Themes / Organizers Kinda_Code

crome

tippi * wildcard → avatar → penguin (water/ice), owl (earth/fire/_____/air) pen

//5

using imagination! ambiguous. **tutorial** — **PvP** put you in touch —

> **tutorial: builds the framework for imagination**

> **PvP**: simulates a mini hackathon with random people —

>> what is a hackathon? a collaborative / competitive coding event.

>>> get people together

>>> give them the tool

>>> ask them to build something related to _____

>>> judgement/feedback/prizes/surprises

>> the journey of a coder. from normal person to 5 star web3 wingbird

>> otherwise, how is a hackathon different from unpaid tech work?

it is a little like a battle royale.

as humans: we have the power of imagination.

as bots: error error afk error

as users: imagine this is finished! imagine you gave us feedback!

as sponsor: imagine this is an advertisement for your technology

as venture capitalist: imagine this is something you can pour money and connections into

peacock earth

eagle

https://showcase.ethglobal.com/nfthack2022/multi-contract-battle-royale-w-rolling-queue

each PvP every is in the same theme/timeblock

a list of themes

structure of our PvP

    day 0 : mission 0:

        when you are trying to create a new piece of software

        get 100% clarity, and export this to a kanban board and be agile

        our roles: tippi writes the words here, crome proposes, tippi gives opinion

        focus on phase 1? tippi disagrees, we should focus on phase 0.

        challengeAccepted()

    day 0 : mission 1: main mission

function requirements —

non-functional requirements —

scrum poker

if the format of the PvP

start at home (who are you)

buy your equipment

go to your position

do stuff

discuss

agreement wink to the other roles.

we are totally focused, but aware of the hacker main role

Requirements

Phase 0

Front

- The platform must have 3 options to choose at the beginning
  - Organizer (Birdie)
  - **Hackers (us, the main users)**
  - Contributors (VC, Sponsors, Normal People)
- Each button should lead to a new scene:
  - Contributors: A paragraph
    - what it is that we've built
    - how they can contribute
    - link to next scene—> acknowledge what this is
  - Organizers: Two buttons and a text box, and a few sentences
    - Choices and input for deploying smart contract from our franchiseFactory which they will then own.

- **Hackers: Welcome Screen**

  - **The welcome screen should have imagery, title, brief text and 3 options:**

  ☐ **Tutorial**

      ☐ MOBA KNOWLEDGE 0 1 2

      ☐ HACKATHON KNOWLEDGE 0 1 2

  ☑ ~~**PvP (easy[] - hard[])**~~

      ☐ 0 clarity on mission.

          ☐ functional + non-functional requirements

          ☐ different roles

      ☐

  ☑ ~~**Ranked (ELO) = Real Hackathons**~~

  PvP and Ranked will not be selectable at the first encounter.

Tutorial requirements (web1 + web2)

- There must be a new NPCharacter speaking like JRPG dialogue, **introducing the World of Hackathon Wingbirds (WOHW).** On a white background.

- Users have to create their profile:
    - Username
    - egg color
    - egg swag

- 0000 — NPC says some words with inspiring language and introduces <u>the penguin (bird)</u>.

- (bird) penguin is going to be placed on the map.

- Penguin explains the current location, the big goal, and the team context.

- User can move like Mario map to first position, which zooms in and activates minigame.

- User must play the minigame.

- After minigame, the user writes a string into a box (comments, feedback, number of stars, whatever).

- As a result, the birds advance to next location, UI shows the goldenFeathers earned, and NPC introduces the next bird.

- — go to 0000 ——

- After Users Complete Tutorial,

- 0: who are you really?
    - Egg with 5 hats (cute girlie bow, top hat, beard, bob ross hair [artist], nothing)

Back

THE THEMES:

1. Write as a team, the functional requirements for an idea

2. Make a demo video for a product, no coding requirement.

> we figured out an alternate structure for the PvP or PvE mode
>
> instead of just 5 minutes of consensus and team name roles choosing (basically make a github repo and everybody makes an issue with their role or whatever), then 55 minutes of building whatever, then 5 minutes honoring and leaving comments
>
> we also have different distributions of time, but I invented a new "mode"
> the SyncSenses method, where a team takes turns reading out loud from brillant.org (or whatever) and collaboratively solving simple/fun warmup exercises.
>
> my Ecuadorian teammate mentioned that he thought this was super helpful for his listening and understanding, and it clicked that maybe, just maybe, spending some time at first syncing ears to pronunciation via reading out loud could make later collaboration way more fluent (testable hypothesis: adding 10-15 minutes of sync and lowering the "building time" and see if the results are about equal)