web)

Home

Schedule

Tasks (Quests)

Pomodoro

Tombol Reset All

Tombol toggle sidebar

sidebar bisa di hide

Homepage:

Judul besar: "WELCOME, {nama user}!"

3 kartu menu :

Study Schedule

Quests (Tasks)

Pomodoro



Review Changes

Ask anything (Ctrl+L), @ to mention, / for workflows

Activate Windows

Quests (Tasks)

Pomodoro

- SCHEDULE PAGE

Card dengan header "SCHEDULE"

Input:

Subject (text)

Day (select: Mon-Sun)

Time (input type time)

Tombol tambah (+)

Tabel jadwal:

Subject | Day | Time | Action

Bisa hapus per item

Tombol Reset Schedule

- TASK / QUEST PAGE

Card dengan header "TASK"

Input:

Deskripsi quest

Date

Time

Task list:



Review Changes

Task list:

Checkbox pixel

Deadline Countdown (misalnya: "2d 3h left")

Coret jika selesai

Saat task selesai:

Karakter menampilkan pesan

Tombol Reset Quests

-POMODORO PAGE

Timer digital pixel style

Mode:

Focus (25 menit)

Short Break (5 menit)

Long Break (15 menit)

Tombol:

START

PAUSE/CONTINUE

RESET

Saat selesai fokus:


Muncul modal alert

Karakter memberi pesan motivasi

MODAL & INTERAKSI:

Modal custom nivel (alert & confirm)



 Review Changes

### MODAL & INTERAKSI:

Modal custom pixel (alert & confirm)

Dipakai untuk:

Validasi input

Deadline task  $\leq 1$  hari

Task selesai

Reset data

Pomodoro pause, continue, selesai

Animasi:

Karakter muncul(alert)

Fade in view

Pop-in modal

Floating speech bubble

Responsif dan interaktif (mobile & desktop)



> Thought for 7s

ⓧ Error while analyzing directory Cannot list directory  StudyPal which does not exist. ⓘ

### Planning StudyPal Web App

I am starting the planning for the StudyPal web application. I will verify the directory structure and then create a detailed implementation plan.



 Review Changes

Ask anything (Ctrl+L), @ to mention, / for workflows

Activate Windows

## Planning StudyPal Web App

I am starting the planning for the StudyPal web application. I will verify the directory structure and then create a detailed implementation plan.

Files Edited

 **Implementation Plan**

Progress Updates



Expand all <

### 1 Creating implementation plan

I have created an implementation plan for "StudyPal". I will begin by generating the pixel art assets and then creating the application structure (HTML, CSS, JS).

 **implementation\_plan.md**

Open

Commented on:  **Implementation Plan** + 3 

> Thought for 8s



 Review Changes

Ask anything (Ctrl+L), @ to mention, / for workflows

Activate Windows

## Implementing StudyPal Web App

I am updating the plan based on user feedback (adding beige color, confirming PNG usage). Now initializing the project structure in `d:\dasar pemrograman\StudyPal` and generating pixel art character assets.

Files Edited

`{ }` style.css `</>` index.html  Implementation Plan

Progress Updates

Expand all <

- 1 **Generating assets and creating project structure**



buat ini sebagai karakter




> Thought for 44s

## Implementing StudyPal Web App

I am replacing the generated character assets with the user-provided images (Fox,



 Review Changes

Ask anything (Ctrl+L), @ to mention, / for workflows

Activate Windows

Files Edited

**JS** script.js

Progress Updates

Expand all <

- 1 **Updating assets with user provided images and implementing script.js**

### Verifying StudyPal Web App

I have implemented the StudyPal web app with the new character assets and feature set. I am now creating a walkthrough to demonstrate the features and provide a guide for the user.

Files Edited

 **Walkthrough**

Progress Updates


Expand all <

- 1 **Creating walkthrough artifact to document changes and features**

I have finished building StudyPal!

