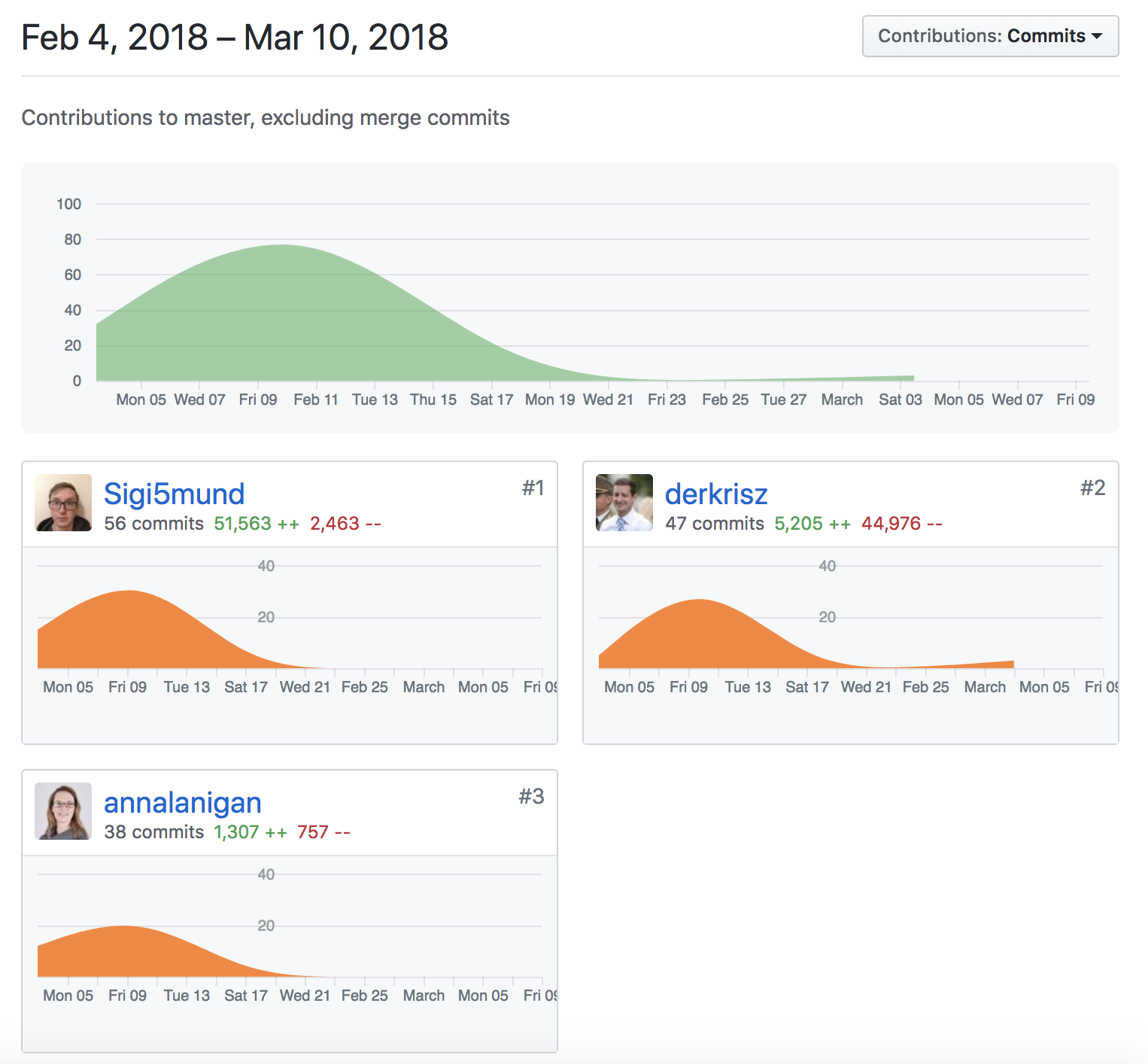
**Krisztian Der Cohort E17 PDA**

**DOB: 13/10/1985**

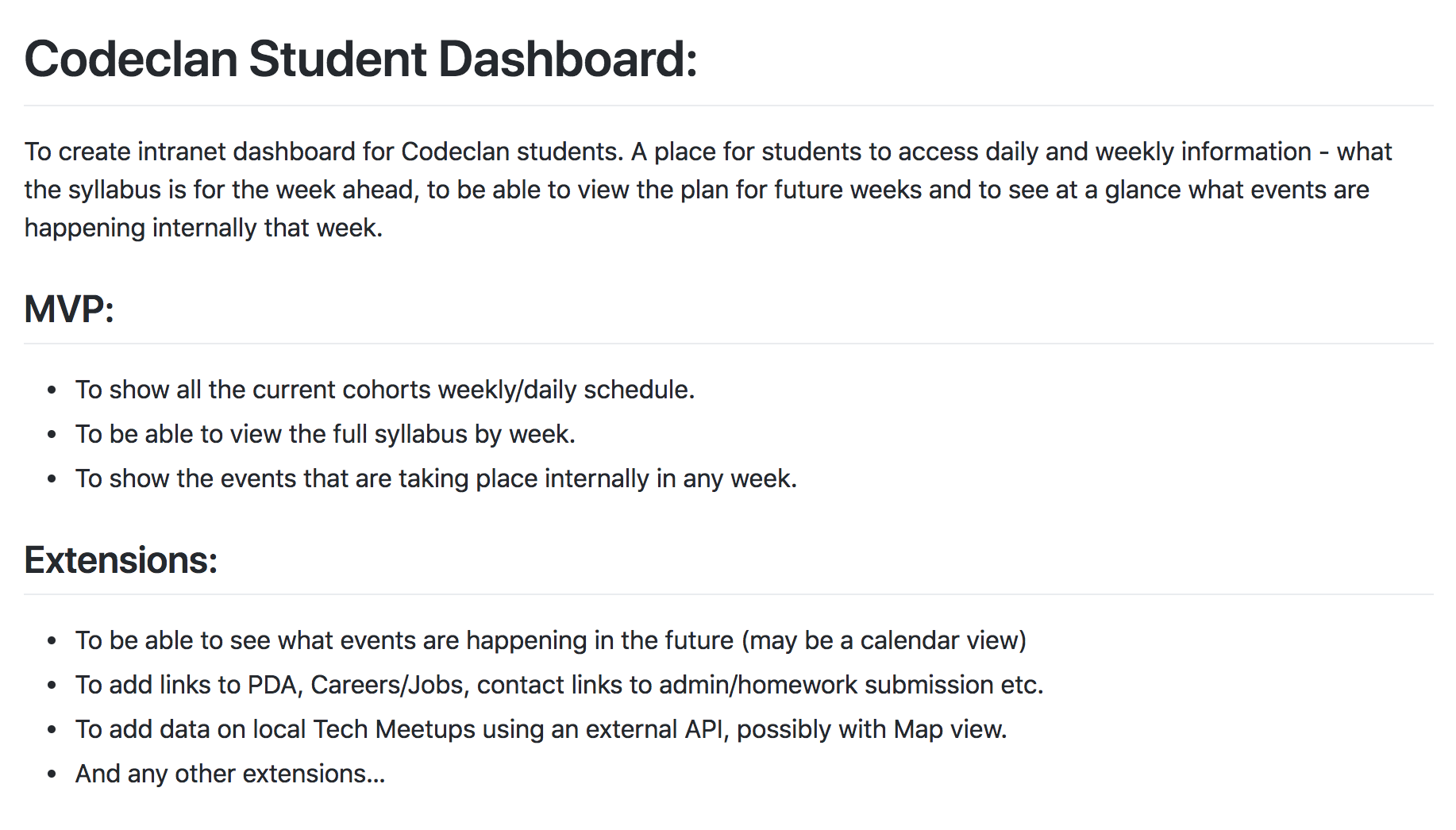
**Address: 2 Carrick Knowe Hill, Edinburgh, EH12 7BS**

