Under the Sea Productivity

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Overview:

- Chrome extension to hold users accountable for their productivity and motivate users to work
- User selects which tabs are unproductive through settings
- User can choose how much time they are allowed to be on those unproductive tabs for
- As the timer counts down, the screen fills up with transparent water with swimming fish until the entire tab is filled and cannot be used when time is up
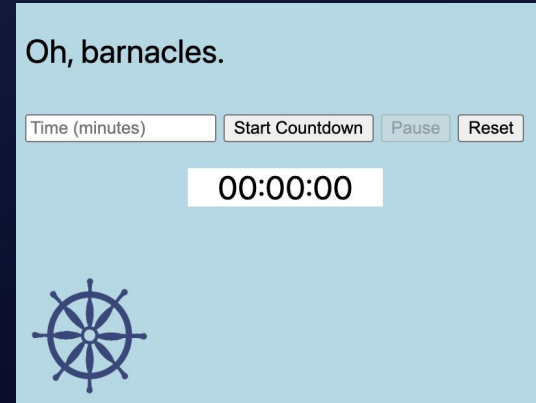
Tech Used in the Project

- JavaScript

- HTML

- CSS

- Git

Challenges We Encountered:

- Navigating how to make a Chrome extension

- Figuring out how to make the timer continue when the extension wasn't open

- Animating water to move up the page and making a fish swim back and forth

- Using the correct JavaScript syntax

- CSS aspects

What We Learned:

- How to make a Chrome Extension (Load unpacked, reloading to test, etc)

- Working with CSS, HTML, JavaScript in conjunction

- Animating (keyframes, transforming, z-index)

- Strategies for debugging (console logs)

- Shortcuts for VSCode (ex: GitHub copilot)

- GitHub skills, collaboration

Future Steps:

- Make the animation pause and reset along with the timer
- Have continuous animation among all unproductive tabs
- Allow more flexibility with user input for the time restriction
- Improve the visual display for the Chrome extension and settings page
- Add more visuals to the rising water aspect of the program