Blockchain Visualisation App

Play by Play

Need to Know

- How and who calculates the difficulty
- Node vs JavaScript qualities and features
- Will emulated client data be stored locally, on server or both
- Barebones JavaScript
- Full Block Format
- Hashing Script
- How Clients Communicate
- Software Costs Heroku
- How blockchain updates new clients

Test Run

- Heroku
    - Push
    - Run
    - Git
    - Mongo
- Mongo / JSON
- WebStorm
- Git
- Blockchain

Consideration

- The format of the web app changes greatly depending on the choice of node or JS
- Imitation / Emulation / Impersonation / Simulation
- App objective is to show how a blockchain is
    - Initialised
    - Expanded
    - Decentalised
- Don’t call clients nodes
- 3 Fields of development:
    - Technical
    - UI
    - Visual Design
- Client Communication can be faked.

Visual Design

- Messages change colour based on consensus
- New blocks have random new colours
- Clients are set to colour of their current block

- Client chooses random position on creation
- New blocks are signalled with a burst from miner
- Link line animations (Low Priority)
    - Announcing / Searching
    - Block Sent
    - Message Sent