Virtual Dragon Progress Report as of 02/26/2024

It’s a little difficult not thinking about the graphics part, but I know that is done easily with some game engines. I first thought this might be a combination of finding a dragon egg, and then getting it to hatch. But I realize I’m probably looking more at a Tamagotchi-type app. I’m still working on some of the logic of it, but I’ll probably stick with that for the code. I think I know the angle I want to approach this from.

I will get something a bit more formal updated to my github on Wednesday.

So far, it’s not too bad. Though, I’d really also like to progress with the database for story submissions idea I came up with later. I’m not about to try both in the time constraints we have left (unless I get done with everything early). Then, there was also the idea for trying to somewhat replicate the FC Research tool we have at work. Honestly, I think I have the logic figured out for those two as well.

I can see where I may try to take on too many things at once.

With the Dragon, creating the UML pretty much lends itself to helping to create the code. I created that in draw.io.