

Team 6





Shopping cart

Purpose: Teach wise purchasing and enhance shopping enjoyment.

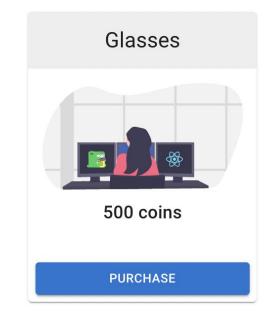
Interactivity: Gamified experience for understanding budgeting and money value.

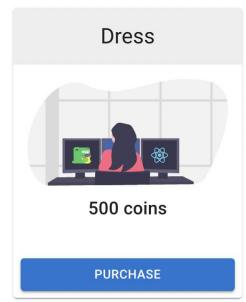
Educational Content: Real-time budgeting advice and spending insights.

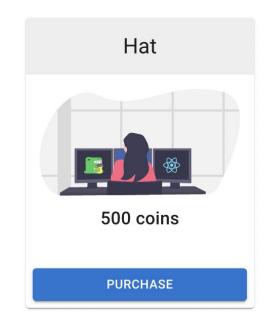
Product Range: Wide variety for avatar customization, from hats to socks.

Shopping

Make a right purchase! Remember to plan before you purchase.









Data Visualization



Purpose: Provides visual data representation for easier analysis by administrators and teachers.



