

Ingimar Eyfjord Smarason

Github repository

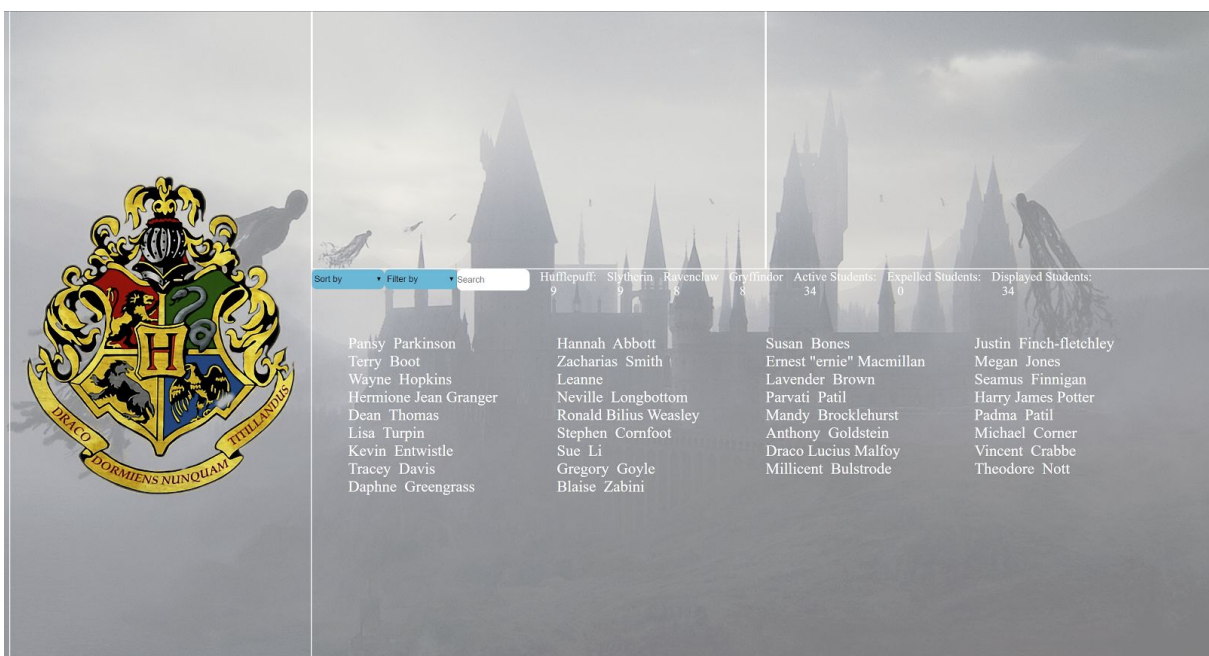
<https://github.com/ingimar-eyfjord/hogwarts-hacked.git>

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Hosted:

<http://iesdesigner.eu/school-folder/3-semester/hw-hacked/index.html>

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Story Map:

The story map is a very useful tool to get an overview of what it is that needs to be coded. If you use this method with the group of people that you are coding for you also minimize the risk of miscommunication and problems down the road.

A good tool to use is google forms, by asking only 3 questions you can easily send out the form to a large group of people online for example.

Here is the imaginary example of how that would look like, it's in an excel sheet, so if you want to filter and sort this list you could just make a pivot table, I purposely won't do this for this hand in.

As a,	I want to	So that
Headmaster	Sort the student's	i can get a better overview
Teacher	Search for a student	I can give him a grade
The Gatekeeper	look up student	to see if they're allowed through
Botanist	look up student	To see if they have a history of allergies.
The quid-itch coach	filter student's by teams	To see what teams they belong to.
Headmaster	Quickly search for a student	I don't waste time searching the system
Headmaster	Filter the student's by criteria	I can quickly get an overview of what the kids are doing.
Headmaster	Sort the student's by either last name or first name	Because why not
Headmaster	Be able to expel a student	they will never be able to get in again
Headmaster	set a student as an inquisitor	because Slytherin kids are ass holes.

Wire frame: A rough sketch:

Here you can see the wireframe, the user is able to do some sorting, filtering and searching in the upper left corner. Below this functionality the user has a visual representation of whether or not they have selected something, since the default crest will be the Hogwarts crest. If the user clicks on a user the crest of that student's house will replace the default. If the user also decides to filter the student list by house the crest will be replaced by that house.

In the upper right corner you can see the student's details, their image and their statuses, on the image you are able to instill the user as either inquisitor or prefect, or expel the student if need be.

Below this is the actual list of students, which can be manipulated using the filtering/sorting options or the search parameter on the left.