- The app now uses the pixel characters you uploaded (Fox, Penguin, Bunny).
- It includes the Schedule, Task (Quest) Log, and Pomodoro Timer.
- All data is saved automatically.



 Review Changes

Ask anything (Ctrl+L), @ to mention, / for workflows

Activate Windows

You can open `d:\dasar pemrograman\StudyPal\index.html` to start using it.

 walkthrough.md

Open

ganti toggle buttonnya supaya tidak ikut hide dengan sidebar



> Thought for 38s

### Implementing StudyPal Web App

I am refactoring the sidebar toggle button to be persistent and not hide with the sidebar, as per user request. I will update `</>` index.html , `{ }` style.css , and `JS` script.js to implement a single fixed toggle button.

Files Edited

`JS` script.js `{ }` style.css `</>` index.html

Progress Updates

Expand all <

1 Refactoring sidebar toggle button



 Review Changes

Ask anything (Ctrl+L), @ to mention, / for workflows

Activate Windows

I have refactored the sidebar toggle button.

- It is now a single persistent button (Standard Hamburger Menu / X) fixed at the top-left of the screen.
- It stays visible regardless of whether the sidebar is open or closed, so you can always toggle the sidebar back.
- The sidebar content has been adjusted to make space for the button.

🔗 Walkthrough + 2 🗨

side bar pindah ke sebelah kanan

> Thought for 20s

### Implementing StudyPal Web App

I am moving the sidebar to the right, centering the onboarding start button, and improving the Pomodoro timer controls (START/PAUSE/CONTINUE toggle), as requested by the user.

Files Edited

JS script.js {} style.css </> index.html



Review Changes

Ask anything (Ctrl+L), @ to mention, / for workflows

## 1 Refactoring layout and logic

I have completed the requests:

1. **Sidebar:** Moved to the right side of the screen.
2. **Onboarding:** Cleaned up the layout and ensured the "Start Study" button is roughly centered (added padding and margins).
3. **Pomodoro Controls:** Merged Start/Pause into a single button. It now toggles between "START", "PAUSE", and "CONTINUE" as requested.



buat desain seperti ini untuk onboarding, homepage, schedule, tasks, dan pomodoro



> Thought for 32s




Review Changes

## Implementing StudyPal Web App

I am redesigning the UI to match the provided sketches. This involves:

1. **Onboarding:** Adding a 'taped paper' look.
2. **Home:** Styling menu cards as sticky notes/pinned papers with slight rotations.
3. **Schedule & Tasks:** Implementing a 'lined paper' look for lists and adding a circular floating '+' button to trigger input.
4. **Pomodoro:** Styling the timer and buttons to match the sketch (boxy timer, specific button layout).
5. **Global:** Adjusting the sidebar and overall background to fit the 'sketchbook' aesthetic while maintaining the pixel art style.

Files Edited

 index.html  style.css

Progress Updates

Expand all <

- 1 **Applying 'Paper & Sketch' design theme based on user sketches**

I have applied the "sketch" design pattern to your application:

1. **Onboarding:** Added a "taped paper" visual style to the card.



 Review Changes

I have applied the "sketch" design pattern to your application:

1. **Onboarding:** Added a "taped paper" visual style to the card.
2. **Home Page:** The menu cards now look like sticky notes with a slight rotation and tape effect.
3. **Schedule & Tasks:**
  - Tables and lists now look like lined paper.
  - Added a circular floating "+" button to toggle the input forms, keeping the UI clean as per the sketch.
4. **Pomodoro:**
  - Styled the timer as a distinct box.
  - Updated the button layout to be spaced out.
5. **General:** Updated background and element spacing to match the hand-drawn concept.

You can verify the new "taped paper" look by opening the `index.html` file.



desain seperti ini untuk homepage



Review Changes

## Implementing StudyPal Web App

I am applying specific "hand-drawn" styles to the homepage menu cards as per the user's sketch.

