

TS4 Offline App — Roadmap Template

(v0.1.0)

Use this as a living plan. Paste your Google Doc notes directly into the matching sections. Delete anything that doesn't apply.

1) Project Snapshot

- **App name:** Diffy Cult Challenge (Offline)
 - **Tech stack:** Vite + React + Tailwind + Tauri v2 (Windows target)
 - **Primary goal:** <paste your high-level goal>
 - **Non-goals:**
 - **Success criteria:**
-

2) Current Pain Points & Desired Changes

- **What feels clunky today:**
 - Homepage
 - (there is no other page at this time)
 - New pages to be added
- **Exactly what you want to change (by page/section):**
 - Homepage
 - Quick Links do not go anywhere
 - I want to phase these out to being tabs instead
 - I want to fold Wheels and Rituals into it
 - I want to swap the Weekly Checklist and Soul Point, so that Soul Points are on the right.
 - I would also like to make Weekly Checklist editable so that I can add/remove items off of it (if possible)
 - I like the Family Tree where it is on the Homepage

- Generations
 - (New Tab)
 - I would like this to be the generations page that is currently there under “Scoring (Quick Add)”
- Balances
 - (New Tab)
 - In notions it uses a data sheet, but it is a simple calculator where the user can input their loans / donations
 - Different from notions
 - Notions already does this by default but I want to have a running balance total for Soul Points as well
 - I would like for it to be able to be filtered by generation so I can compare generations
- Rules/Lore
 - (New Tab)
 - I will want this to be in two columns so that the Extra sources is up top so they are easy to get to
 - Main column (wider)
 - I have a [rules.md](#) file that shows how it looked on notions. I really like how it came out on there and want to recreate it almost exactly if possible
 - See example below for visual representation
 - Ideally, id like to hyperlink the extra sources on the generations page so that they are easy to get to
 - This thing is long, its unlikely users will keep going back to the rules to look something up without a prompt
 - Extra Source Subpage
 - Resource tab where you can read the extra sources by pulling them up from a drop down menu
- Spinner and Dice
 - (This will also include dice. Ive decided that rebirth is better with dice rolls instead of a spinner)
 - **I want to go back and fill out my own spinners instead of using external spinners**
 - **Each spinner should have its own embed “iframe”**
 - Pop-Corn House
 - <https://spinthewheel.app/ig880Od4ZF>
 - Rebirth
 - <https://alarm-clock.info/widgets/dices/diceroll.html>
 - (Has Dice Rules to go by)
 - The Great Reckoning
 - https://www.notion.so/The-Great-Reckoning-28deed3eb83180999f4fd21e2fe9e2ad?source=copy_link
 - Soul Points (should also be placed with the Home Page quick add)

- Tier 1
 - <https://spinthewheel.app/LrznvN0Agk>
 - Tier 2
 - <https://spinthewheel.app/D2Rm6GFNNE>
 - Blessings
 - <https://spinthewheel.app/nYgtXQ4KzF>
- Extra Links / Credits
 - Currently not really on the app and would like it
- **Constraints (time, device, bandwidth, UX rules, content rules):**
 - **Pictures that have a bulleted list with a “triangle bullet” are meant to collapse**

Tip: Describe changes as small, observable behaviors. Example: “On ‘Rules’, collapse long sections by default; add ‘Expand all’.”

3) Information Architecture (IA) & Navigation

- **Top-level routes:** `/home`, `/rules`, `/generations`, `/spinners`, `/balance`, `/resources`, `/settings`
- **Nav model:** side-nav | top-tabs | command palette | hybrid
- **Route to component map:**
 - `/home` → `HomeLayout` + `QuickActions`
 - `/rules` → `RulesLayout` + `AccordionRuleSet`
 - `/generations/:id` → `GenLayout` + `MilestoneList` + `TrackerPanel`
 - `/spinners` → `WheelHub` + `TierSpinners`
 - `/balance` → `BalanceSheet` + `Transactions`
 - `/settings` → `SettingsLayout` + `ThemeToggle` + `DataPanel`