**Evidence for Project Unit**

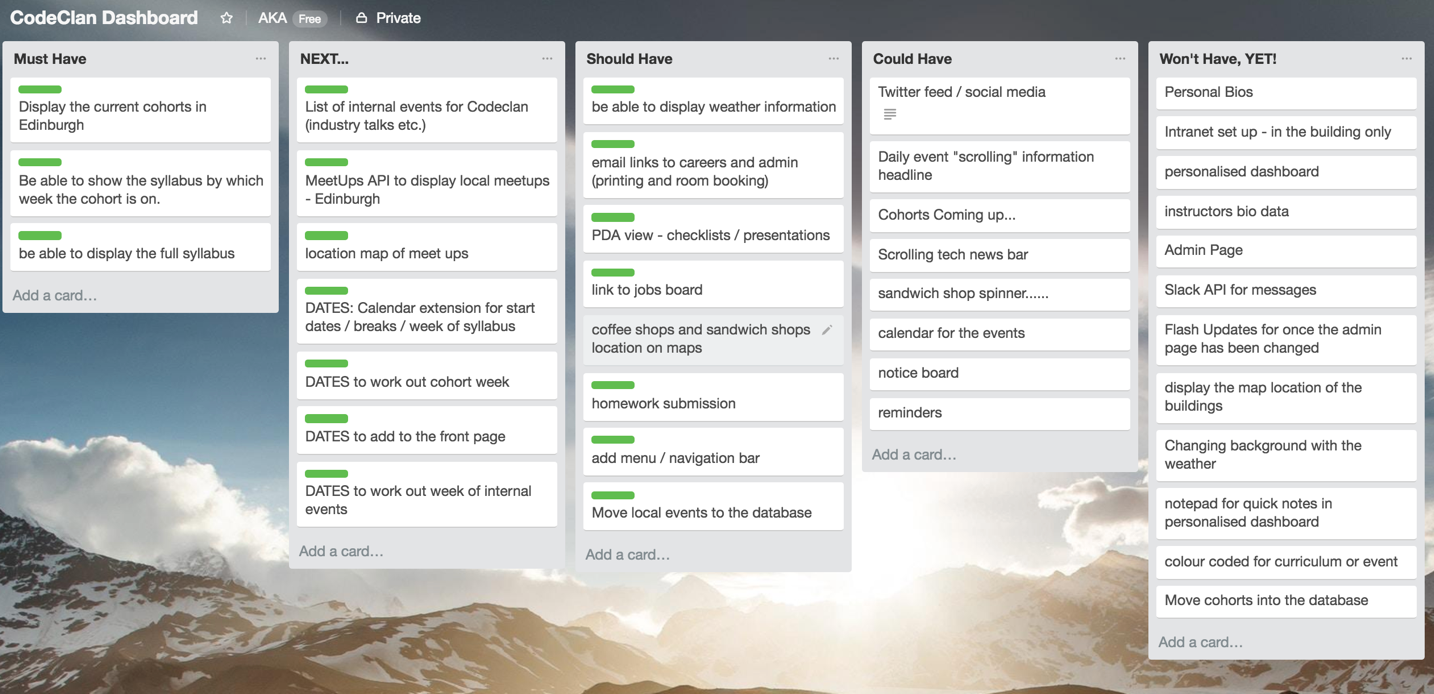
P1 GitHub contributors page



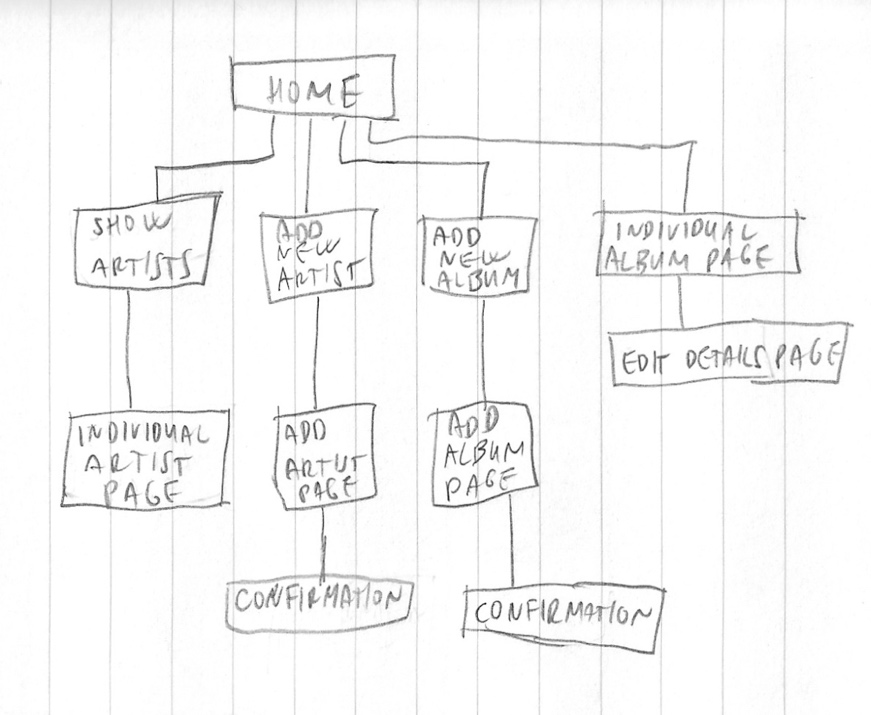
P2 Project Brief



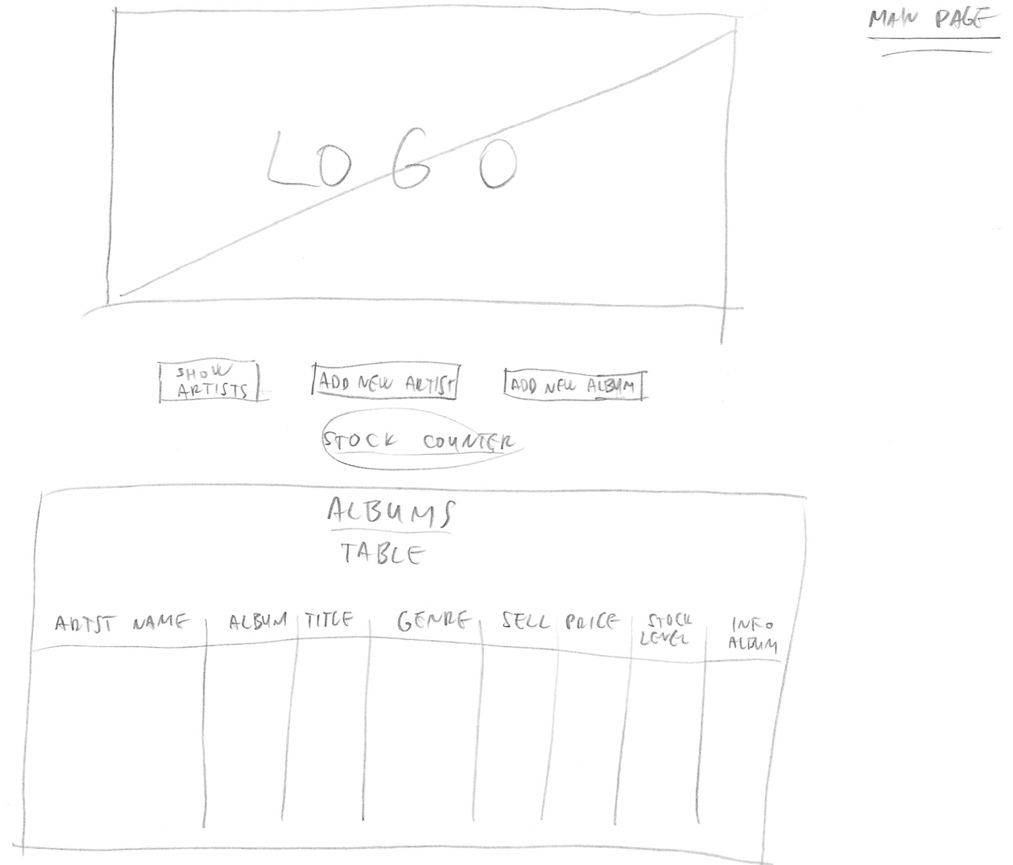
P3 Project Planning

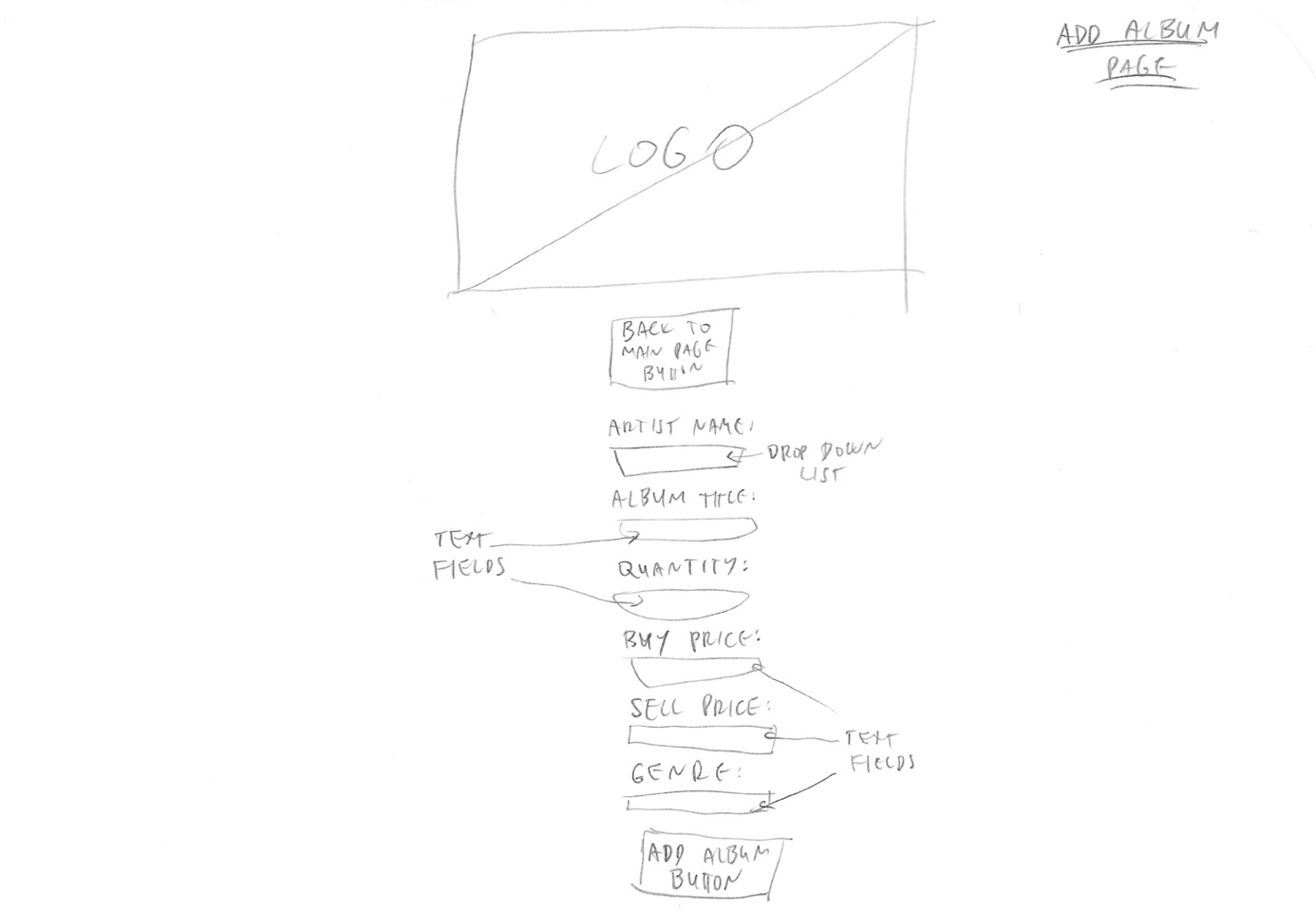


