EstimatedTimeOfArrival

HackBeanpot 2021

By - Eddie Fu and Tara Tam

The purpose and inspiration ✨

- ❏ We among just about everyone else commonly struggle with effective time management
- ❏ New Year's Resolution: '*Better Time Management*'
  - ❏ But how?
- ❏ We need MOTIVATION!
- ❏ We need INCENTIVES!
- ❏ ++ game-like experiences are fun :)
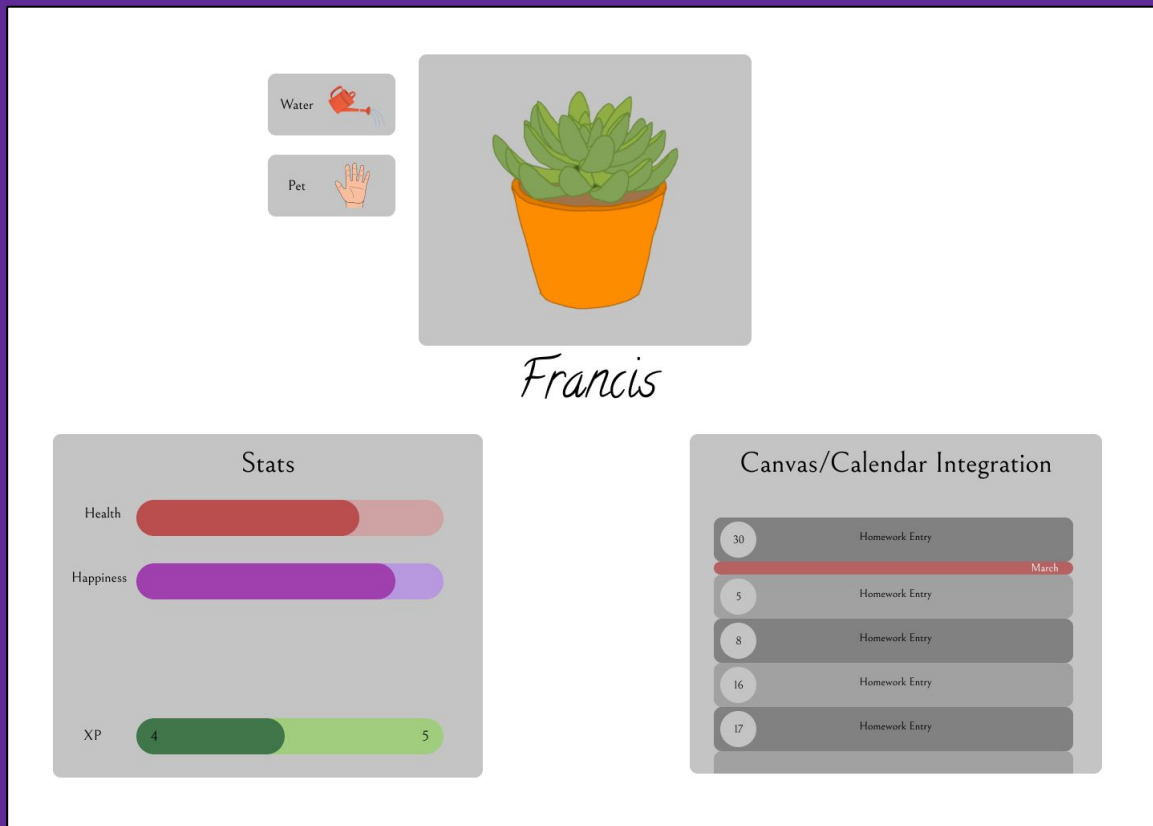
The product itself

~Meet Francis~

- ❏ Stats
  - ❏ Health 100/100
  - ❏ Happiness 100/100
  - ❏ Level 1, 0 XP
- ❏ Interactions
  - ❏ Water 1x / day
  - ❏ Pet 1x / day

Keep Francis healthy by doing tasks and appointments before they're overdue!

Keep Francis healthy by doing daily interactions!

Complete Tasks, Reminders, and Assignments to level Francis up!