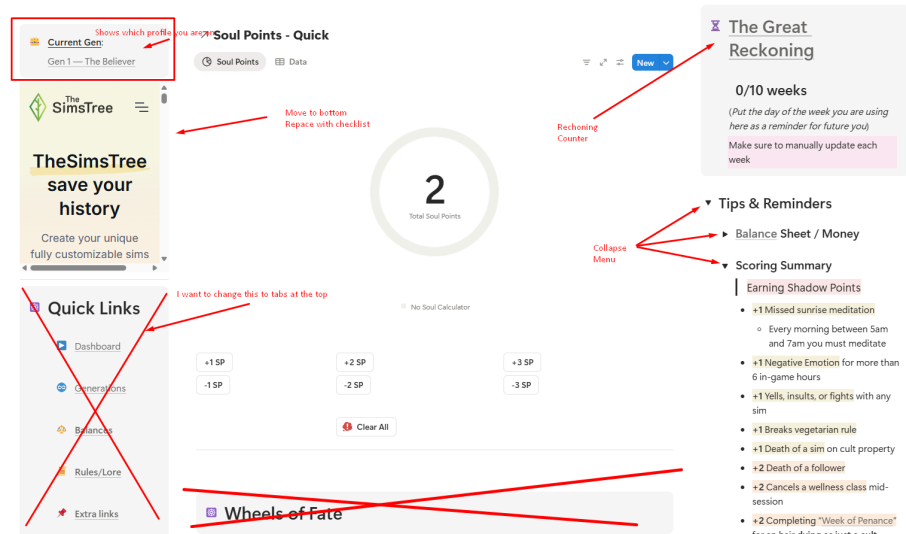
- Deep-linking needs:

4) Screens & Layouts (Wireframe-level)

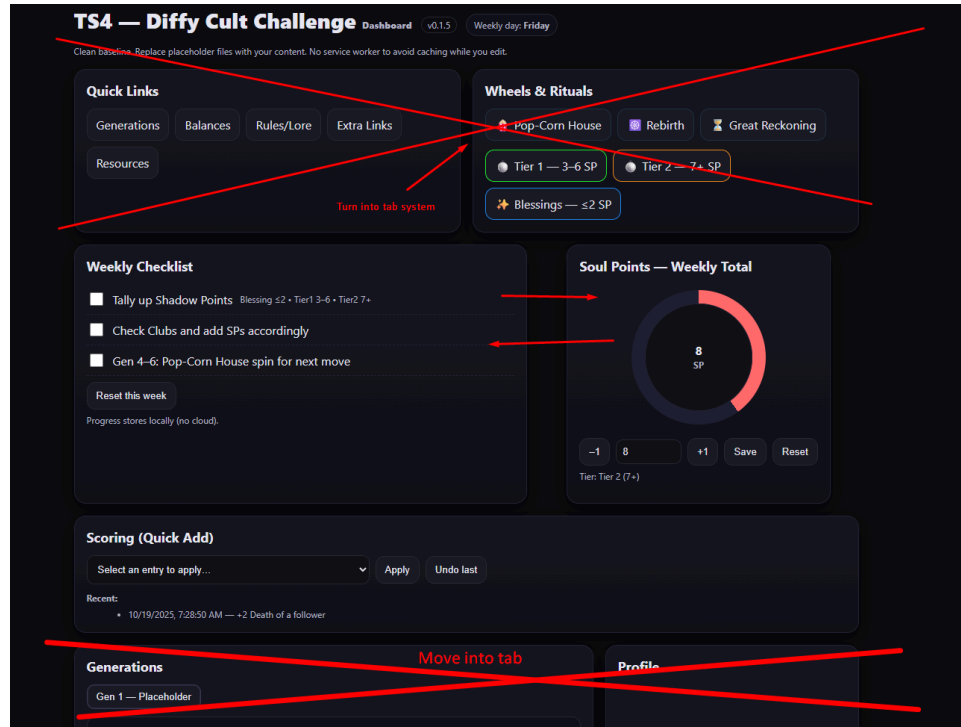
For each screen, paste a quick sketch or bullet wireframe:

Red Text are what I want changed

- Home —
 - Notions homepage



- Diffy Homepage



● Rules —

Rules/Lore

TS4 - Diffy Cult Legacy

Rules and Lore

⚠ Content Warning ⚠

Themes included in this challenge may not be suitable for all ages. Themes include: High Control Groups and manipulation. Content discussed in this document can be considered triggering to some audiences. As a general disclaimer, I will use the word "cult" synonymously with the phrase "High Control Group".

► Required Packs

Note: Some Generations' goals are to feel different aspects of High Control Groups. This may feel uncomfortable for some players. Please use your own discretion as to whether you will follow the rules or modify/skip different generations.

—This is a game, stay safe and have fun!

