# Project Title: Star Points

**Assignment Name:** M08 Final Project

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### Table of Contents

1. Introduction
2. Installation Instructions
3. Running the Program
4. Features and Functionality
5. Navigation Guide
6. Input Validation
7. Troubleshooting
8. FAQs
9. Contact Information

## 1. Introduction

The **Star Points** program is a GUI-based application developed using Python's Tkinter library. The intended purpose of this program is to serve as an electronic form of a token economy. It should provide children, particularly those with autism, a fun and engaging way to track their progress toward earning rewards through task completion. The application allows for personalization per client, helping to maintain motivation and interest. This program is designed to allow users to track daily tasks, assign self-grades, earn rewards, and provide a parent portal for managing tasks and rewards. It consists of multiple windows and interactive features to ensure engaging experience.

## 2. Installation Instructions

#### System Requirements:

* Python 3.13 installed
* Tkinter library (included with Python)
* Required image files (**Star.png** and **Astronaut.png**)

#### Installation Steps:

1. Download the source code (ZIP file) and extract it.
2. Ensure the necessary image files are in the same directory as the Python script.
3. Open a terminal or command prompt and navigate to the project folder.
4. Run the program using the command:

python star\_points.py

## 3. Running the Program

1. Launch the script as instructed above.
2. The main window will display the title "Star Points" along with an astronaut and star images.
3. Follow the navigation guide below to interact with different features.

## 4. Features and Functionality

* **Task Checklist:** Users can check off tasks they have completed.
* **Self-Grading System:** Users can input a grade (1-10) to evaluate their performance.
* **Earned Rewards Section:** Displays rewards based on earned points.
* **Bonus Points Entry:** Allows users to add additional points.
* **Parent Portal:** Allows a parent to edit task lists, reward lists, and reward costs.
* **Refresh Button:** Clears and updates data.
* **Enter Button:** Submits data entries.
* **Check Grade:** Validates grade entry.
* **Check Bonus:** Validated Bonus entry.

## 5. Navigation Guide

* **Checking Off Tasks:** Select checkboxes for completed tasks.
* **Entering a Self-Grade:** Input a number between 1 and 10.
* **Redeeming Rewards:** Click a reward button if enough points are available to redeem and update the total points remaining.
* **Adding Bonus Points:** Enter a number and click "Enter" to apply.
* **Parent Portal:** Click "Parent Portal" to open the parent settings window.
* **Saving Data:** Click "Save" inside the parent portal to store tasks and reward updates.
* **Refreshing Data:** Click "Refresh" to clear input fields and update the interface.

## 6. Input Validation

* **Self-Grade Entry:** If the user enters non-numeric characters, an error message will appear.
* **Bonus Points Entry:** Only numeric input is accepted; otherwise, an error message is displayed.
* **Task & Reward Entries in Parent Portal:** Blank fields are ignored, and only valid entries are saved.

## 7. Troubleshooting

#### Common Issues & Fixes

|  |  |  |
| --- | --- | --- |
| **Issue** | **Possible Cause** | **Solution** |
| Images not loading | Files missing | Ensure **Star.png** and **Astronaut.png** are in the same directory |
| Program crashes on input | Invalid data entry | Ensure all inputs follow specified formats |
| Rewards not displaying | Not enough points | Earn more points by completing tasks |
| Parent portal edits not saving | Data not entered correctly | Click "Save" after making changes |

## 8. FAQs

**Q1: What happens if I enter a non-numeric value in the self-grade or bonus section?**

A: The program will display an error message prompting you to enter a valid number.

**Q2: How can I add new tasks and rewards?**

A: Open the Parent Portal, edit the lists, and click "Save" to update them.

**Q3: My reward points aren't updating. What should I do?**

A: Ensure you have clicked "Enter" after inputting your bonus points or self-grade.