Goal: https://pokemondb.net/sprites

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Subject:

1. BoilerChad (raising gigachad by feeding him foods based on leetcode problem)
   a. Web (React, Node.js) / App that runs in iOS / Android
2. BoilerBrowser (Map that shows how crowded each study buildings are, suggest you the closest building that's least busy)
3. Spotify auto-downloader IOS app

Tools Needed:

- Swift, SwiftUI,

Timeline:

- Oct 26,

Hackathon Info:

- Saturday: MTHW 210 + BRNG (specific rooms provided during opening ceremony!)
- Sunday: CL50 224
- Please arrive between 8:30am - 9:30 am on Saturday, October 26th.

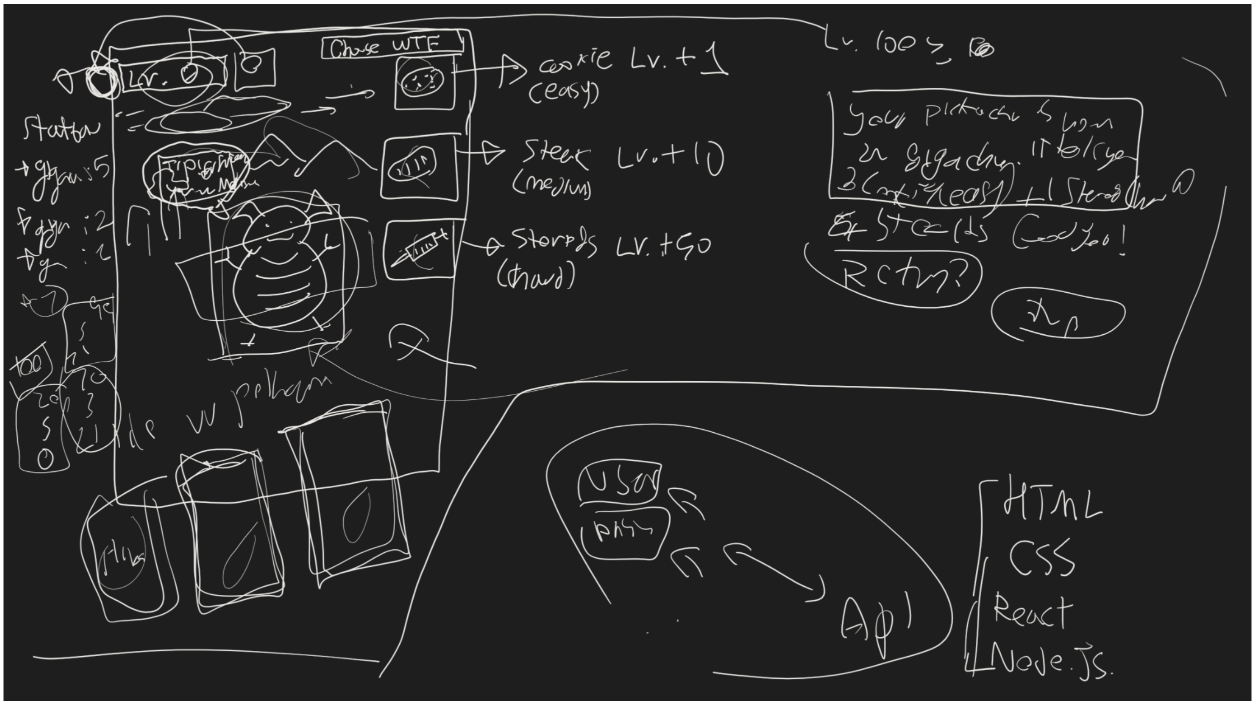
Bring:

- Laptop and Charger (essential for hacking!)
- Any hardware or devices if you're working on a specialized project
- Comfortable clothes – you'll be here for a while!
- Most importantly: your creativity and energy!