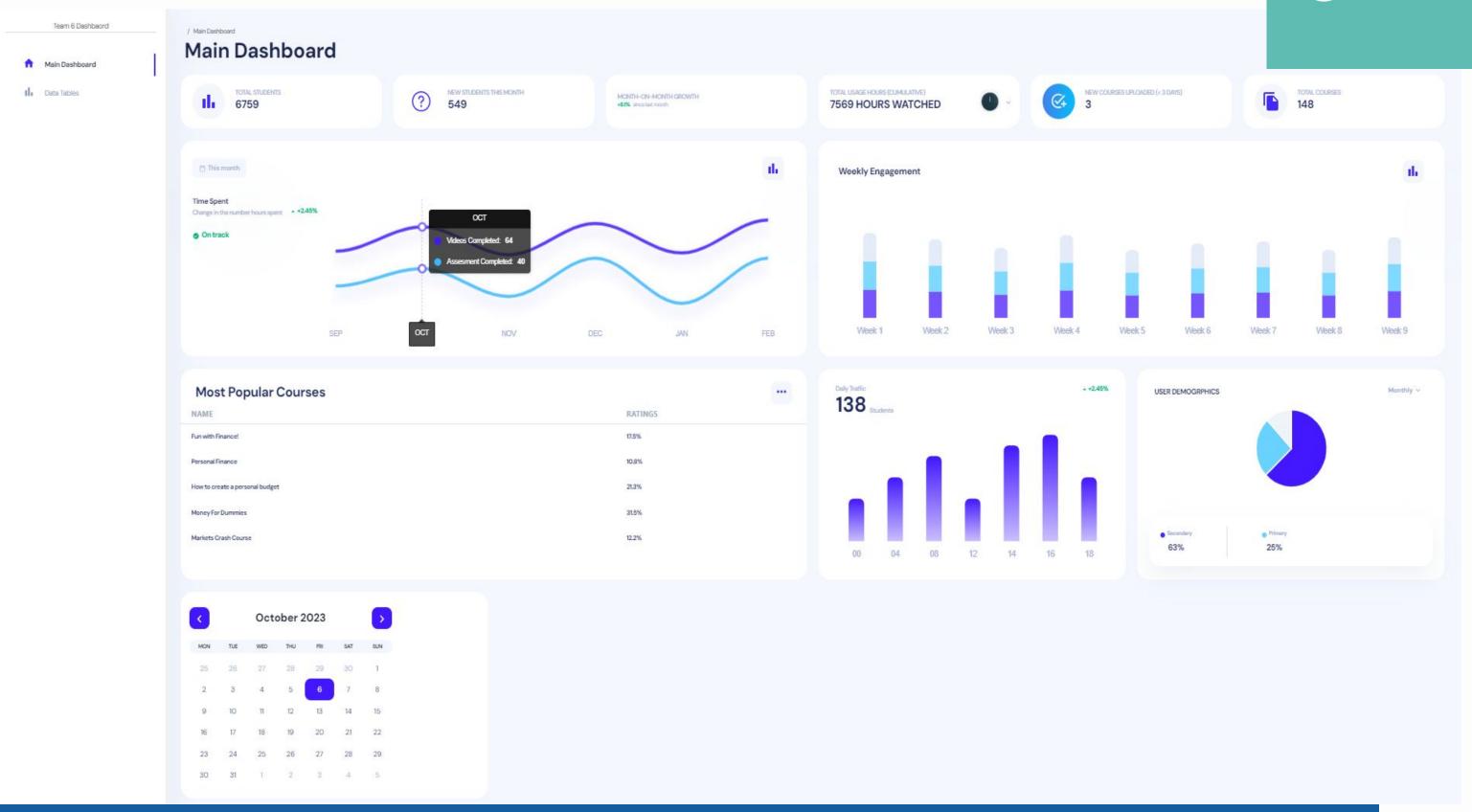


Benefit: Supports decision-making, customizes teaching, identifies improvement areas for enhanced educational outcomes.