Rules

There are several rules for this Challenge. The now popularized term "High Control Group" has become synonymous with the word "Cult". These rules are meant to challenge the player in different aspects of high control groups, following the real trend of high control groups.

Extra Sources

- Soul Points
- Specific Rules
- Consequences
- Spirit Guide
- Choosing Ceremony
- Pop-Corn Phase

Write, press 'space' for AI, '/' for commands...

decrease their presence in your own game play to adjust the challenge difficulty.



Image

Bold headlines

Life Cycle

1. Rebirth

- a. Use Pop-corn House wheel to pick the new chosen household if you did not have a [Choosing Ceremony](#)
 - i. If more than one parent is available in the household, use your best judgement

2. Become Leader

- a. Rise through the ranks of the social groups to become the leader of the cult

3. Assign New Leader

4. Become Elder

- a. Use this time to finish up any goals that are left

5. Die

- a. Any left over goals is **+3 SP**

Rebirth and Death

During the course of the playthrough you will be using the rebirth system from Life and Death.

The character you start with, will be the same character you are playing in Gen 10, **you are living one continuous life** within the cult experience.

Roles in the cult

You must use your social groups to create a group for **Initiates**, **Followers** and **Elders**.

Feel free to name them however you wish.

▼ Cult Founder

- **Generation 1 sim**
- Not Bound by Cult Leader role regulations as they are the one who sets it up.
- ▶ Must be able to do rebirth at the end of their life
- ▶ They are able to romance any one that you choose

Font color change

▼ Cult Leader Requirements

Leader of the three core cult social groups

See: [Acting Cult Leader](#)

▼ Cult Initiate Requirements

- Age requirement: Teen - Adult
- Friendship Level: None
- Skill Levels:
 - Wellness: 2

▼ Cult Follower Requirements

- Age requirement: Young Adult- Adult
- Friendship Level: Good Friends with Acting Leader
- Skill Levels:
 - Wellness: Max
 - Charisma: 5

Collapseable menu

Extra Source Example



Soul Points

Pick one day a sim week (for example, Friday) to set aside as your day to tally everything up. As the challenge is designed to ramp up as you go on you wont really see much of an issue with whatever date you choose, just remember to keep that date. **Set a holiday** if it helps.

Soul Points is this challenges answer to faith. Since there isn't a good way to quantify faith in this simulation we are just going to do the good old fashioned point system.

- One day each week your sim will tally up the soul points
 - <3 points
 - Spin a [Blessing Wheel](#)
 - 3-6 points
 - Spin the [Tier 1 Penance Wheel](#)
 - 7+ points
 - Spin the [Tier 2 Penance Wheel](#)



- **Generations** —
 - Notions



Generations

Use Tab System instead

Quick Links

- Dashboard
- Generations
- Balance
- Rules/Lore
- Extra links

Founding

- Gen 1 — The Believer
- Gen 2 — The Doubter
- Gen 3 — The Prophet

Pop-Corn Phase

- Gen 4 — The Opulent
- Gen 5 — The Rebuild...
- Gen 6 — The Exhibit...

Late Stage

- Gen 7 — The Outcast
- Gen 8 — The Proph...
- Gen 9 — The Pillars
- Gen 10

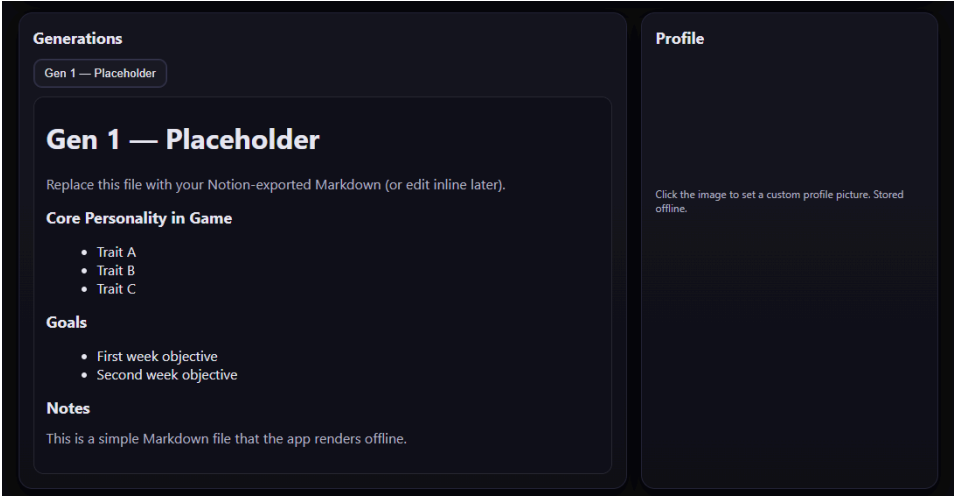
I like this type of layout

Copy your current Generation on your Dashboard to keep track!

