Project Plan Document: Life Choice Simulator

GitHub Repository: <https://github.com/msgozde0/LifeChoiceSimulator.git>

Webpage: [**https://msgozde0.github.io/LifeChoiceSimulator/**](https://msgozde0.github.io/LifeChoiceSimulator/)

gh repo clone msgozde0/LifeChoiceSimulator

# 1. Project Concept and Purpose

## Website Purpose

The Life Choice Simulator is an interactive web application designed to help users explore how everyday decisions—such as career choices, financial habits, or lifestyle preferences—can affect long-term outcomes. It targets students, young adults, and anyone interested in self-improvement or decision analysis. The goal is to provide a unique experience where users simulate real-life scenarios and view dynamic consequences, helping them reflect on their priorities and planning.  
  
What makes this concept unique is its gamified decision tree structure, which allows users to see how small choices can lead to vastly different life paths. This interactive and educational format encourages repeat engagement and reflection.

## Main Features

- Interactive Simulation Flow: Users make a series of choices that impact future events.  
- Dynamic Outcome Display: A personalized results page based on the user's choices.  
- Progress Tracker: Visual feedback on the user’s simulated journey.  
- Choice-Based Animation/Transitions: Engaging transitions between decision points.  
- Save & Restart Options: Users can save their path or restart the simulation from any point.

## User Experience

- Homepage Layout: A clean, welcoming homepage introducing the concept, with a 'Start Simulation' button and navigation menu.  
- Navigation: Linear progression through choices with a visible tracker (or timeline). Navigation between home, help, and results pages will be intuitive.  
- Look and Feel: Minimalist with bold visuals and color-coded paths. Clean typography and light animations enhance interactivity without overwhelming users.

# 2. Technologies and Tools

## Frontend Stack

- HTML – Structural layout  
- CSS – Styling and responsive design  
- JavaScript – Dynamic interactivity and decision logic

## Optional Libraries and Frameworks

- Bootstrap – For consistent layout and mobile responsiveness  
- Chart.js or D3.js (optional) – If visual data representation is needed  
- jQuery (optional) – For simpler DOM manipulation, if needed

## Deployment Tools

- GitHub Pages – Hosting the live version of the website  
- GitHub Project Board – Task tracking and project management

# 3. Project Roles and Responsibilities

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| --- | --- | --- |
| Team Member | Role | Responsibilities |
| Murat Sasmaz | Frontend Developer | Builds the page structure using HTML/CSS, ensures responsive layout and design. |
| Joshua Salazar | JavaScript Developer | Implements the decision tree logic, handles user input, manages state updates. |
| Mustafa Gozde | Team Lead | Oversees project planning, manages GitHub repo and board, ensures timely progress and helps to Javascript. |

All members will contribute to brainstorming, testing, and feedback during all stages.

# 4. Detailed Feature Breakdown

## Feature: Choice Flow Simulator

* - Create a decision tree data structure in JavaScript
* - Display one choice at a time with two or more options
* - Update the current state based on the user’s input

## Feature: Results Summary

* - Store decisions and consequences in an object/array
* - Generate a summary or ending based on accumulated choices
* - Display a readable, personalized life summary

## Feature: Progress Tracker

* - Implement a step-based tracker showing how far into the simulation the user is
* - Use a visual bar or icons to show progress

## Feature: Save and Restart

* - Enable local storage for saving progress
* - Add buttons for restarting from the beginning or a previous step

# 5. Timeline and Milestones

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| --- | --- |
| Week | Milestone |
| Week 1 | Complete project plan, initialize GitHub repository and Project Board |
| Week 2 | Build homepage and page layout; complete initial HTML/CSS structure |
| Week 3 | Add JavaScript decision tree logic; implement basic interactivity |
| Week 4 | Finalize visuals, polish transitions, conduct testing, and deploy live |