GENERAL INFORMATION

Project name:	P@ND3M!©
Description:	A text-based adventure game. A user can follow a certain path within the storyline and to get there, gets to solve puzzles and pick certain paths within the game. Make your own choices during the corona pandemic. WIll you hoard a lot of toilet paper or will you leave some for the poor elderly?
Features/requirements:	Musthave: A working database, a working website, at least 1 game or option-choosing page or something like a demo version. Shouldhave: Ability to save a session and show where you are in the storyline if you go back to the site, multiple pages/ or minigames, an end to the storyline. Couldhave: More fancy graphical display with images/ASCII art or cool typography. Minigame in paper such as 'sudoku' or 'kruiswoordpuzzel' Wonthave:
Technisch leerdoel:	How can I store multiple games/data in an interface? How can I save this data or store it for later use?
Persoonlijk leerdoel:	I want to learn how it all fits together: how does everything glue together? How can I make sure that I produce something productive by the end of the 3 weeks making sure that I have something that works and do all of this in a timely manner, keeping my priorities straight? So goals are to: - Manage time - Manage productivity - Manage result
Relates to previous weeks:	Introduction to Programming: Code written in Java OOP: Rules for game. Front-end: Through the front-end the user makes choices for the game which defines the path. Databases: Data/text comes from database. Web-infra: Communication through writing on the webpage, sends requests to web server and gets response.

TO DO LIST/PLANNING

To do	
Front-end	- Homescreen. - Enter name and age. - Make interface for games.
Domain	
API	
Documentation	

Planning	Day	What	Notes
Week 1	mon	● Nagedacht over en concept uitgewerkt ● Documentatie opgesteld ● Schets voor domein opgesteld	Meeting Bart
Week 1	tues	● Repository geïnitialiseerd en folder structure opgesteld ● Weekplanning gemaakt ● Eerste bestanden initialiseren ● Lagen met elkaar verbinden op simpelste niveau	
Week 1	wed	● Lagen verbinden ● Domeinmodel opstellen	
Week 1	thu	● Basis interface maken	
Week 1	fri	● Basis database	Retrospective
Week 2	mon		Meeting Bart: Demo

IDEAS/CONCEPT

Ideeën	
Technisch	
Conceptueel	Toiletpapier verzamelen
Timeline	- Read in the paper: A virus coming from China established in the country. - Get to work / money ++ - After work: do groceries - Evening: do something fun.
Who are you?	Someone working in an office as a software engineer. Hobby's:
Choices and cycles	Go to work: bike: public transport Groceries: a lot of toilet paper or a little? Stay at home: bake banana bread or watch tiger king

| Cycle	
1 pandemic came.	- open newspaper - work - night
2 advised to wear facemask	
3 advised to work from home	
4 advised to work from home	
5 have to work from home	
6 have to work from home.	
7 need to go out	
8	
9	
10	

TECHNICAL IMPLEMENTATION: DOMAIN

Game	gameState lockdownLevel = Cycle
Main character	String name int Agegroup Attributes isInfected
Agegroup	int socialNeed int virusVulnerability ex: agegroup = young, socialNeed = high && virusVulnerability = low ex. agroup = old, socialNeed = low && virusVulnerability = high function socialneedIncrease function socialneedDecrease function virusVulnerability increase virusVulnerability decrease
Attributes	int money int toiletPaper

Cycle	cycleNumber
	showPaper();
	goToWork();
	afterWork();

cyclenumber	lockdownLevel	showPaper()	goToWork	afterWork()
1	0	Covid came	by public transport or bike?	buy toiletpaper
2	0	people were hoarding	transport or bike?	
3	1	advised to wear facemask	transport or bike?	
4	1	man scared out of tram because he was not wearing a facemask	work from home or at work?	
5	2	work from home.	work from home	banana bread or tiger king

6	2		work from home	

LAGENMODEL SCHETS
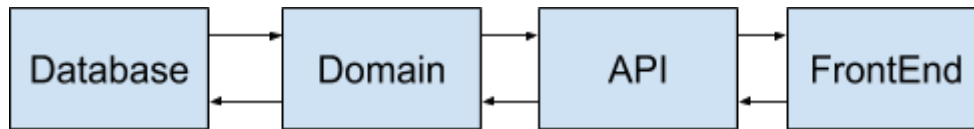
NOTES

Lagenmodel
namespaces
packages

-> user stories en tasks opstellen, wat wil je per se erin en wat niet?
-> vertical slice