UNIVERSTY OF MONTREAL

PROJECT 2

By

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URL

(file:///home/www-ens/trembch/public_html/JAHWBDIJbwo348gbfiwyvIHVEWDJhfiUG89/index.html)

- HTML
- CSS
- JavaScript
- JQuery
- Bootstrap
- AJaX
- JSON

stm.py

The program extracts 100 facts with 20 different relations and 40 different concepts. It takes no argument. It will output a JSON file that our HTML table will use to power our games. To ensure 20 different relations are collected, we go through the first relations and pick the first ‘edges’ we encounter with loops and breaks. We then fill the remaining by collecting many ‘edges’ per request.

index.html

The page is dynamic and contains a table of 100 facts. A live server is needed to allow JSON files to bypass CORS policy. It requires a yarn start to be able to make requests as well.

consult.js

It allows the user to make direct requests to ConceptNet with AJaX. Every request is limited to 1000. It's filtered to display only English words. The previous and next boutons make requests by playing with offsets behind the scenes. Spaces and upper letter cases can cause an effect on the URL. Therefore, all concepts must not contain spaces or a capital letter.

game1.js game2.js game3.js

True or False, Instruction, and “Who am I” are the names we have chosen for our games. They all rely on our table of facts, but Instruction and “Who am I” also make use of requests to ConceptNet to increase the game’s playability. Our biggest struggle was mentioned in consult.js where we would have to consider spaces and upper letter cases when making those requests.

Roles

Charles-Antoine Tremblay : smt.py, index.html, game2.js, game3.js

Southidej Oudanonh : rapport, home.js, index.html, consult.js, game1.js