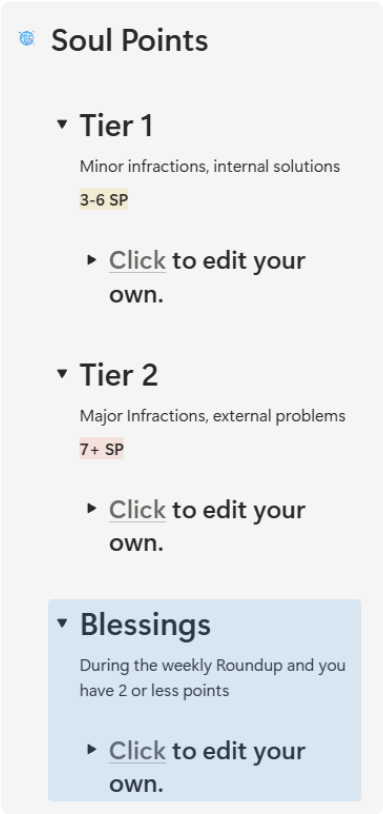
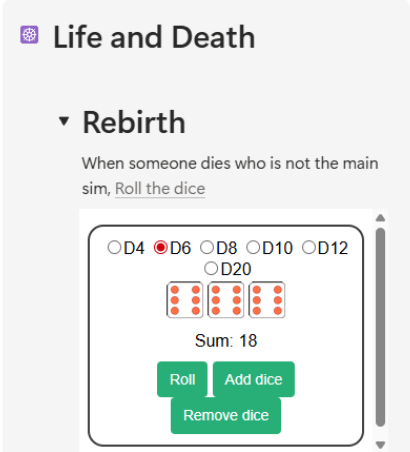
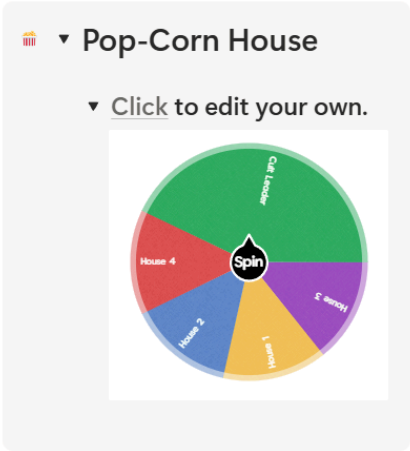
I'd prefer to have a checkmark to auto populate on the homepage what gen you are on



- Diffy Cult App



● Spinners —



● Balances—

- Money

Balances

- Use this area to keep track of your loans and expenses.
 - Treat any income via the phone as donations to support the cult. They should go into here and not stay in your household account. (ie random phone calls that offer you money)
 - I personally recommend starting off with a negative amount of money and work up. Most cult leaders start below poverty line, TS4 lets you climb faster than real life lets you so this allows you to control that income a bit better.
 - I recommend about 100K as that will but gen 1 at a goal of making 150K in their lifetime in a rags to riches play.

Checkbook

≡ ⚙ 🔍 📄 📄 New

NB ID	Aa Discription	# Amount	+ ...
1	Starting Balance	-100000	
+ New page			
		SUM -100000	

■

- Soul Points

Soul Points Datasheet

Soul Points - Quick

Soul Points Data

≡ ⚙ 🔍 📄 📄 New

Aa Name	# Soul Points	Status	Soul Calculator	TT	Date	+ ...
Quick Add +2	2	Rising Points			October 17, 2025 11:31 AM	
+ New page						

Info I want

- Settings —

- I don't have a spot for this area yet but i know that I want it to have just a quick menu for saving, exiting, export/import

Keep it box-level: header / main / sidebar / footer / modals.