P 5 User Sitemap

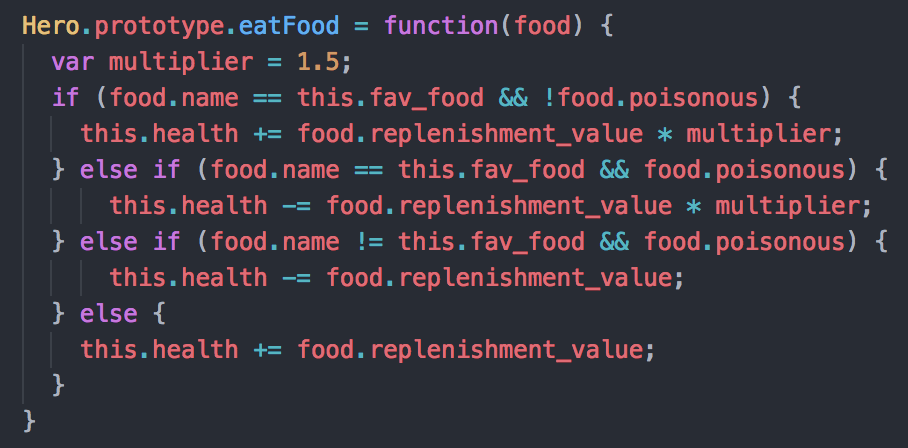
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P 6 Wireframe designs

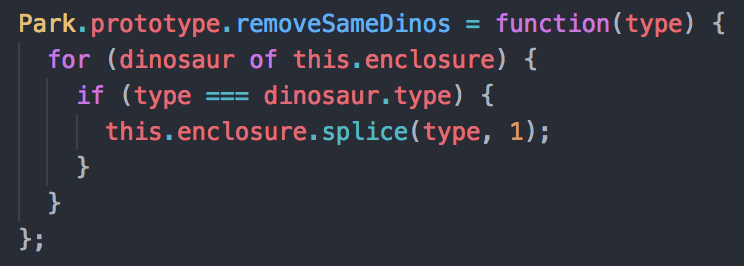
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P 9 Algorithms