- **Schedule Card:** Adding a paper clip and curled corner effect.
- **Task Card:** Implementing a "ripped/layered" paper look.
- **Pomodoro Card:** Adding a tape effect and binder holes. I will verify the look in `</> index.html` and `{ } style.css`.

Files Edited

`</> index.html` `{ } style.css`

Progress Updates

Expand all <

### 1 Refining homepage design based on new sketch

I have updated the homepage design to match your sketch!

- **Study Schedule Card:** Added a paper clip effect and a curled page corner.
- **Task Card:** Gave it a layered/ripped paper look with a double border shadow.
- **Pomodoro Card:** Added a tape strip on the corner and binder holes at the top.

The cards now look much more distinct and hand-drawn. Please check `index.html` to see the result.



Review Changes

tambahkan warna pastel pada card



> Thought for 15s

### Implementing StudyPal Web App

I am updating the CSS to apply specific pastel background colors to the Schedule (Mint), Task (Lavender), and Pomodoro (Pink) cards as requested.

Files Edited

`{ }` style.css

Progress Updates

Expand all <

#### 1 Adding pastel colors to menu cards

I have added the pastel colors to the menu cards as requested:

- **Study Schedule:** Mint Green ( #B5EAD7 )
- **Tasks:** Pastel Lavender/Green ( #E2F0CB )
- **Pomodoro:** Pastel Pink ( #FFB7B2 )

The homepage should now feel much more colorful and welcoming!



Review Changes

Ask anything (Ctrl+L), @ to mention, / for workflows

Activate Windows

perbaiki style css



> Thought for 1s

### Implementing StudyPal Web App

I am investigating and fixing the syntax errors reported in `{ } style.css` , specifically focusing on malformed blocks or missing braces near the end of the file.

Files Edited

`{ } style.css`

Progress Updates

Expand all <

#### 1 Debugging and fixing CSS syntax errors

I have cleaned up and fixed the CSS syntax errors. The styles for the sidebar, layout, and new colorful cards are now correctly implemented with no duplications or broken rules.

tambahkan warna-warna pastel yang cocok untuk tema pixel di setiap page/section



Review Changes

Ask anything (Ctrl+L), @ to mention, / for workflows

Activate Windows

tambahkan warna-warna pastel yang cocok untuk tema pixel di setiap page/section




> Thought for 11s

### Implementing StudyPal Web App

I am applying section-specific pastel color themes to the Onboarding, Schedule, Task, and Pomodoro views to enhance the pixel art aesthetic.

- **Schedule:** Mint/Green theme ( #E0F2E9 )
- **Tasks:** Lavender theme ( #E6E6FA )
- **Pomodoro:** Pink/Peach theme ( #FFDAC1 )
- **Onboarding:** Warm cream/yellow theme ( #FFF4BD )

Files Edited

 style.css

Progress Updates

Expand all <

#### 1 Applying themes to sections

I have applied the pastel color themes to each section:

1. **Onboarding:** Warm Pastel Yellow/Peach background with a polka dot pattern.
2. **Schedule:** Mint/Light Green paper background for the list.



 Review Changes

Ask anything (Ctrl+L), @ to mention, / for workflows

2. **Schedule:** Mint/Light Green paper background for the list.
3. **Quests (Tasks):** Lavender/Light Blue paper background.
4. **Pomodoro:** Light Pink background for the timer card.

The application should now be very colorful and consistent with the pixel art theme!

ganti color pallete: Salmon Pink, Magic Mint, Peach, Lavender Blush



> Thought for 18s

### Implementing StudyPal Web App

I am updating the global CSS variables and section-specific styles to match the new requested color palette:

- **Background:** Lavender Blush ( #FFF0F5 )
- **Primary (Pomodoro):** Salmon Pink ( #FF91A4 )
- **Secondary (Schedule):** Magic Mint ( #AAF0D1 )
- **Accent (Tasks):** Peach ( #FFE5B4 )

Files Edited

`{ } style.css`



Review Changes

Ask anything (Ctrl+L), @ to mention, / for workflows

Activate Windows

## 1 Updating color palette to Salmon Pink, Magic Mint, Peach, Lavender Blush

I have successfully updated the color palette to your specifications:

- **Salmon Pink:** Used for the Pomodoro section (Primary).
- **Magic Mint:** Used for the Schedule section (Secondary).
- **Peach:** Used for the Tasks/Quests section (Accent).
- **Lavender Blush:** Used for the main background color.

