Student Name : Cillín Ivory (20083798)  
Demo Video URL : https://youtu.be/mJGlfUVhyYU

Project Repo URL : https://github.com/Cillin-20083798/MobileAppDev-CA01-ConsoleApp

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Grade Band** | **Components** | **Persistence** | **UX** | **DX** | **Git** |
| **Starter** | Can add and list models | Arrays store data models during search | Runs once on start | Null checks and type checks | Committed to Github |
| **Baseline** | Can search by id and delete by id | No hard coded values | Standard loop till exit | View changes based on what is ran | Committed multiple times to Github |
| **Good** | Can update all models | Models are loaded and saved out to JSON files | Logging is formatted differently | Texted based UI | No tagged releases |
| **Excellent** | Can filter based and DPS and Name | Models saved out to a JSON file | No TornadoFX or alternative | No automated testing | No Branching model |

Additional Comments:

My project is a Kotlin console app which will calculate the DPS of damage over time and direct damage sources and is made in a way which it is generic enough to fill any sort of weapon into it. It will then store these for later use and can be filtered to find damage sources with the high dps based on preferences of the user.