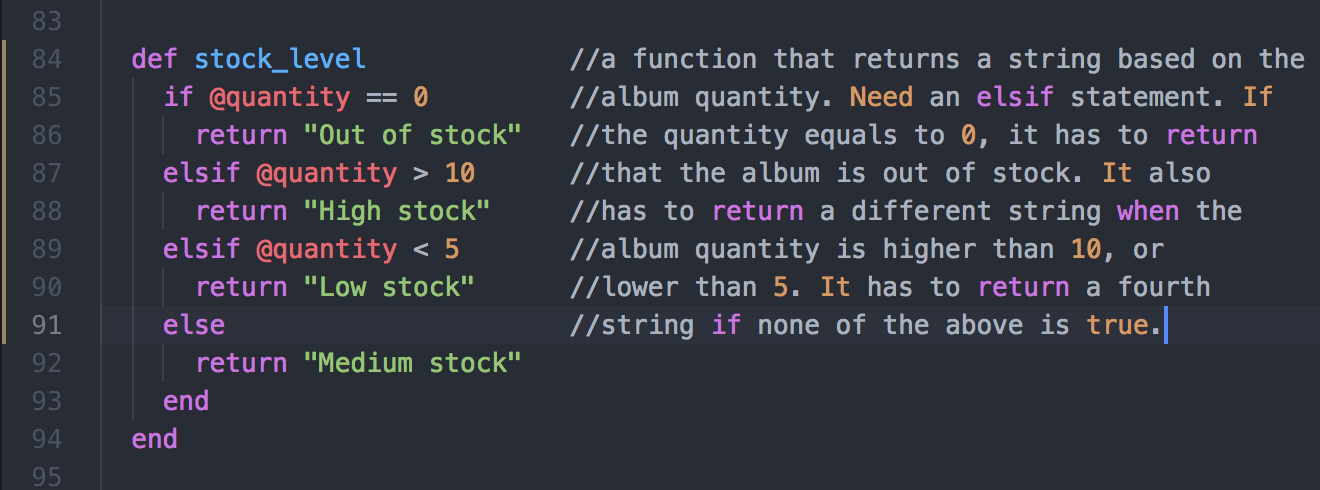


This algorithm takes in a food parameter, and increases or decreases the hero’s health. I am using such algorithm because the value is changed depending on multiple conditions (is the food poisonous, is it a favourite food, or none)



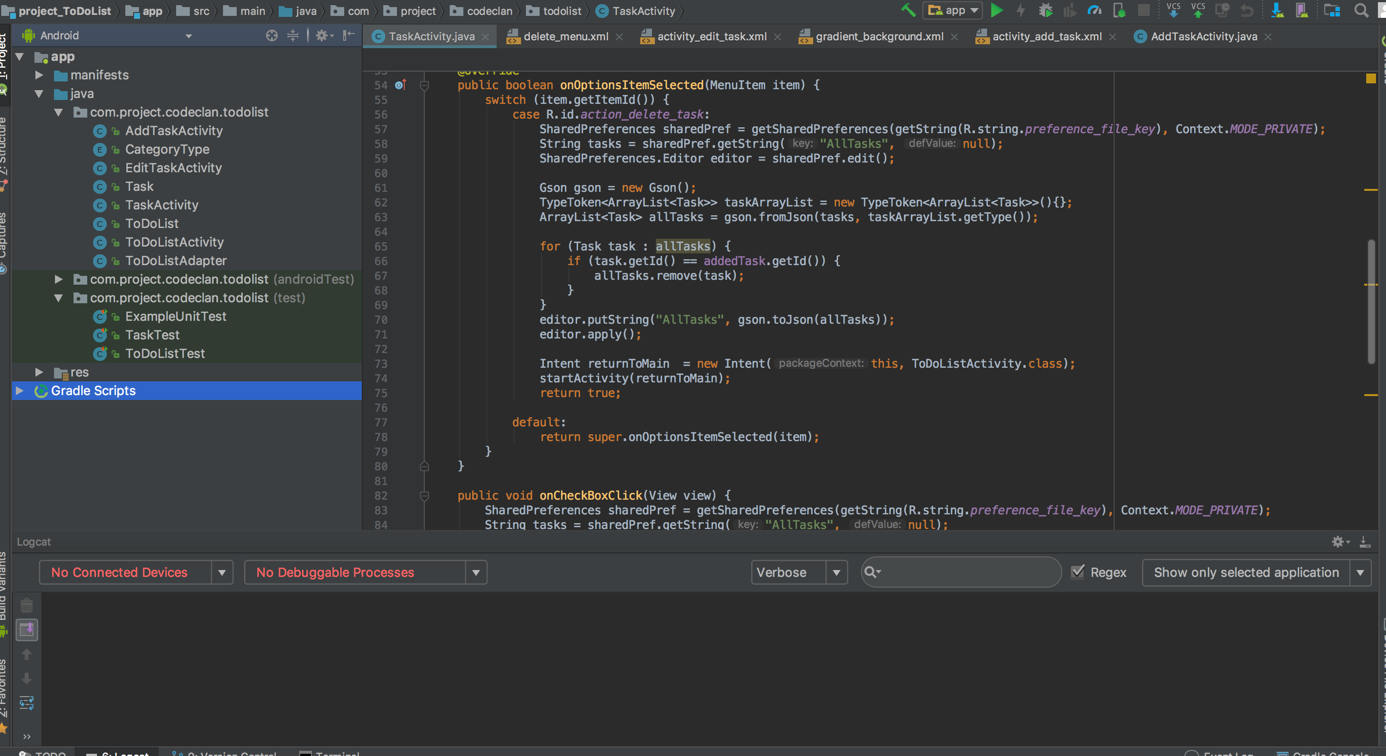
This algorithm need a type of dinosaur and removes all dinosaurs of the same type from the park. This algorithm was needed because I wanted to be able to remove all instances of one specific dinosaur from the park array