The entire app now uses these colors for a cohesive pastel pixel theme.

Commented on:  **Walkthrough** • 1 




> Thought for 8s

### Debugging Character Visibility

I discovered that the CSS for the character widget was missing from `{ } style.css`. I am restoring the styles for `#character-widget`, `#widget-char-img`, and `#speech-bubble` to ensure the character appears in the bottom-left corner with the correct visual appearance.



 Review Changes

Files Edited

**{ }** style.css

Progress Updates

Expand all <

- 1 **Checking code for character widget positioning and logic**
- 2 **Restoring missing CSS for character widget**

I have fixed the issue where the character was not showing up. It looks like the CSS rules for the character widget were accidentally removed during recent styling updates. I have restored them, and your pixel companion should now appear in the bottom-left corner of the screen.

Commented on:  **Walkthrough** · 1 




> Thought for 3s

### Debugging Character Visibility

I suspect the user's local storage contains outdated data with a missing or invalid avatar path, causing the image to fail loading. I am updating **JS script.js** to:




 Review Changes

Ask anything (Ctrl+L), @ to mention, / for workflows

Activate Windows

## Debugging Character Visibility

I suspect the user's local storage contains outdated data with a missing or invalid avatar path, causing the image to fail loading. I am updating `JS script.js` to:

1. Add a fallback check for `user.avatar`.
2. Default to  `assets/charA.png` if the avatar path is missing.
3. Force a save of this corrected data.

Files Edited

`JS script.js`

Progress Updates


Expand all <

- 1 **Checking asset existence and JavaScript logic**
- 2 **Fixing potential data integrity issues in JavaScript**

I've added a fix for the character visibility. It's likely that your saved data didn't have a character selected yet. I've updated the code to automatically fix this by assigning a default character if one is missing.  
Please refresh the page, and the character should now appear in the bottom-left corner!

Commented on:  **Walkthrough** • 1 



 Review Changes

Ask anything (Ctrl+L), @ to mention, / for workflows

## Implementing StudyPal Web App

I am updating the styles to mix the pastel palette (Salmon Pink, Magic Mint, Peach) within each individual section as requested, instead of having monochrome sections.

- **Schedule:** Magic Mint base + Peach Headers + Salmon Pink Buttons.
- **Tasks:** Peach base + Magic Mint Inputs + Salmon Pink/Lavender Buttons.
- **Pomodoro:** Salmon Pink base + Peach/Mint Controls.

Files Edited

 style.css

Progress Updates

Expand all <

### 1 Mixing color palette within sections

I have mixed the color palette within the sections to create a more vibrant and playful look:


#### 1. Schedule (Magic Mint Base):

- **Add Button:** Now pops with **Salmon Pink** ( #FF91A4 ).
- **Table Headers:** Accentuated with **Peach** ( #FFE5B4 ).

#### 2. Tasks (Peach Base):

- **Add Button:** Contrasted with **Magic Mint** ( #AAF0D1 ).
- **Inputs:** Highlight with **Pastel Peach** when focused




 Review Changes

- **Inputs:** Highlight with **Pastel Peach** when focused.

### 3. Pomodoro (Salmon Pink Base):

- **Timer Display:** Uses a **Peach** shadow.
- **Mode Buttons:** Highlight in **Magic Mint** when active.
- **Start/Reset Buttons:** Use **Magic Mint** and **Peach** for variety.

This "mixed" approach ensures that while each section has a dominant theme, it borrows colors from the other sections for a cohesive yet multicolored design.