Sort by ▾

Sort by ▲

First name
Last name
House name
Blood status

Filter by ▾

Filter by ▲

Gryffindor
Hufflepuff
Slytherin
Ravenclaw
Muggle
Pure Blood
Half blood
Inquisitor
Prefects
Expelled

Search.. 🔍

Search.. 🔍

Selected student Image

Instill as inquisitor

Instill as prefect

Expell

Selected student name

Age 20

Nationality

Blood status

Inquisitor status sign

Prefect status sign

Student List name

Student List name

Student List name

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Hogwarts crest by default.

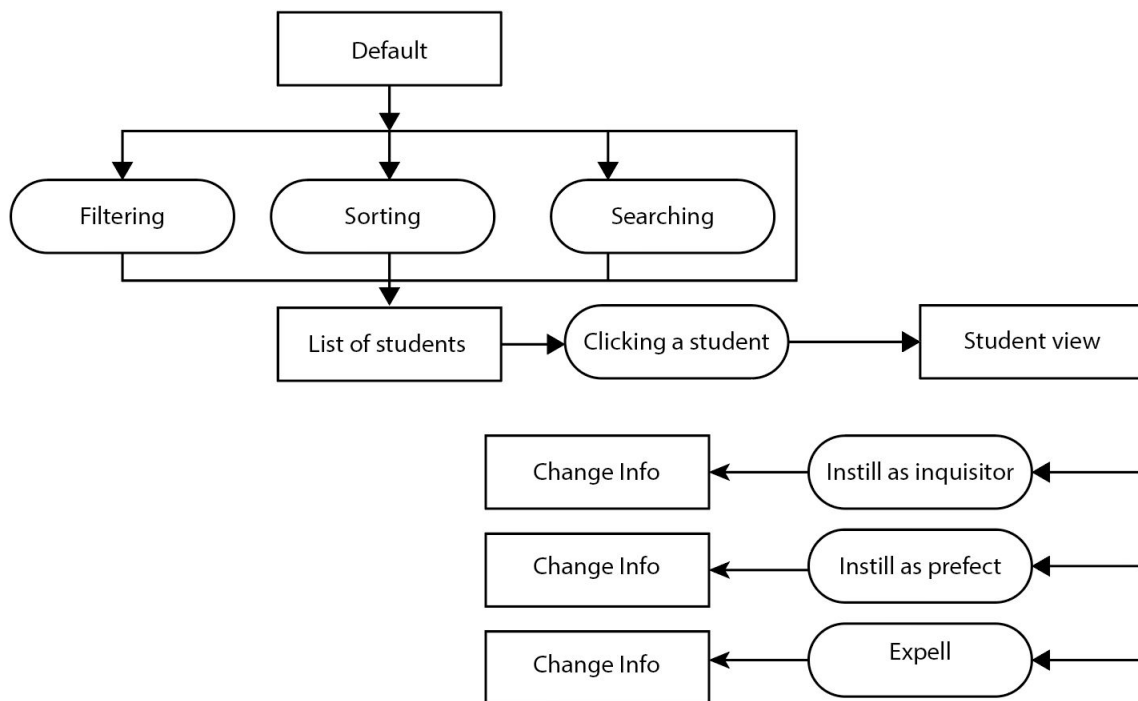
That will change to

house crests depending on if the user

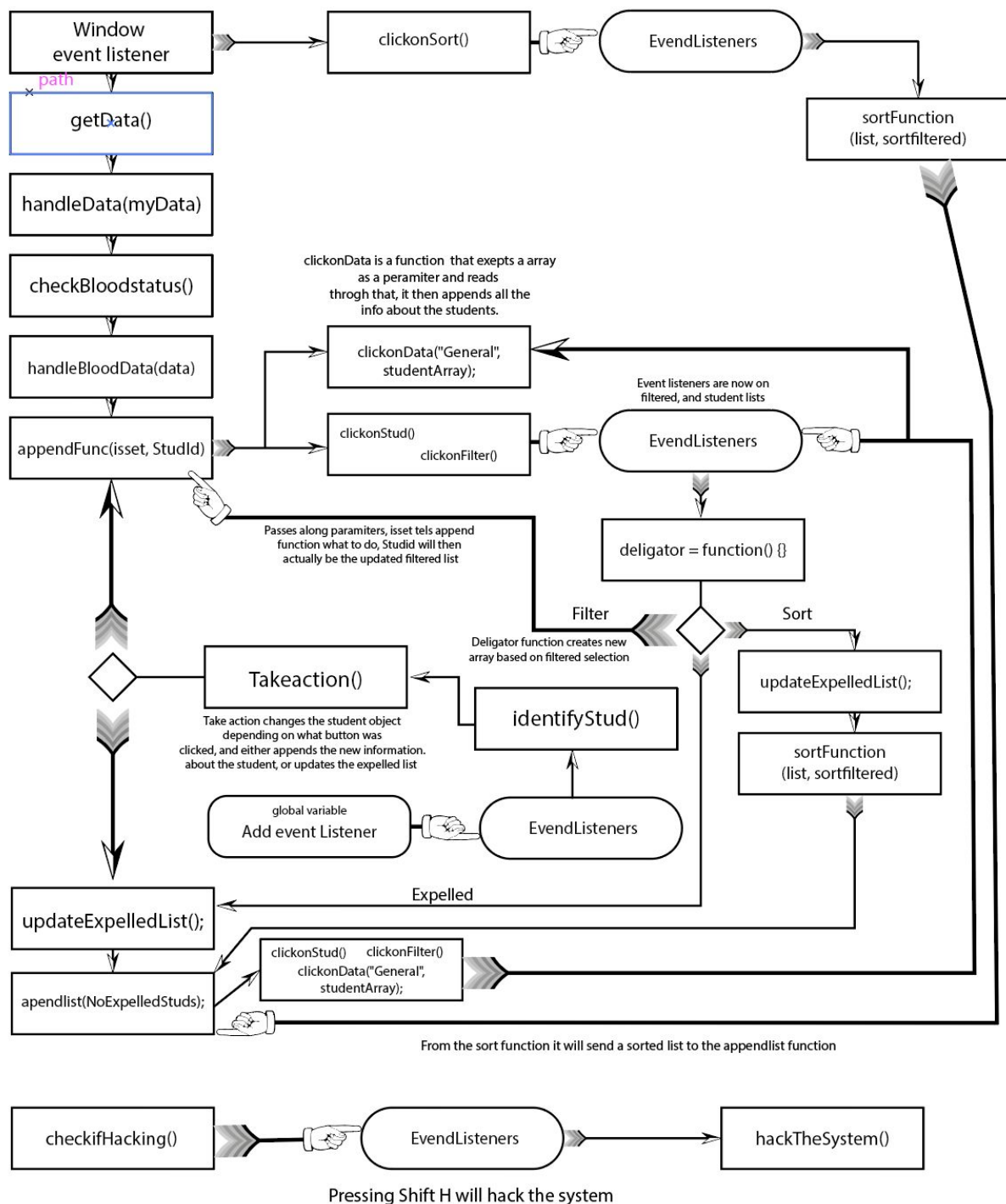
filters the student list by house or also by

selected student house status.

Activity Diagram;



Complete call graph:



A can/can't list:

I am confident I will be able to code all of these things as I have learned a lot the past year. However time might be a factor. We'll see.

After working on this project I got all the way into the Hacking function. Where Shift H will hack the system, and the console log can do that as well. It will initiate a gif that makes it look like the system is downloading a virus.

I deactivated the buttons, however that's how far I was able to go. I could not finish more in time.

```
const Student = {  
  id: "",  
  firstName: "",  
  middleName: "",  
  lastName: "",  
  house: "",  
  gender: "",  
  imagefilename: "",  
  bloodStatus: "Muggle-born",  
  inquisitor: false,  
  prefect: false,  
  expelled: false  
};
```