P 10 Pseudocode for a function

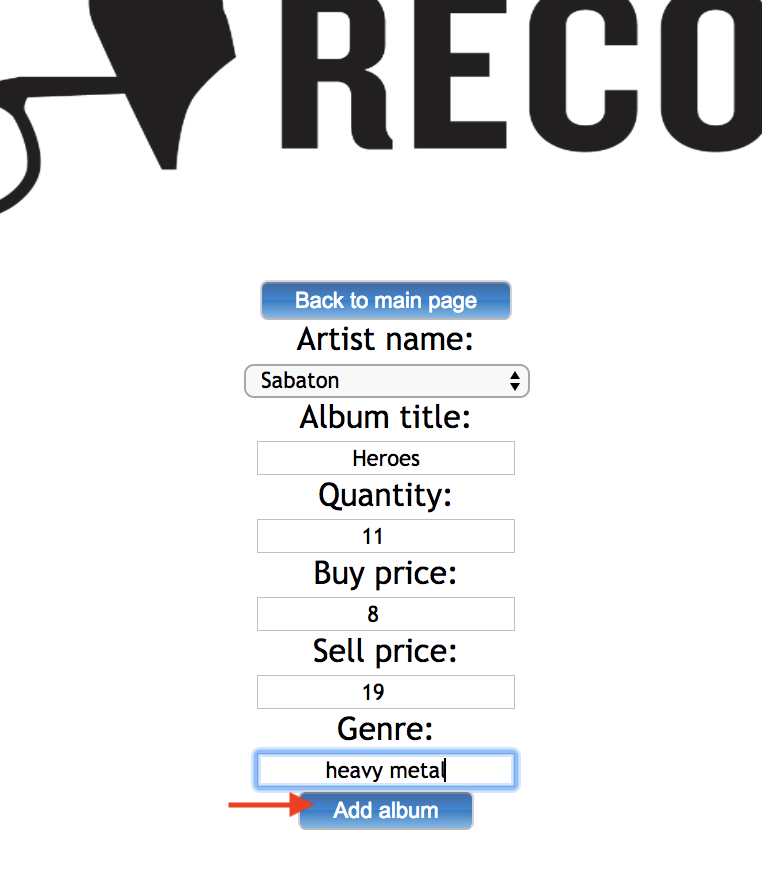
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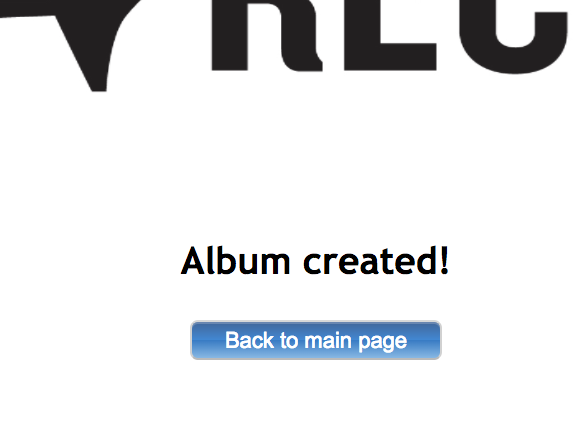
P 11 Own project and Github link

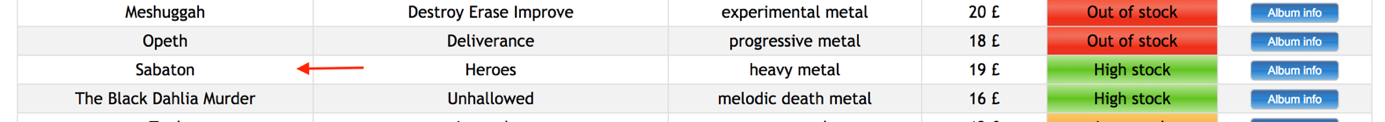
<https://github.com/derkrisz/project_todo_list>