❏ Frontend mock-up (made using Figma)

Backend (made using Java)

- ❏ Object-oriented model representations of the Tamagotchi avatars
    - ❏ choose Human 🧑 or Plant 🌱
    - ❏ Customize them!
        - ❏ Human -- Skin color Hair color, Eye color, Hair length, clothing
        - ❏ Plant -- Leaf color Leaf shape, Leaf count, Soil type, Pot color
- ❏ Object-oriented model representations of a basic Calendar/Agenda/Planner 📅
    - ❏ Ideally, it'd be nice to have Canvas (or some other assignment tracker portal) integration
- ❏ Use of command line arguments for user interaction 💻
    - ❏ Add/Complete Things
    - ❏ View Today's Things to do and your Avatar's current Stats
    - ❏ Feed/Water and FistBump/Pet your Avatar

Help Menu: 'help'

❏   Lists all supported command line inputs

```
For help, type "help"
-------------------- Command: help
Add Thing format:
    add [Appointment/Task/Reminder] YYYY MM DD [name]
Complete Thing format:
    complete [Appointment/Task/Reminder] YYYY MM DD [name]
View Today's Items and Stats:
    today
Pet plant:
    pet
Water plant:
    water

-------------------- Command:
```

Current Status and List of Things TODO: 'today'

```
For help, type "help"
--------------------- Command: today
Francis:
        Health: 100      Happiness: 100   XP: 0     Current Level: 1

Overdue Tasks:
Nothing! :D

Upcoming Tasks:
2021-02-22, Reminder: Sample Reminder
2021-02-23, Appointment: Sample Appointment
2021-02-24, Task: Sample Task
```

❏   Displays Avatar's Name, Health, Happiness, XP, and Level
❏   Displays Overdue Tasks & Upcoming Tasks
(Formatted: YYYY-MM-DD, ThingType: NameOfThingTODO)

Passage of Time:

❏ If an item in *Upcoming Tasks* due date is before today's date,

it is added to the *Overdue Tasks* list, still waiting for completion

❏ Lose -12 health points for every Thing not completed by its assigned date

(dealt when an assigned due date becomes the 'yesterday' of 'today')

❏ Lose -20 happiness per day if no Interactions were done

Interactions: 'pet' and 'water'

- ❏ Must do these interactions to keep your avatar happy

- ❏ -10 happiness each day per interaction not done : (

- ❏ +12 happiness each day per completed interaction

```
--------------------- Command: pet
Francis:
      Health: 100      Happiness: 92    XP: 0    Current Level: 1


--------------------- Command: water
Francis:
      Health: 100      Happiness: 100   XP: 0    Current Level: 1
```

❏　Add things

　　❏　to do to your upcoming tasks (input date is today or later)

　　❏　to your overdue tasks (input date is before today)

Adding Things: 'add …'


```
-------------------- Command: add appointment 2021 02 22 Hackbeanpot
appointment
Successfully added task to list
-------------------- Command: today
Francis:
        Health: 88      Happiness: 60   XP: 0    Current Level: 1

Overdue Tasks:
2021-02-23, Appointment: Sample Appointment

Upcoming Tasks:
2021-02-24, Task: Sample Task
2021-02-22, Appointment: Hackbeanpot
```

Completing Things:
'complete ...'

```
------------------- Command: complete task 2021 02 24 sample task
Health increased by 4; Gained 10XP
```

❏   Delete things

    ❏   from your overdue tasks

        ❏   And regain +4 health points

    ❏   from your upcoming tasks

        ❏   And regain +2 health points

❏   And gain 10 XP for all types of Things

The process

- ❏ Design front-end mockup
- ❏ Implement canvas/calendar stand-in
- ❏ Create function from front-end mockup
- ❏ Text-based stand-in interface for program mechanics
- ❏ Test
- ❏ Debug

What did we learn?

- ❏ Figma
  - ❏ Learned Figma as storyboarding tool
  - ❏ Explored and expanded understanding of Figma capabilities
- ❏ Java
  - ❏ Expanded Java library knowledge
  - ❏ Reinforce and practice Java writing style

What's next for EstimatedTimeOfArrival?

- ❏ Implement working front-end
- ❏ Expand Tamagotchi types and appearances
  - ❏ More than just plants
  - ❏ Add customizability
- ❏ Integrate external calendar/Canvas