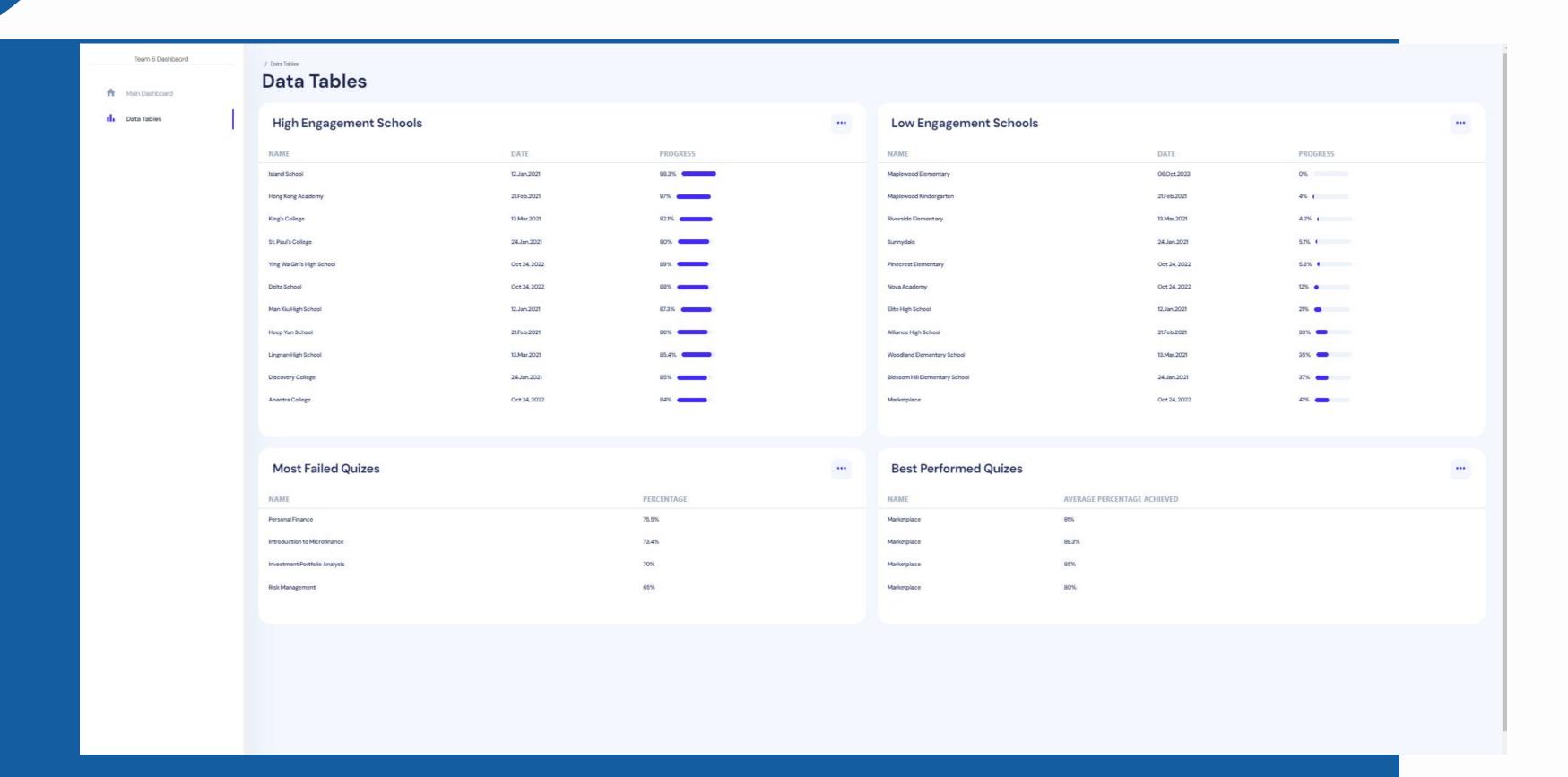


Data Visualization





Data Visualization



Discussion Forum



New way to learn: Students can also learn through the process of reading others' discussions and posting their own comments



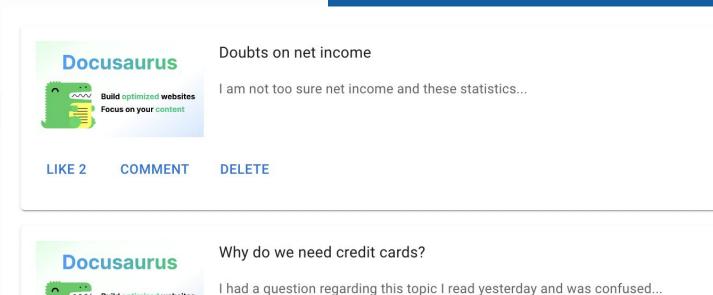
Purpose of the Feature:

- increase peer interaction and engagement
- allow them to ask questions and discuss concepts.



Interactive Experience:

- Students:
 - Give a like
 - Add their own comments
 - Edit and delete their discussions







What is the purpose of a credit score?

Like why use credit score, it makes it looks like a competition..

DELETE

Weekly Challenges



Purpose of the Feature:

 Motivate students to test their understanding by answering weekly questions.



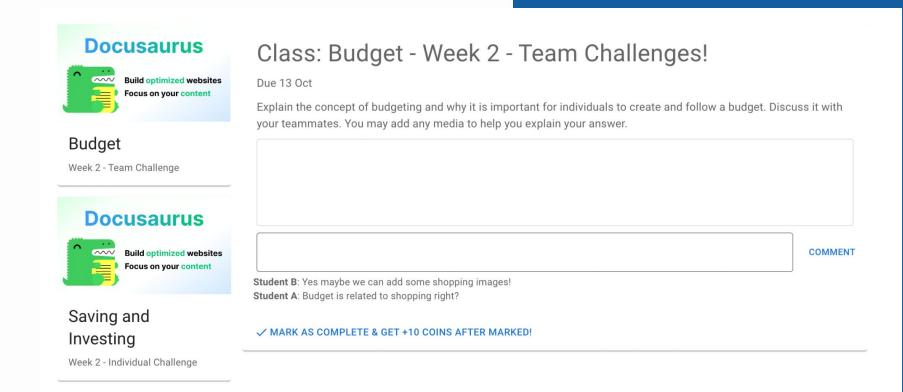
Competitive Experience:

- Answering the questions is given a rank on a leaderboard.
- Motivation to perform well to get a better ranking.