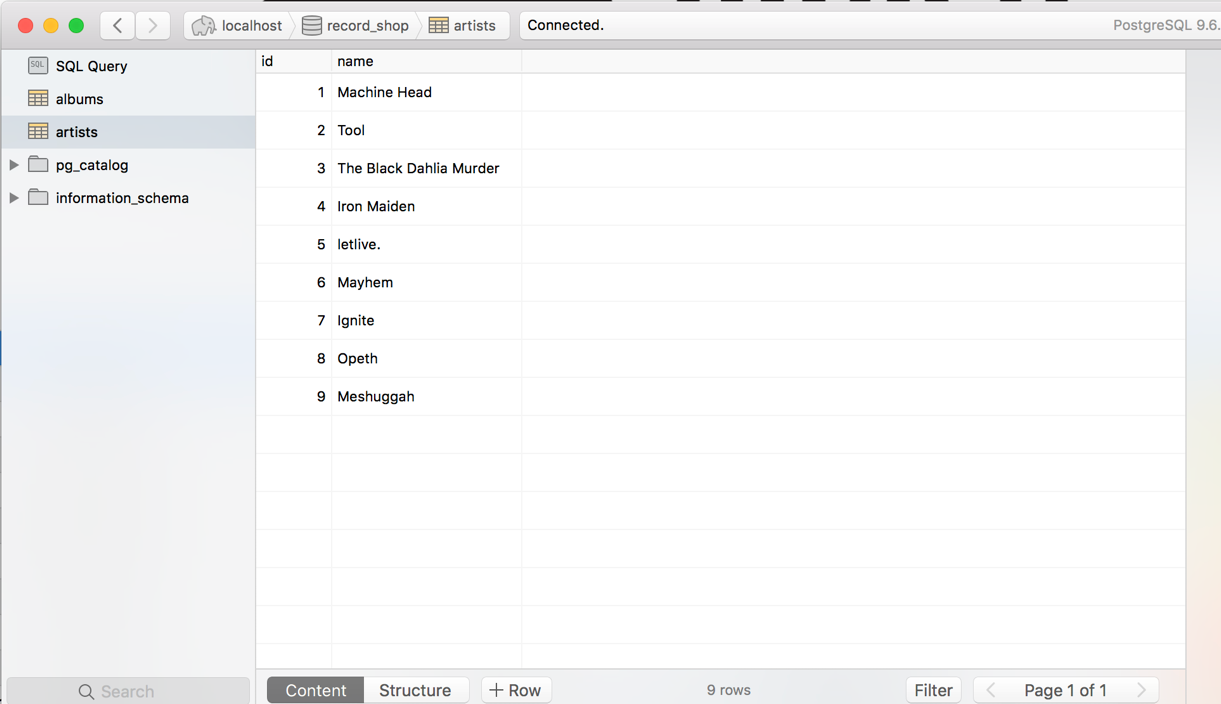
P 13 User input

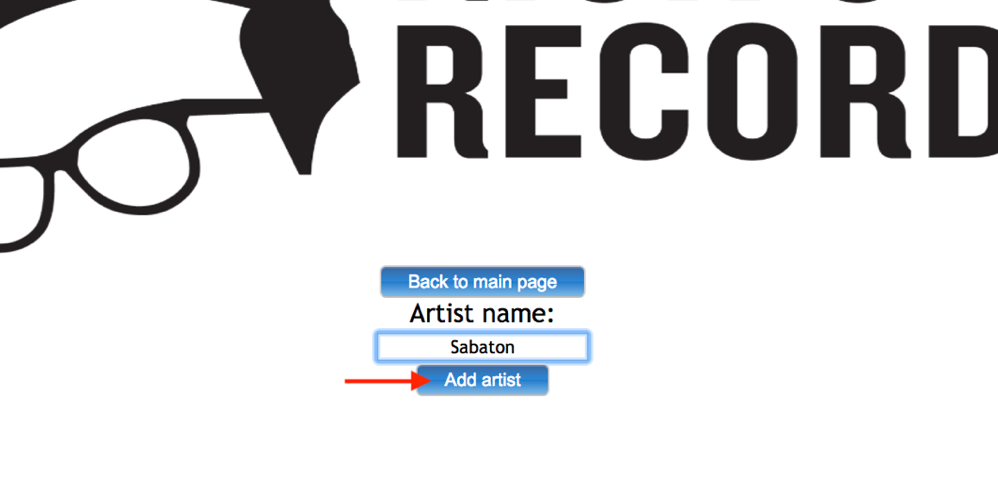
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