Website:

- https://www.hello-world-2024.com/

Time	Event	Location
Saturday 10/26		MTHW 210 + BRNG
8:30am - 9:30am	Check In	MTHW 210
9:30am - 10:00am	Opening Ceremony	MTHW 210
10:00am - 10:30am	Team building Activity	BRNG 1243
	Brainstorming Activity	BRNG 1268
10:30	Hacking Begins	MTHW 210 + BRNG
12pm - 1pm	Lunch	MTHW 210
2:00pm - 3:00pm	Session with Oracle Engineering Lead	Virtual
3:30pm - 4:30pm	Upperclassmen Insights: Career Advice & Success Tips	BRNG 1268
5:30pm - 6:30pm	Resume Review Workshop	BRNG 1268
6:30pm - 7:30pm	Dinner	MTHW 210
9:00pm - 10:00pm	Smash Tournament	BRNG 1268
10:30pm - 11:00pm	Transition to CL50	
Sunday 10/27		CL50 224
12:30 - 1am	Midnight Snack	CL50 224
2am - 3am	Jeopardy	
7:30am - 9:30am	Mock Demo Presentation	CL50 224
8:00am - 9:00am	Breakfast	CL50 224
9am-10:30am	Project Submission Period	
10:30	Hacking Ends	
11:00am - 1:00pm	Expo (Project Showcase)	CL50 224
1:00 - 1:30pm	Judging (Exec Board Only)	CL50 224
1:30pm - 2:30pm	Closing Ceremony	



Features:

- Level
    - Top left corner keeps track of level
- Menu
    - Information about Pokémon
        - How many chads, foods eaten, etc.
- Different Pokémon
    - Images
        - Changes image/name when evolved
    - Buttons
        - Choose Pokémon
- Evolving
    - After level reaches threshold change image
    - Change title
    - Pop up message "Your ____ evolved into a ___!"
- Different Foods
    - Images
    - Buttons
        - Add to level
- CS Tips
    - Tip bank
    - New message pops every 30 seconds
- Giga Chad
    - When level 100 reached
        - Change image to gigachad Pokémon
        - "Your ____ became a gigachad! Play again and save your stats?"
        - Buttons: Reset, Exit
- Moving background
    - Possibly GIF
    - Look at moving shapes in background to make clouds move
    - Possibly different themes if time allows

Pokemon 1 Sprites:
Squirtle:
<img src="https://img.pokemondb.net/sprites/scarlet-violet/normal/squirtle.png" alt="Squirtle">

Wartortle:
<img src="https://img.pokemondb.net/sprites/scarlet-violet/normal/wartortle.png" alt="Wartortle">

Blastoise:
<img src="https://img.pokemondb.net/sprites/scarlet-violet/normal/blastoise.png" alt="Blastoise">

Pokemon 2 Sprites:
Pichu:
<img src="https://img.pokemondb.net/sprites/scarlet-violet/normal/pichu.png" alt="Pichu">

Pikachu:
<img src="https://img.pokemondb.net/sprites/scarlet-violet/normal/pikachu.png" alt="Pikachu">

Raichu:
<img src="https://img.pokemondb.net/sprites/scarlet-violet/normal/raichu.png" alt="Raichu">

Pokemon 3 Sprites:
Charmander:
<img src="https://img.pokemondb.net/sprites/scarlet-violet/normal/charmander.png" alt="Charmander">

Charmeleon:
<img src="https://img.pokemondb.net/sprites/scarlet-violet/normal/charmeleon.png" alt="Charmeleon">

Charizard:
<img src="https://img.pokemondb.net/sprites/scarlet-violet/normal/charizard.png" alt="Charizard">

Food Sprites:

Minecraft Cookie:

<img src="https://minecraft.wiki/images/Cookie_JE2_BE2.png?a911c&20190505051355" alt "Cookie">

Minecraft Steak:

<img src="https://minecraft.wiki/images/Steak_JE4_BE3.png?45317&20190504055306" alt="Steak">

Minecraft Golden Apple:

<img src="https://minecraft.wiki/images/Golden_Apple_JE2_BE2.png?aa827&20200521041809" alt="Golden Apple">

Uncropped Purdue Gate:

- https://www.purdue.edu/home/wp-content/uploads/2023/09/Card5-Gateway-Arch-DW540158-HDR.jpg

Steps to Create a `package.json` and Set Up Your Project

1. **Initialize a New React Project** (if you haven’t already):

Run this in the terminal to create a `package.json` and initialize a new React app:
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Copy code

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npx create-react-app my-app
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   -
   - Move your existing `App.js` and `App.css` files into the `src` folder of this new project.

