

# P R E D E S T I N A T I O N

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# OUR TEAM

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**HAYWORTH  
ANDERSON**



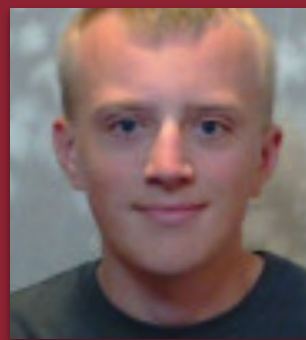
**JACOB  
BRINK**



**ADVAIT  
SCARIA**



**ETHAN  
WALTERS**



**NATHAN  
WANG**



# OUR VISION

- For Calvin faculty and students
  - Primarily student organizations
- **The Hunt:** virtual and physical (more on this in the demo!)
- **Keepers:** create destinies
- **Seekers:** follow destinies



*“Predestination combines technological ingenuity with an age-old game to deliver a fun, modern spin in this time of need for environmental care and social bonding in a socially distanced world, leaving nothing behind except ephemeral footprints.”*



# DEMO TIME!

(a live UI Mockup)

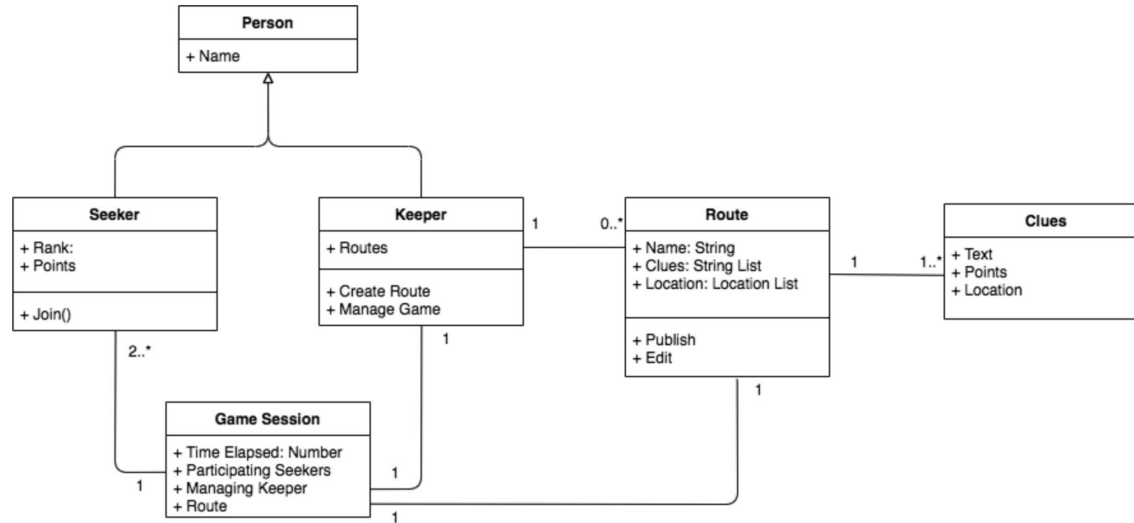
# DEMO TIME!

(a live UI Mockup)

- Status Report
  - Ability to delete hunts
  - Connect app to database
  - And a few more!

# ANALYSIS & DESIGN

## DOMAIN MODEL



# INFO SYS. DESIGN

```
CREATE TABLE Player(  
    ID SERIAL PRIMARY KEY,  
    name varchar(50)  
);  
  
CREATE TABLE Game(  
    ID SERIAL PRIMARY KEY,  
    gameCode numeric  
);  
  
CREATE TABLE PlayerGame(  
    gameID integer REFERENCES Game(ID),  
    playerID integer REFERENCES Player(ID)  
);  
  
CREATE TABLE Clue(  
    ID integer PRIMARY KEY,  
    description text,  
    location point,  
    points numeric,  
    gameID integer REFERENCES Game(ID)  
);  
  
CREATE TABLE CluePlayer(  
    ClueID integer REFERENCES Clue(ID),  
    playerID integer REFERENCES Player(ID),  
    time timestamp  
);
```



# Questions?