

Pixel Path: Your ADHD Productivity Adventure

Pixel Path is a unique productivity hub, designed by and for individuals with ADHD, to transform task management into an engaging adventure. Combining the charm of pixel art with game-like dynamics, **Pixel Path** motivates and assists users in managing their daily lives effectively and joyfully.

Features

Interactive Overworld Map

Navigate your tasks through an intuitive, pixel art overworld map. As you complete tasks, unlock new areas, revealing a path of progression that visually represents your achievements.

Pixel Art Avatars

Customize your personal avatar with vibrant pixel art. Your avatar grows and evolves as you conquer tasks, making productivity a personal and rewarding journey.

8-Bit Sound Design

Enjoy nostalgic 8-bit chimes and soundtracks that provide rewarding feedback for completing tasks and reaching milestones. Each sound is carefully chosen to enhance the experience without overwhelming the senses.

Task Management

Effortlessly create, categorize, and track tasks. Pixel Path supports various task types, including one-time actions, recurring responsibilities, and long-term goals.

Rewards and Achievements

Unlock achievements and collect items as you progress. These rewards are designed to provide extra motivation and a sense of accomplishment beyond the everyday.

Accessibility Features

Pixel Path is designed to be inclusive, with dyslexia-friendly fonts and color-blind modes, ensuring that everyone can navigate and enjoy the app without barriers.

Focus Zones

Use specialized zones on the map for deep focus, where you can set timers and work without distractions, enhancing productivity, especially for challenging tasks.

Community and Customization

Share your progress with friends or the community and see how others are navigating their paths. Customize the look and feel of your map and avatar to make your productivity journey uniquely yours.

Tech Stack

Client: React, Next.js, TailwindCSS

Server: Node.js, Express, Postgresql, Sequelize

Prerequisites

Ensure you have the following installed before starting local development:

- Node.js
- npm (Node Package Manager)

Installation



Pixel Path is still in early development. However, you can install and run it locally using the following commands:

```
git clone https://github.com/mhgarry/PixelPath_Your-ADHD-Productivity-Adventure.git
cd PixelPath_Your-ADHD-Productivity-Adventure
npm install
npm start
```

Contributing

Contributions are always welcome! Whether you have ideas for new features, improvements, or find a bug, we value your input.

Here's how you can contribute:

1. **Report Issues:** Use the [Issues] tab to report and comment on issues. If you're interested in working on an issue, comment, and I'll assign it to you.
2. **Feature Suggestions and Discussions:** If you have a feature suggestion or want to discuss a potential improvement, please start a discussion in the [Discussions tab].
3. **Submit Pull Requests:** If you've developed a feature or fixed an issue, submit a pull request with a clear description of the changes and any relevant issue numbers.

```
git clone https://github.com/mhgarry/PixelPath_Your-ADHD-Productivity-Adventure.git
cd PixelPath_Your-ADHD-Productivity-Adventure
git checkout -b your-branch-name
# Make your changes
git commit -m "Add some amazing feature"
git push origin your-branch-name
# Open a pull request
```



License

Pixel Path is made available under the [MIT License](#).

Documentation

More detailed documentation is coming soon and will be expanded to include more comprehensive user guides and API documentation.

Credits

Sprites for Dev and Testing: Sprites by: Johannes Sjölund (wulax), Michael Whitlock (bigbeargames), Matthew Krohn (makrohn), Nila122, David Conway Jr. (JaidynReiman), Carlo Enrico Victoria (Nemisys), Thane Brimhall (pennomi), bluecarrot16, Luke Mehl, Benjamin K. Smith (BenCreating), ElizaWy, MuffinElZangano, Durrani, kheftel, Stephen Challener (Redshrike), TheraHedwig, Evert, Pierre Vigier (pvigier), Eliza Wyatt (ElizaWy), Johannes Sjölund (wulax), Sander Frenken (castelonia), dalonedrau, Lanea Zimmerman (Sharm), laetissima, kirts, Mark Weyer, Joe White, Mandi Paugh, William.Thompsonj, Manuel Riecke (MrBeast), Barbara Riviera, thecilekli, Yamilian, Fabzy, Skorpion, Radomir Dopieralski, Emilio J. Sanchez-Sierra, kcilds/Rocetti/Eredah, Cobra Hubbard (BlueVortexGames), DCSS authors, Marcel van de Steeg (MadMarcel), DarkwallLKE, Charles Sanchez (CharlesGabriel), Shaun Williams, Tuomo Untinen (reemax), Stafford McIntyre, PlatForge project, Tracy, Daniel Eddeland (daneeklu), William.Thomsonj, Joshua Taylor, Zi Ye, AntumDeluge, drjamgo@hotmail.com, Lori Angela Nagel (jastiv), gr3yh47, pswerlang, XOR, tskaufma, Inboxninja, Dr. Jamgo, LordNeo Sprites contributed as part of the Liberated Pixel Cup project from OpenGameArt.org: <http://opengameart.org/content/lpc-collection> License: Creative Commons Attribution-ShareAlike 3.0 (CC-BY-SA 3.0) <http://creativecommons.org/licenses/by-sa/3.0/> Detailed credits: `['./all-credits.csv']`