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