Name: <Your name>
Email-Address: <Your email address>
Contact channel: <contact info>
Location: <your location, your country (Timezone)>

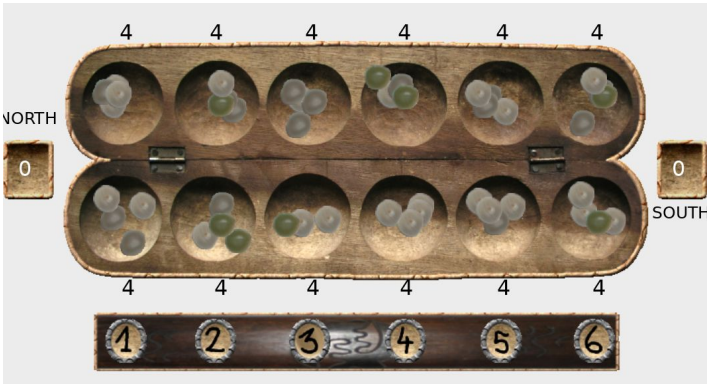
Proposal Title: <your project title> (Eg: Finishing started activities for GCompris)

Motivation for Proposal:

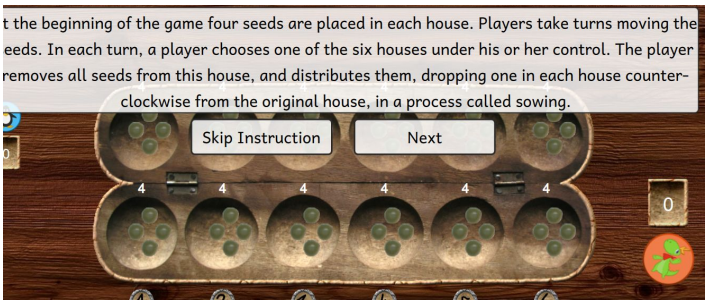
<your motivation>
(Eg: GCompris is a high quality educational software suite comprising of numerous activities for children aged 2 to 10. GCompris aims in creating building blocks for a child like reading, writing, science, maths, computer science with the help of the extremely good activities. I strongly opine that Gcompris will provide a learning curve for me with a lot of new things to learn and my work will provide the teachers and parents an asset for building concepts.)

Goals:
(Eg:
I will be completing the following started activities:
1. **Oware:** It is an abstract strategy game among the Mancala family of board games (pit and pebble games). It was started in this branch https://cgit.kde.org/gcompris.git/log/?h=Sok_Activity_Awele
2. **Computer parts:** This activity is aimed to teach the computer (desktop, laptop and phone) parts. This was started in https://cgit.kde.org/gcompris.git/log/?h=gsoc-sagar-computer
3. **Play piano and note names:** These activities aim in how the piano keyboard can play music as written on the musical staff and recognizing the notes respectively. These were started in https://cgit.kde.org/gcompris.git/log/?h=playpiano)

Implementation Details:
(Eg:
1. Oware: This activity would be done from scratch as the code in branch is not working well. I would take the part that can be used and it will have the following features:
- It will have two modes: Single player and multi-player.
- Turns of players will be alternate in both modes.
- A tutorial will be displayed at the start of the activity explaining the basics, rules and goals of the game along with the skip button to skip the instructions which can be taken from https://en.wikipedia.org/wiki/Oware#Rules which are free to use.
- The game will consist of animations of the pebbles moving in each turn to the respective holes.
- I will implement the AI for the single player myself and will set the difficulty accordingly for the levels.

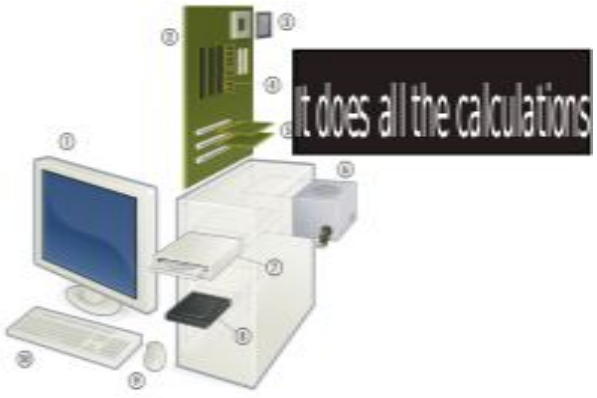


Introduction with Instructions:



2. Computer parts: I will continue the code in this activity in the branch and the activity will have the following features:

- This activity will aim in teaching the parts of all the technological devices i.e Desktop PC, laptop and phone.
- Initially we show the user the exploded image of PC and let them explore the various parts. They can click on any part which glows on click and shows the description of that particular part.



