**Welcome to the Reverse Organ Trail!**

It’s been five years since the cataclysm. You’ve been etching out a living in what remains of Sacramento. The landscape of skyscrapers and towering structures had been reduced to smoldering piles of rubble from the near daily earthquakes. You’ve scraped by on supplies from various looting runs, but everything seems to be running out. The time to journey east is now. You’ve been modifying an old ford to make the journey, welding on armor and siphoning what gas you can. Before the signal died out last year, you picked up a radio signal repeating the message “Washington D.C. is the last remaining safe zone. For anyone listening, if you can make it here, we can help you.” You could hit the road now, or make one last stop at old Pete’s and buy additional supplies:

* Leave
* You decide to visit old Pete one last time and see what he has that might be useful for the long journey.

**Team Members:**

* **Adam Jeske**
  + **New Feature Research**
  + **UI/UX Design**
* **Caitlan Jeffrey**
  + **Project Management**
  + **UI/UX Design**
  + **User Authentication**
  + **Database**
* **Kevin Adamski**
  + **Main Storyline Developer**
* **Liam Heckman**
  + **UI/UX Design**
  + **Storyline Developer**
  + **Database**
* **Loren Kolstad**
  + **Project Management**
  + **UI/UX Design**
  + **User Authentication**
  + **Database**

**Application Importance:**

**Provides entertainment for bored people! We want to we stimulate the millennial mind!**

**Breakdown:**

* **Pages**
  + **Home Page *( Outline Due Wednesday March 4th )***
    - **Login/Sign-up *( Outline Due Wednesday March 4th )***
      * **Username**
      * **Password**
    - **Mimic Oregon Trail**
  + **First Story Line Page**
    - **Character Creation *( Outline Due Wednesday March 4th )***
      * **Six Characters**
        + **Give Name**
        + **Unique Stories**
        + **Money**
        + **Health**
        + **Tools**
        + **Food**
  + **Second Story Line Page *( Outline Due Wednesday March 4th )***
    - **Story Begins**
      * **Page.JS**
      * **Maybe view past decisions**
    - **Character Stats**
      * **Picture**
      * **Name**
      * **Health**
      * **Occupation**
      * **Money**
    - **Progress Bar *( Outline Due Wednesday March 11th )***
      * **Bootstrap**
    - **Storyline**
    - **Inventory**
      * **Tools**
      * **Food**
      * **Etc…**
  + **Progress Bar Check Points (4) *( Outline Due Wednesday March 4th )***
    - **One at the beginning**
    - **Reup *( Outline Due Wednesday March 11th )***
      * **Supplies**
      * **Food**
      * **Tools**
    - **Purchase Items**
    - **Cool Story Line Twists**
    - **Allow Users to Logout**
      * **That way we can save progress to the DB**
  + **You Won!**
    - **Share to Facebook**
  + **You Died**
    - **Tombstone**
    - **Next Time You Play**
      * **See tombstone of old characters**

**Player Object:**

const player = {

*player\_id*: 1,

*stats*: {

*name*: "Jason"

*bio*: "Born in Rancho Cordova, a failed software engineer seeks a new life",

*hp*: 100,

*energy*: 100,

*money*: 25,

*food*: 50,

*fuel*: 100,

        }

*inventory*: [

        {

*name*: "Axe",

*swing*: function() => *energy* -= 10;

        },

        {*name*: "Gas Can",

*fuel*: function() => *fuel* += 100} *//Removes can from inventory after use*

        }

        ],

*state*: 25 *//This is your characters progress in the game*

}

* **Next Class Period**
  + **Liam** 
    - **will mock up the storyline page in React**
  + **Kevin** 
    - **will keep writing storyline features and checkpoints**
  + **Adam**
    - **Learn new features for checkpoints/chapters**
  + **Loren and Caitlan**
    - **Homepage**
      * **React Elements**
    - **Login/Database Starting**