

# Organisation

FrankBevr

January 16, 2024

## Contents

<b>1</b>	<b>Organisation</b>	<b>1</b>
1.1	<b>DONE</b> Call - Friday - 1:45 [2/2] . . . . .	1
1.2	<b>DONE</b> Bare Setup - Saturday - 3:56 [4/4] . . . . .	2
1.3	<b>DONE</b> Design - Sunday - 1:39 [8/8] . . . . .	2
1.4	<b>DONE</b> Code - Landing Page - Sunday - 6:21 [19/19] . . . . .	3
1.5	<b>DONE</b> CODE - Smart Contract Draft - Monday - 6:20 [10/10] . . . . .	4
1.6	<b>TODO</b> CODE - Button Clicky - Tuesday - 1:47 [5/6] . . . . .	5

## 1 Organisation

### 1.1 **DONE** Call - Friday - 1:45 [2/2]

- ☒ call with Anna and Viktor
  - ☒ update about the last week
  - ☒ suggest Prototyping for Incentives Protocoll
  - ☒ scratch out Opti
    - ☒ Show Software Design Workflow
  - ☒ reiterate Ideas
  - ☒ Come up with Demi
- ☒ Add some notes to HackMD
  - ☒ readjust Opti.md
  - ☒ readjust Demi.md (ported)
  - ☒ call it a day

## 1.2 DONE Bare Setup - Saturday - 3:56 [4/4]

- ☒ do Github Setup
- ☒ setup Organisation.org File
  - ☒ send message in TG of how it works
- ☒ readjust Demi.md
  - ☒ rewrite Demi.md
- ☒ skratsh out a Figma [8/8]
  - ☒ create a Frame
  - ☒ add colors
  - ☒ add Type Combi
  - ☒ clean up
  - ☒ create Input Field Component
  - ☒ create Button Component
  - ☒ generate a better logo(ported)
    - ☒ go for a die-cut sticker
    - ☒ download font
    - ☒ create outline
      - ☒ export
      - ☒ importe, generate componetnt
    - ☒ generate one
  - ☒ add Figma to Github

## 1.3 DONE Design - Sunday - 1:39 [8/8]

- ☒ generate a better logo(ported)
  - ☒ go for a die-cut sticker
  - ☒ download font
  - ☒ create outline
    - ☒ export
    - ☒ importe, generate componetnt
  - ☒ generate one

- ☒ setup up export format
- ☒ add Cover
- ☒ add Intro
- ☒ refine Logo - Inspiration
- ☒ create Landing Page, which current Design System
- ☒ clean up
- ☒ export, add to Github

#### 1.4 DONE Code - Landing Page - Sunday - 6:21 [19/19]

- ☒ add inkathon! to current project somehow
- ☒ make package.json somehow work for docs
- ☒ make package.json somehow work for frontend
- ☒ make package.json somehow work for contracts
- ☒ make scripts work in root folder
- ☒ make everythin work from root
- ☒ commit that mess ina reasonable order ^^
- ☒ add current state of Organisation.org
- ☒ call with Botond, ask about Validation AI Setup
- ☒ write quick notes, add to docs/notes
- ☒ rearrange docs package, add notes, change logo
- ☒ code input field
  - ☒ get rid of boilerplate
  - ☒ add input css in global.css
  - ☒ update aichat to gpt4
  - ☒ add state via css
- ☒ code button

- ☒ align button and input field
- ☒ code logo
- ☒ code landing page
- ☒ build
- ☒ commit progress
- ☒ deploy draft (postpone, seems timeconsuming)

## 1.5 **DONE CODE - Smart Contract Draft - Monday - 6:20** **[10/10]**

- ☒ deploy draft (postpone, seems timeconsuming)
- ☒ update doom
- ☒ try netlify deploy
- ☒ setup netlify config
- ☒ deploy on frandemi.netlify.app
- ☒ Write stupid contract and compile it
- ☒ rename thingies
- ☒ deploy on local
- ☒ test via cli
- ☒ call node and validator in frontend
  - ☒ create ContractOverview Component
  - ☒ add style for h1, h2, h3, p
  - ☒ change background color of page
  - ☒ create Design for ContractOverview
    - ☒ create Variable Component
    - ☒ create Function Component
    - ☒ code Variable Component
    - ☒ code Function Component
    - ☒ combine it in ContractOverview

- ☒ fix css
- ☒ make it reusable
  - ☒ make FunctionComp reusable
  - ☒ make VariableComp reusable
  - ☒ make ContractOverview reusable
- ☒ add it nicely to Main Page
- ☒ change favicon
- ☒ participate in Aleph Hack Call
- ☒ make FunctionComp clicky
  - ☒ add Custom Contract
  - ☒ figure out how deployment works with current setup
  - ☒ start a from the template, figure it out
  - ☒ git clone
  - ☒ get it running
  - ☒ switch to local
  - ☒ import alice
  - ☒ w.i.p. (ported)

## 1.6 TODO CODE - Button Clicky - Tuesday - 1:47 [5/6]

- ☐ figure out how to make contracts deployment.ts file
- ☒ explore bare inkathon workflow
- ☒ import Alice in Wallet
- ☒ create new contract for testing
- ☒ read from contract and display it on Button Click
- ☒ write to contract on Button Click