Student object properties:

Here is the screenshot of the student object that is used as the template for creating the main array of students.

Pseudo code:

Expel:

Expel button. Event listener click; => get this id.

```
If (id == student id) {  
  student object.expel = true}
```

```
If (hackstate == yes){  
  Expel button. Event listener click; => alert "can't do that"  
  Expel button, pointer event = "none"  
}.
```

Prefects:

Prefect button. Event listener click; => get this id.

```
If (id == student id) {  
  student object.prefect = true}
```

BloodStatus:

```
Data.pureblood.forEach(pure => {  
  studentArray.forEach(student => {  
    if (pure name == student.lastName or pure name == student.middleName) {
```

```
Student bloodStatus = "Pure blood";
```

```
Data.half foreach(half => {  
  studentArray.foreach(student => {  
    if (half name == student.lastName or halfname == student.middleName) {  
      Student bloodStatus = "half blood";  
    }  
  }  
})  
Else object will retain Muggle born status.
```

Hacking:

“Press shift + h”

```
Window eventlistener (“keypress”) => event.
```

```
Let keycode = event.keycode
```

```
If (keycode == 72 (“big H”)) => hackTheSystem();
```

```
hackTheSystem() =>
```

```
Const me = {
```

```
First name = Ingimar
```

```
Middle name = Eyfjord
```

```
Last.....
```

```
....
```

```
..
```

```
}
```

```
If (hackstate == yes){
```

```
Expel button. Event listener click; => alert “can’t do that”
```

```
Expel button, pointer event = “none”
```

```
}.}
```