This shows the description of CPU which the user sees when they click on CPU on the desktop pc.

- The exploded images of phone (eg http://allthingsd.com/20130508/samsung-galaxy-s4-costs-237-to-build-teardown-analysis-shows/) and laptop (example http://www.proprofs.com/certification/comptia/a-plus/study-guide/wbt3/images/l1s3.gif) without labels with parts would be shown in levels.

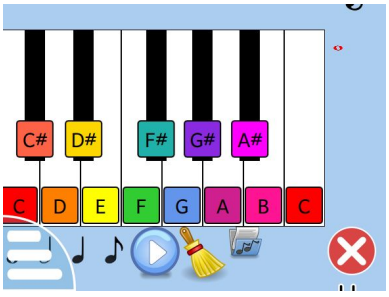
- Open source images would be used example https://upload.wikimedia.org/wikipedia/commons/thumb/4/41/Personal_computer%2C_exploded_5.svg/2000px-Personal_computer%2C_exploded_5.svg.png
- In the next part we have levels with sublevels as different parts. Example we have laptop in which we display an exploded image of laptop and ask the user to find the part that does calculations or to find the CPU in this way they try exploring the different parts and find the same CPU that they saw in desktop pc for laptop.

Example the figure below shows the CPU sublevel for laptop in which the user needs to identify the CPU for laptop. The user can see the PC parts using the hint button during the sub levels.

3. Play piano and note names: I would continue this activity in the branch which has majority of components but the following things will be fixed and added in the respective activities:

For Play piano:

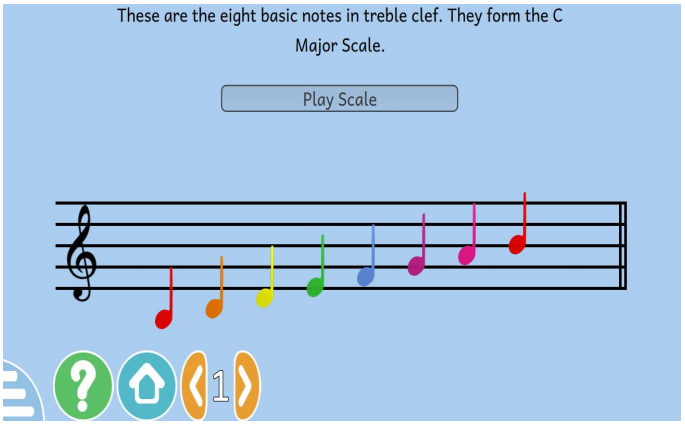
- It needs to be properly designed with adjustment of all the components with screen size and anchoring them properly.
- Provide an instruction along with each level (information about the notes).
- Create a seperate directory for saving music (~/.local/share/GCompris/playPiano) where the music would be saved in the end levels (similar to as done in Balance box).
- Add load music option. In this a menu (like configuration) will open which will have a list of tunes which can be selected to be played. Currently it plays a default music tone.
- The screen below has to be improved and enhanced mainly (in small size screen).

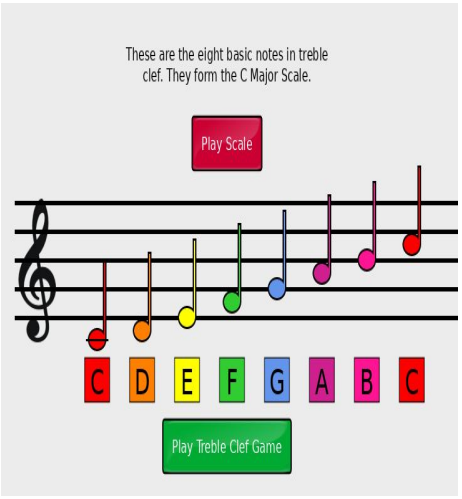


For note names:

- Add the note names in the introduction.
- The note should be highlighted and played on click in the levels and introduction.

Current





After Improvements (note names and play game option can be added))

Tentative timeline:
(Eg.