Earn Coins for Shopping Cart:

- Trying Weekly Challenges can help students earn coins
- Coins used to purchase items from the Shopping Carts

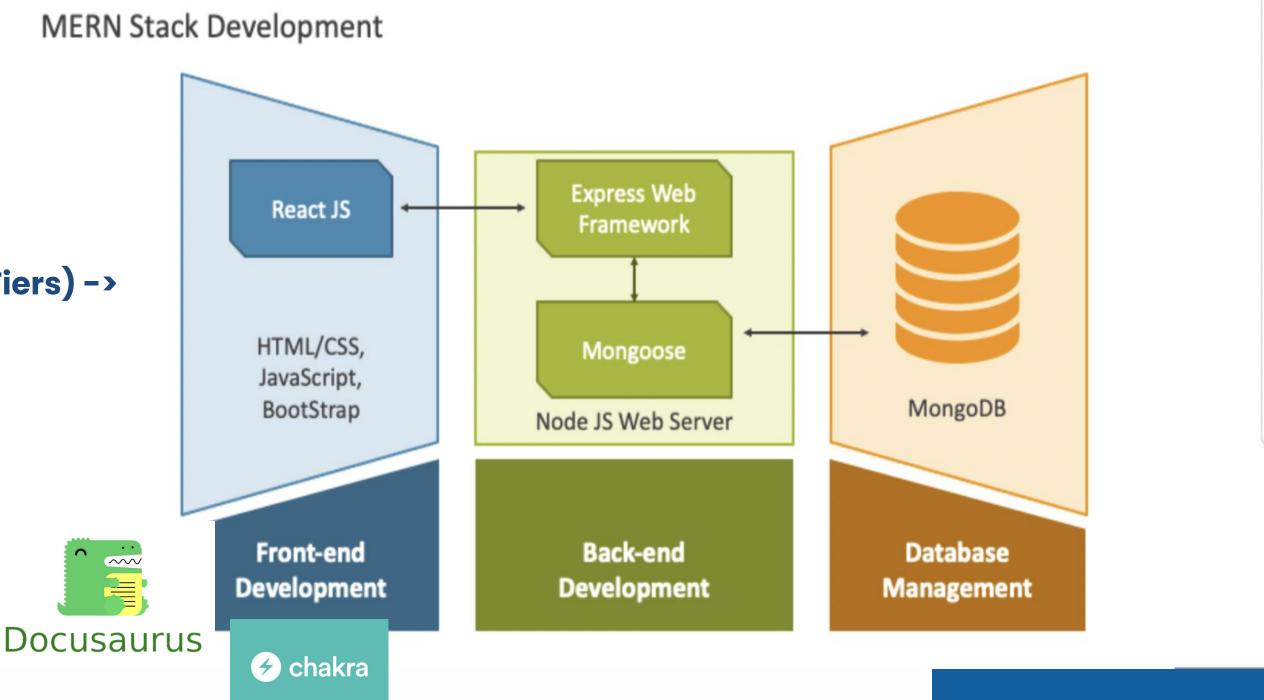


Architecture

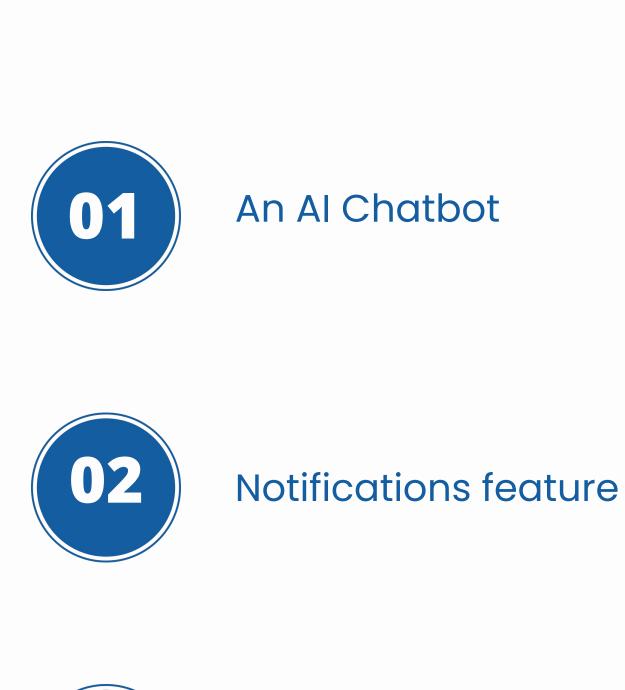
MERN STACK

MERN Stack Development

- **Model-View Controller**
- Scalability
- Code Maintenance (multiple Tiers) -> **Stability**
- Cost Saving (Open Source)
- **Strong Community**



Future enhancement





THANK YOU