Commented on:  **Walkthrough** · 1 




> Thought for 9s

## Implementing StudyPal Web App

I am modifying the color palette as requested:


- **Replacement:** Changing Magic Mint (Green) to **Pastel Blue** ( #AEC6CF ).
- **Adjustment:** Changing the main background to **Beige/Cream** ( #FDF5E6 ) to add more "beige/white" tones.
- **Refinement:** Updating the Schedule section (previously green) to use the new Blue theme.



 Review Changes

theme.

Files Edited

 style.css

Progress Updates

Expand all <

1 Updating palette: Green -> Pastel Blue, More Beige/White

I have updated the color palette again:

1. **Beige/White Focus:** The main background is now a warm **Beige/Cream** ( #FDF5B6 ), giving the app a cleaner, "paper-like" feel.
2. **Pastel Blue:** I've replaced the Green (Magic Mint) with a soft **Pastel Blue** ( #AEC6CF ) for the Schedule section and secondary accents.

The palette is now: **Salmon Pink, Pastel Blue, Peach, and Beige/Cream.**

buat widget karakter lebih besar



> Thought Process



 Review Changes

Ask anything (Ctrl+L), @ to mention, / for workflows

Activate Windows

Edited `{ } style.css` +2 -2

Open diff

I have increased the size of the character widget mainly in the bottom-left corner to **150px** (was 100px) and adjusted the speech bubble position so it still floats correctly above the character's head. Your pixel companion is now much more visible!

Recent actions

perbesar size font



> Thought Process

> Thought for <1s

Analyzed `{ } style.css`#L15-30

> Thought for <1s

Edited `{ } style.css` +1 -1

Open diff

I have increased the main font size from 20px to 24px. This should make all text in the application larger and easier to read.

Commented on: Walkthrough · 4



Review Changes

Ask anything (Ctrl+L), @ to mention, / for workflows

Activate Windows

## Refining StudyPal UX

I am addressing 4 specific user requests:

1. **Schedule Table:** Widening the layout to use more space.
2. **Tasks:** Ensuring completed tasks are visually struck through.
3. **Rewards:** Ensuring task completion triggers a character speech bubble (chat bubble) instead of just a generic alert.
4. **Pomodoro:** Increasing the timer font size and ensuring it is perfectly centered.

Files Edited

**JS** script.js **{ }** style.css

Progress Updates

Expand all <

- 1 **Implementing user feedback: wide table, strikethrough tasks, chat bubble rewards, large centered timer**

I have implemented the requested changes:

1. **Schedule Table:** The table layout has been widened to `100%` to use all available space in the card.
2. **Tasks:** Completed tasks now have a proper **strikethrough effect** ( `line-through` ) with italicized text



Review Changes

with italicized text.

3. **Rewards:** Completing a task now strictly triggers a **Character Speech Bubble** ("Chat Bubble") with a "+10 EXP" message, removing the redundant system modal.
4. **Pomodoro:** The timer font is now much larger ( `8rem` ), centered in the middle of the box, and the box itself is centered in the container.

Commented on:  **Walkthrough** • 3 




> Thought for 6s

### Refining StudyPal UX

I am centering the `<h2>` titles for the Schedule, Quest Log, and Pomodoro sections as requested. I am also updating the Pomodoro timer controls to be centered ( `justify-content: center` ) instead of spaced around, to strictly follow the "tombol di tengah" instruction.

Files Edited

 **style.css**

Progress Updates

Expand all <

- 1 **Centering titles and buttons in Schedule, Tasks, and Pomodoro views**



 Review Changes

Ask anything (Ctrl+L), @ to mention, / for workflows

Activate Windows

I have centered the layout as requested:

1. **Titles:** The "WEEKLY SCHEDULE", "QUEST LOG", and "POMODORO TIMER" titles are now perfectly centered in their respective sections.
2. **Pomodoro Buttons:** The Start/Pause and Reset buttons are now grouped in the center ( `justify-content: center` ) with a clean gap between them, rather than being spread out.