5 May 2017 - 30 May 2017 (Community Bonding Period):

- In this period I will talk and consult with my mentors.
- I will look for the resources for my proposed activities (images and other description).
- I will look at the other implementations of my proposed activities and learn about their implementation.

31 May 2017 - 9 July 2017 (For Oware) :
a) 31 May - 4 June:
- Build layout for oware i.e. implementing the user interface (laying down the board with pebbles and score for players).
- Add tutorial for the activity.

Milestone to be reviewed:
Proper instructions and tutorial and make any changes if required.

b) 5 June - 19 June:
- Create the functions of the game for two player mode. This includes movement of the pebbles on each turn, scoring and the condition for moving of the pebbles and implementing when the game ends.
- Create the animations for the activity.
- .Complete the game for the two player mode.

Milestone to be reviewed:
- Working of two player mode, make any changes if required in the game design or functioning.

c) 20 June - 30 June:
- Implement the AI for the single player mode.
- Complete the game for the single player mode.

Milestone to be reviewed:
- Review for the AI mode and make the required fixes, adjust the difficulty accordingly.

d) 1 July - 9 July:

- Test my activity on various platforms and refine it.
- Take more reviews for my activity from the mentors.
- Make required changes on the basis of reviews.

10 July 2017 - 31 July 2017: (Computer parts)

a) 10 July - 13 July:

- Create the interface for desktop PC with the parts like CPU, screen, speakers, mouse, keyboard, speakers etc. Parts like motherboard, RAM, ROM can also be added.

Milestone to be reviewed:

All parts details and interface finalization.

b) 13 July - 23 July:

- Create the user interface for the laptop and mobile with their sublevels.
- Complete the gameplay by adding various functions and deciding the end of level in the activity (when the user selects the right part).
- Complete the gameplay for the activity.

Milestone to be reviewed:

Ask for review for the initial gameplay and then later after the completion and make the changes if required and modify the design accordingly.

c) 24 July - 31 July:

- Test the activity on various platforms and work on the refinement of the activity.
- Take final reviews from mentors for this activity.
- Make required changes on the basis of reviews.

1 August 2017 - 21 August 2017: (Play piano and note names)

a) 1 August - 4 August:

- Improve the user interface for play piano which includes adjustment of components with resize, highlight of notes on playing etc.
- Remove the components not required and refine the other ones.

Milestone to be reviewed:

Ask for reviews for the final design with improvements and make the required changes.

b) 5 August - 13 August:

- Create all the levels for play piano along with the instructions.
- Add the load and save button.
- Test the activity on various platforms and get it reviewed by mentors.

Milestone to be reviewed:

Ask for review for all the levels and functions of play piano and make the required changes.

c) 14 August - 21 August:

- Refine the user interface for note names which includes reducing the timer time, improving the components in levels, add note names in instructions, play the notes on clicking and highlight them.
- Get the changes reviewed from mentors and make the changes accordingly.

22 August 2017 - 29 August 2017: (Final week)

- Testing the activities on various platforms.

- Fix the reported issues and bugs.
- Submit the code for final evaluation.)

Other Obligations from late May to early August:
I will be having holidays in my college from 1st June to 8 July. I can give 8 hours per day or 40 hours per week. Even after beginning of my college I would give 5 hours per day and on weekends I would be able to give 9-10 hours per day. I might travel to Akademy which is scheduled in Almeria, Spain this year from 22 July to 27 July to spread word about GCompris but I will manage to work there in my free time and travel, would able to give around 5 hours each day.

About Me:

(Eg: I am a 2nd year engineering student from <college details>. I am an open source enthusiast who loves learning and exploring new things. I started contributing to ----- last year with ---------- which made me quite familiar with its codebase.

My work with GCompris included fixing some bugs, making my activity “Categorization” (links)
which includes 18 categories which each category having around 10 - 15 levels. I also added 500+ images to the words dataset which is a part of the repository https://github.com/gcompris/GCompris-words

- Your Pull Request 1 link
- Some other related work link
- Some Documentation link from where you can try out the things..
- .
- ..
- …..

Currently I am working on categorization words activity (https://github.com/gcompris/GCompris-qt/tree/sok_categorizationWords) which aims at teaching the complete grammar and would be having around 20 categories with each category with around 20-25 levels and lessons for grammar.

I had also participated in ….. And made ---- and ---- contributions. I want to contribute to this projects to increase my ---skills or because of my interest in ____.

My blog: <your blog/ website if any>