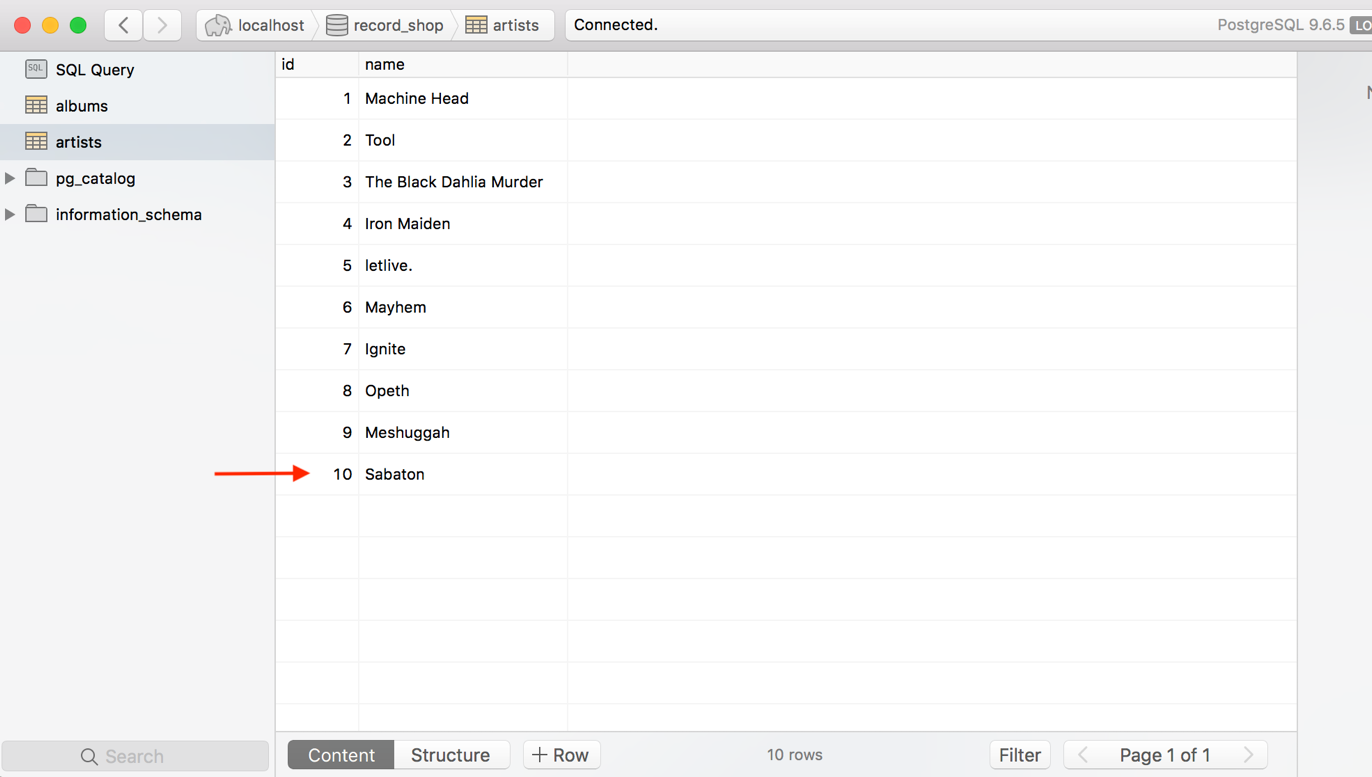
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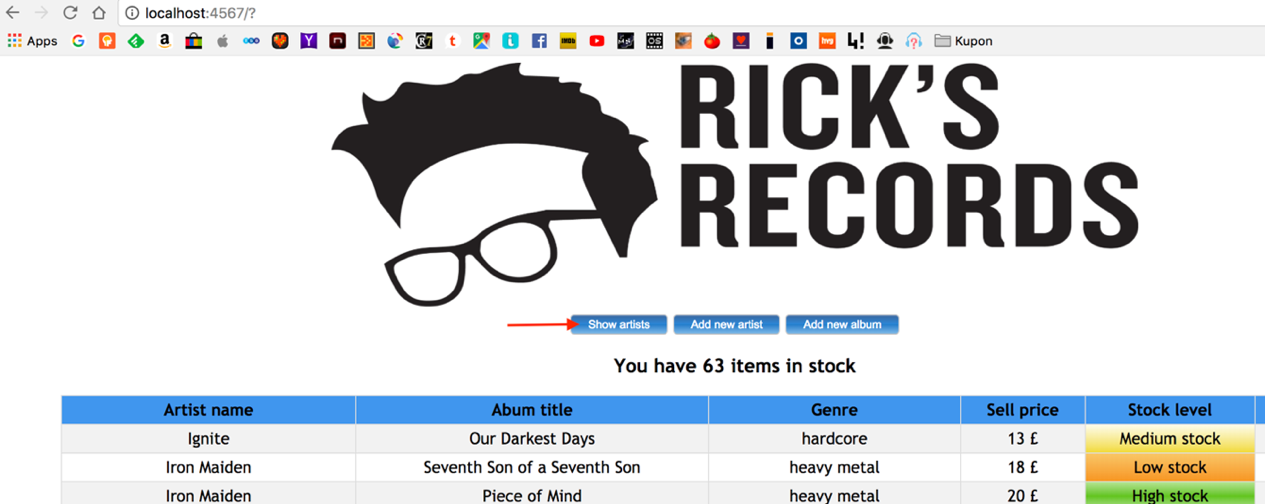
P 14 Interaction with data persistence