Commented on:  **Walkthrough** · 2 



> Thought for 12s

### Redesigning Pomodoro Layout

I am redesigning the Pomodoro section layout to match the user's request:

1. **Vertical Left Controls:** Moving the Focus/Break buttons to a vertical column on the left.
2. **Right-Shifted Timer:** Placing the digital timer to the right of these buttons.

I will achieve this by wrapping the content in a flex container in `index.html` and updating the CSS flex properties in `style.css`.



 Review Changes

I have redesigned the Pomodoro layout to match your request:


1. **Vertical Buttons:** The Focus, Short Break, and Long Break buttons are now arranged vertically on the left side.
2. **Right-Shifted Timer:** The large digital timer is now positioned to the right of the buttons, alongside its Start/Reset controls.
3. **Centered Titles:** All section titles (Weekly Schedule, Quest Log, Pomodoro Timer) are now perfectly centered.

The layout should now feel more organized and balanced.

Commented on:  **Walkthrough** +1 



> Thought for 5s

 Edited `{ } style.css` +1 -1

[Open diff](#)

I have resized the digital timer font from `8rem` down to `6rem`. It should now fit better while still being large and readable.



 [Review Changes](#)

Ask anything (Ctrl+L), @ to mention, / for workflows

Activate Windows

tambahkan tombol next dan back(supaya lebih mudah kembali ke home)



> Thought for 7s

### Implementing StudyPal Web App

I am adding a navigation bar (Back/Next arrows) to the top of the Schedule, Tasks, and Pomodoro cards to allow easy navigation back to Home or to the next feature.

Files Edited

style.css index.html

Progress Updates

Expand all <

- 1 Adding Navigation Buttons
- 2 Adding navigation buttons to views

I have added **Back** (←) and **Next** (→) buttons to the top of the Schedule, Tasks, and Pomodoro pages.

- **Back:** Always returns to the Home screen.
- **Next:** Cycles through the features (Schedule → Quests → Pomodoro → Schedule), making navigation much faster.



Review Changes



I have added **Back** (←) and **Next** (→) buttons to the top of the Schedule, Tasks, and Pomodoro pages.

- **Back:** Always returns to the Home screen.
- **Next:** Cycles through the features (Schedule → Quests → Pomodoro → Schedule), making navigation much faster.

Commented on:  **Walkthrough** · 1 

> Thought Process

> Thought for <1s

 Edited  **style.css** +1 -0

[Open diff](#)

> Thought for 3s

I have updated the Onboarding character preview style to use `object-fit: contain`. This ensures that your character images will no longer look compressed or "gepeng" inside the selection box, regardless of their original dimensions.

Good  Bad 



 [Review Changes](#)

Selesai! Saya telah membuat karakter widget bisa digeser dengan kursor. Berikut yang saya tambahkan:

### Perubahan:

#### 1. script.js - Fungsi Drag & Drop

- Menambahkan logika drag untuk mouse dan touch (mobile)
- Karakter tetap bisa diklik untuk berbicara (hanya saat tidak sedang di-drag)
- Menggunakan `transform: translate3d()` untuk performa yang lebih baik

#### 2. style.css - Cursor Style

- Cursor berubah menjadi `grab` (tangan terbuka) saat hover
- Cursor berubah menjadi `grabbing` (tangan tertutup) saat sedang menarik
- Menambahkan `user-select: none` agar teks tidak terseleksi saat drag

### Cara Pakai:

- Klik karakter untuk membuatnya berbicara
- Klik dan tahan lalu geser untuk memindahkan karakter ke posisi lain di layar
- Karakter akan tetap di posisi baru setelah dilepas

Karakter sekarang bisa dipindahkan ke mana saja di layar sesuai keinginan! 🎮



Good 👍 Bad 🗑️  
Review Changes