2. **Install Dependencies**:

If you already have a `package.json`, just run:
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   - This will install all dependencies listed in `package.json` (such as React and ReactDOM) in a `node_modules` folder, allowing the app to run.

3. **Test and Run the Project**:

Start the app with:
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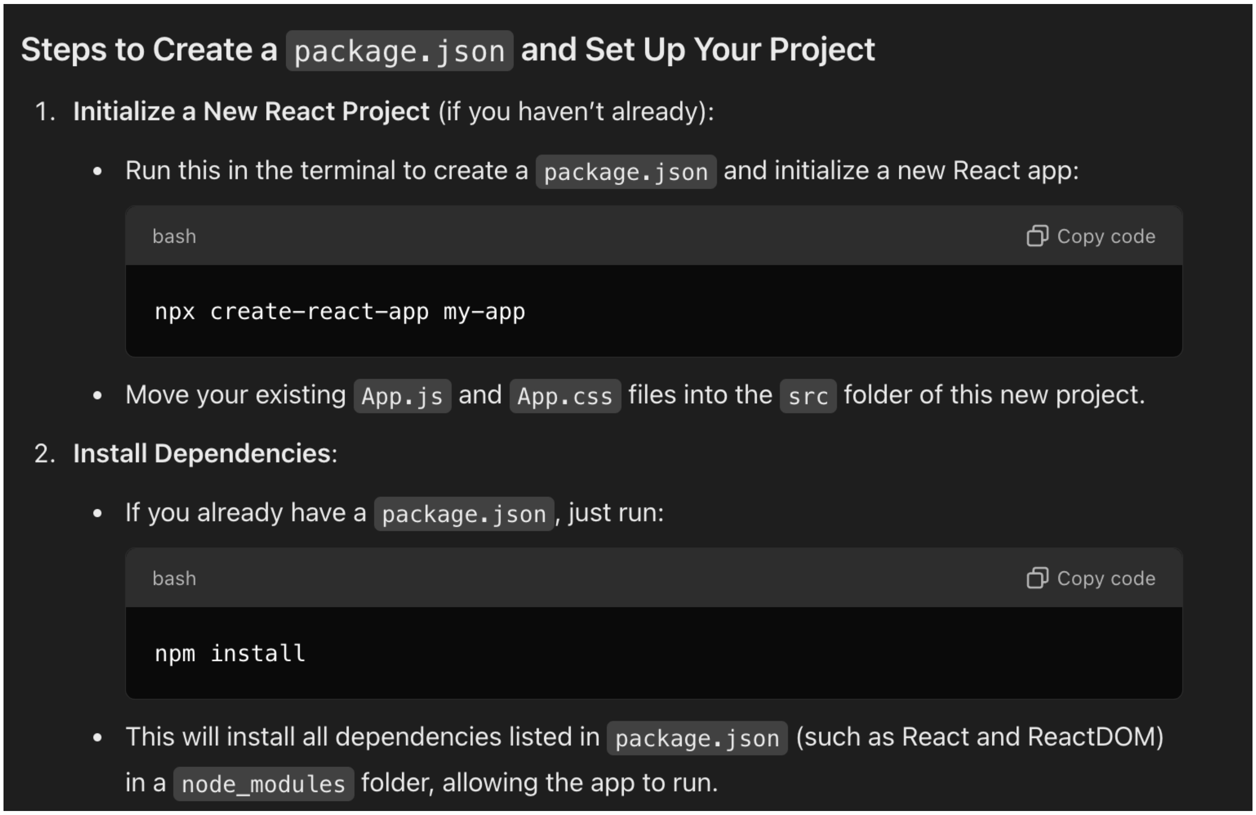
   -
   - This will run the React development server.

