# The proposal

The proposal: Konstanta is a learning platform specifically for the Sat math section. SAT exams are taken all around the world, and while they might be straightforward to US students, the rest of the world still lacks free resources for prepping. Konstanta is Designed to cover all officially College board published SAT exam math sections. The idea is to split all the official questions into categories and then conquer section by section. This way, a student can save time, if he already knows what his strengths and weaknesses are.

The audience: The audience in mind are students who are trying to pass the exam independently, as the website requires no additional resources, or for those who want extra practice. Also, educators could use the website to prepare their lessons.

Key features: Each section comes with a short but comprehensive entry and each question comes with a detailed explanation. Moreover, each section has quizzes that are similar to official questions, and they are trained to recognize where you struggle and make mistakes and generate more of the questions you have problems with. Moreover, you have the option to take the assessment quiz to determine strengths and weaknesses.

Tools needed: I think to complete this project, I would need to use react for frontend, Node.js for backend. I would also need something for Ai and adaptive learning parts, I think I would use Spacy and perhaps OpenAI's GPT for generating similar questions.
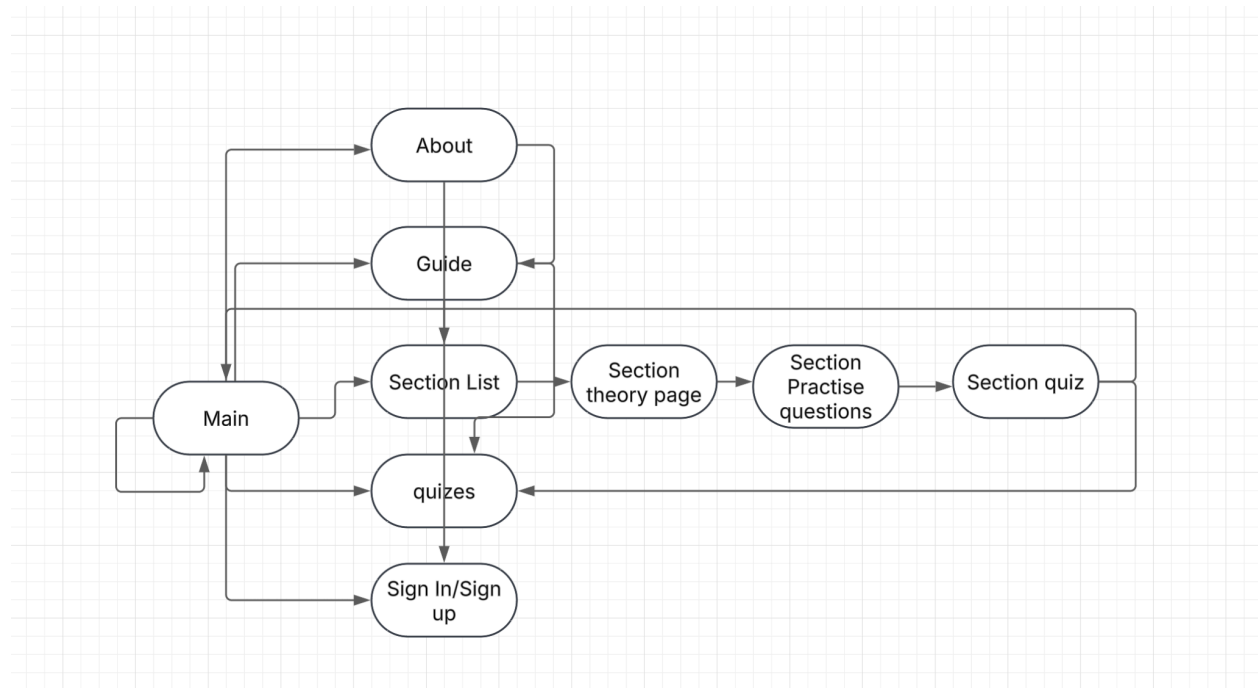
Phase 2- HTML

I want the design to be simple in order to send a subliminal message that this is the platform for education only and no distractions.
I chose to have a header with a logo, slogan, and navigation options on every single page. I believe this makes the website look more coherent, and increases brand recognition. The navigation buttons on each page, I believe, significantly improves user experience and ease.

Lot of the website uses tables to create boxes using pure HTML. This is to represent chapters, or sections. The box kinda representation, I believe, is vital, as it shows the 'divide and conquer' principle of the website.

The Layout choices and UI is very basic and similar to many standard websites. This is on purpose: the user should already know at one glance how to navigate the website.
The layout choice also is deliberate to encourage studying in a proper manner. For instance, on the main page the user sees a button "take an assessment quiz", the user might be repulsed at first by the word 'quiz', so there are boxes of chapters on the same page to look through. If the user clicks on a chapter, he is met with a small intro rather than questions in order to lure him. After reading through the chapter, and getting a bit of interest as well as confidence, the user then sees the option to take practice questions, and after seeing his score, he has the option to do more questions.

(Please read)
P.S: There are some outdated tags in my HTML code like 'centre' for example, and some formatting is done through tables, which in later phases might not work. In my mind, I imagined I have to show a demo to a client by using html only, so I made it look the best I could. However, if I need to remove the tables and deprecated tags for the future phase, I plan to do so.

Deployment

The webpage is now deployed with github pages and could be found at:
https://ketimiyvarxar.github.io/Konstanta/section_main.html