- Extra Links / Credits —

Extra Links

Link Index

≡ ⚙ 🔍 📄 📄 New

Aa Name	Created	Files & ...	Link	Tags	+ ...
Diffy Cult Google Doc 1	October 16, 2025			rules google doc	
The Sims Tree 1	October 16, 2025		thesimstree.com/	Legacy Diary Family Tree	
LittleMsSam Sims 4 Mods 1	October 16, 2025		lms-mods.com/	mods cult+	
Lumpinou's Mods 1	October 16, 2025		patreon.com/lumpinou	mods cult+	
+ New page					

○



Credits

First and foremost I want to thank the [amazing simmers](#) out there who inspired me to create the challenge.

Secondly, thank you to [ChatGPT](#) for assisting me in formatting the challenge and helping direct me for research.

Thirdly, without [programs like: Google, YouTube, Notion, PowerPoint, and a host of other programs; including Open Sourced programs that should really get more daylight](#) (but, this is already long)

Lastly, I would like to credit the [amazing modding community](#) out there for continuing to do amazing things, even in a broken system.

 [Original Character Template](#)

For Direct links that I used during this challenge, please see my [Extra Links Page](#)

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5) Component Inventory (Build/Refactor List)

List every component you want, with props and behavior.

- [PageShell](#) — layout frame, suspense boundaries, toast area
- [SectionCard](#) — title, subtitle, actions slot, children
- [AccordionRuleSet](#) — items[], defaultOpen, onToggle
- [MilestoneList](#) — milestones[], progressMode: "checkbox|points"
- [TierSpinner](#) — tier:"1|2|penance|blessing", items[], seed
- [BalanceSheet](#) — entries[], onAdd, onEdit, computed totals
- [DataPanel](#) — import/export (JSON), clear, storage selector

- `ThemeToggle` — `system|light|dark`
 -
-

6) State, Data & Offline Persistence

- **Global state:** Zustand/Redux/Context?
- **Data shapes (TypeScript-ish):**

```
export type ShadowPoint = { id: string; date: string; delta: number; note?: string };
export type Generation = { id: string; title: string; goals: string[]; status:
"locked"|"active"|"complete" };
export type LoanEntry = { id: string; date: string; amount: number; kind: "borrow"|"repay"; note?:
string };
```

- **Persistence strategy:**
 - Dev: `localStorage` + file import/export (JSON)
 - Prod (Tauri): `@tauri-apps/api/fs` to read/write JSON under `appDataDir()`; optional SQLite later
 - **Backup/Restore flows:** <how a user exports/imports>
-

7) Interaction Flows (the fun bits)

Describe the exact UX for each critical action.

- **Clear All** → confirmation modal → archive old entries → reset calculators → toast
- **Spin Consequences** → select tier → spin → show result → apply to tracker → undo option
- **Blessing Grant** → choose MCC cheat or donation → record to ledger → toast

- **Icon/Branding** → load ICO for Windows builds; PNG/SVG in UI
-

8) Visual System (Theme & Accessibility)

- **Theme:** minimal, nature/earth accents, rounded-2xl, soft shadows
 - **Tokens:** spacing scale, radius, elevation, motion duration
 - **Keyboard support:** focus rings, tab order, ESC closes modals
 - **Screen reader:** labels for spinners, toggles, counters
-

9) Release Engineering (Tauri)

- **Dev:** `cargo tauri dev`
 - **Icons:** `src-tauri/icons/app-icon.png` + `icon.ico`
 - **Packaging:** `tauri build` → unsigned `.msi` or `.exe`
 - **Config:** `src-tauri/tauri.conf.json` — app name, bundle targets
 - **Signing (later):** optional code signing
-

10) Testing Plan (Lightweight)

- **Smoke tests:** app launches, routes render, no console errors
- **Golden paths:** first-run setup, spinner works, clear all works, export/import works
- **Edge cases:** empty state, very large data, corrupted import

- **Acceptance checklist:**
-

11) Risks & Mitigations

- **Windows icon/build blockers** → keep a valid `icon.ico`
 - **Large JSON files** → paginate lists; lazy load; compress on export
 - **State drift** → centralize updates; use immutable updates
-

12) Milestones (no dates, just order)

1. IA & wireframes locked
 2. Component scaffolds generated
 3. State & persistence wired
 4. Core flows implemented (Clear, Spin, Blessing)
 5. Visual polish & a11y pass
 6. Packaging sanity (dev → build)
 7. Docs & handoff
-

13) Backlog (later, not now)

- SQLite via Tauri plugin
- Theming editor UI
- Cloud sync option

- Advanced analytics/heatmaps

14) Handoff Notes

When you're done editing this template, I'll convert it into a concrete build roadmap with task tickets and file paths.