4. **Share the Project**:
   - Zip your project folder, including `package.json` and `src` files but **excluding** the `node_modules` folder, as it can be reinstalled using `npm install`.
   - Your friend can unzip the folder, navigate to the project directory, run `npm install` to get dependencies, and then `npm start` to launch the app.

Summary

The `package.json` file ensures that anyone can install the dependencies and run the project consistently. Let me know if you’d like more guidance on this process!



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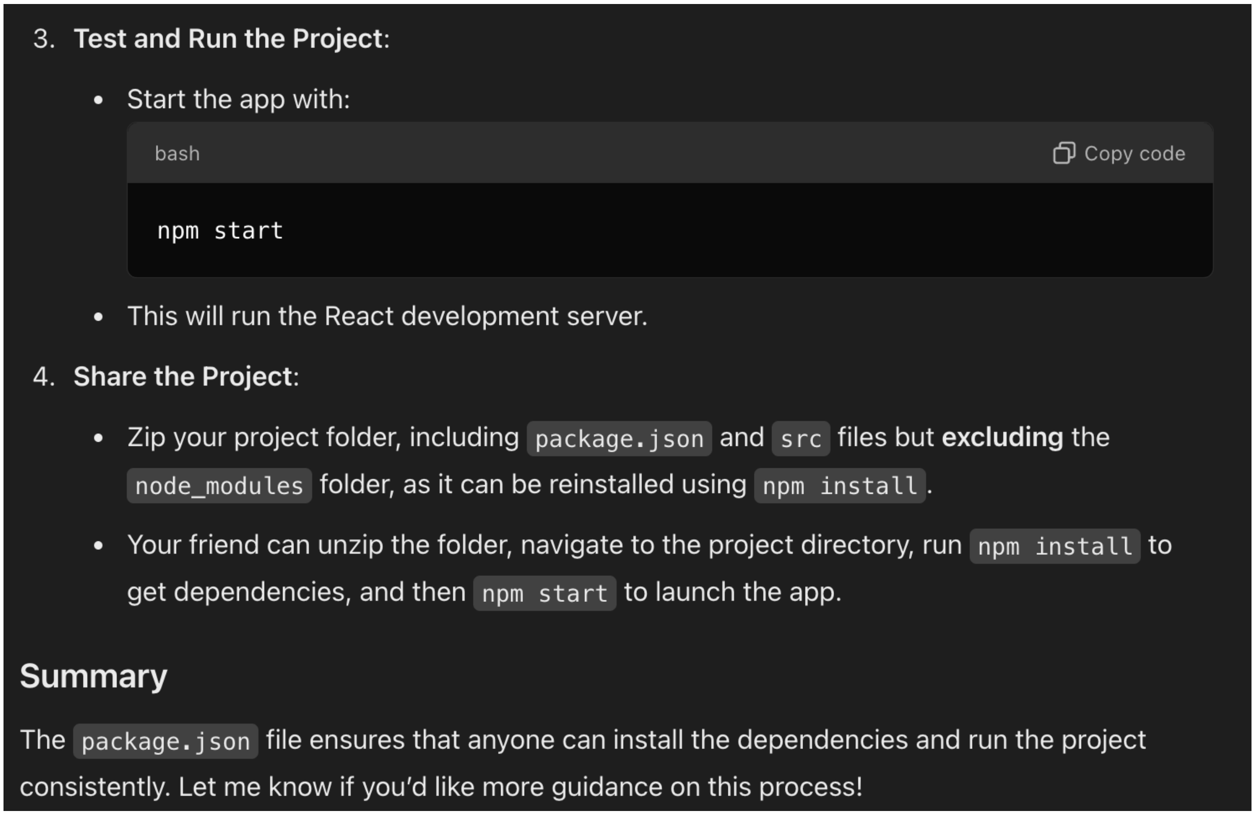

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