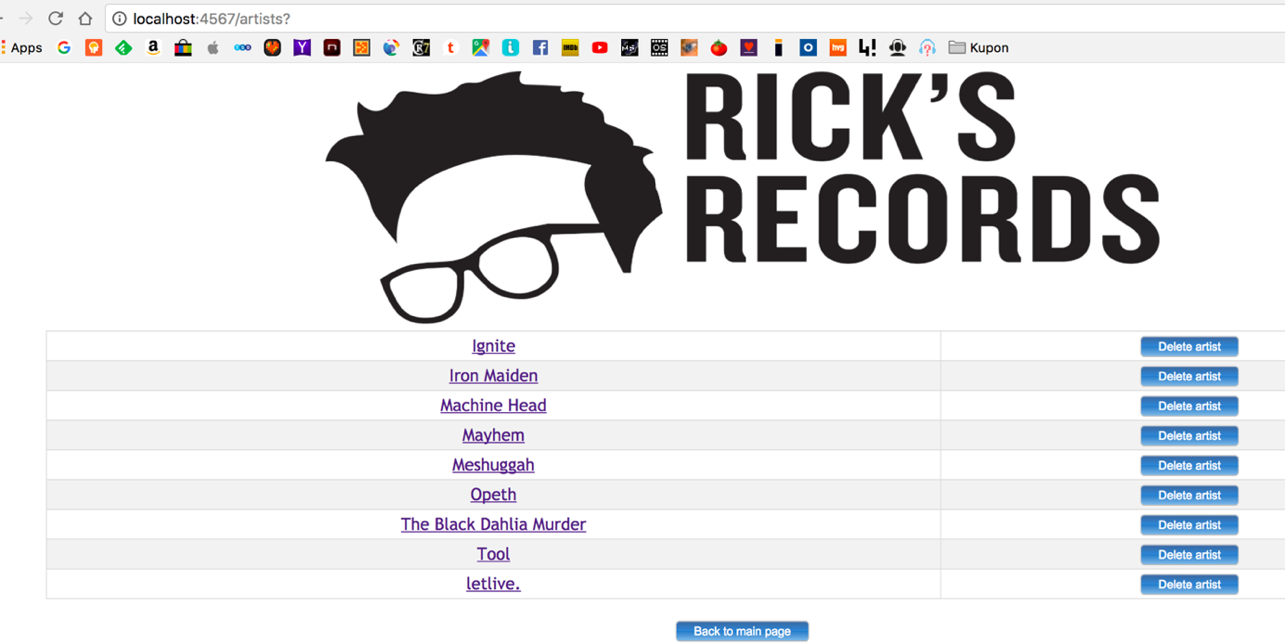
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P 15 User output result

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P 18 Demonstrate testing in a program

