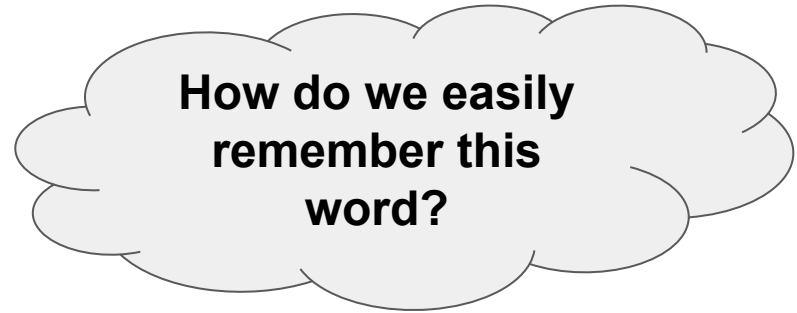# Team 8 -- memcpy()

Yu-Heng Lei, Yi Bian, Hao Gu

Project Sprint 2

April 11, 2017

15-637 Web Application Development

# memcpy(): learn anything with flashcards
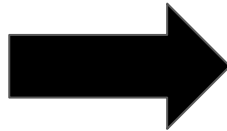
- A website to help people memorize/learn anything such as vocabulary, geography, or any trivial knowledge
  - ○
  - ○

- Example:
  - Word (answer): **hilarious**
  - Definition (question): *very funny, extremely amusing*

**How do we easily remember this word?**

# memcpy(): learn anything with flashcards

- A website to help people memorize/learn anything such as vocabulary, geography, or any trivial knowledge
    - User-contributed multimedia **flashcards** as hints to help remember things
    - Answer/Flashcards can be text or image
- Example:
    - Word (answer): **hilarious**
    - Definition (question):
    *very funny,*
    *extremely amusing*

**flashcard**



**Hillary-ous**

# Feature: practice with quiz mode and game mode!

- Compete scores and view personal learning statistics

Location (question)



**Timer**

5.6

**Score**

2333

**Combo**

12

State (answer)

**1. Ohio**

**2. Pennsylvania**

**3. Verginia**

**4. Maryland**

# Sprint 2 progress

- Product owner: Yi Bian

- Create multimedia flashcards

  - A flashcard can contain text and image

- Redesign website appearance using Bootstrap

  - Polish book/entry/flashcard navigation process, add progress bar

- Random Quiz

  - Randomly select questions (entries) from the whole website
  - For each question, randomly generate three misleading choices
  - Report accuracy at the end of the quiz
  - Database accumulates number of (attempts, correct records, combos).

# Demo

# Problem discussions

- We'll do user testings to make the UI more user friendly.
- Keep track of more statistics in learning/quiz mode
  - At User / Book / Entry / User-Book / User-Entry levels
- We'll add some features in the quiz mode to help the user test and memorize better

# Sprint 3 goals(1)

- ## Subtasks
  - Fix bugs and enhance UI after user testing
  - Mini games:
    - **Speed mode:** 30 seconds in total to answer *as many questions as possible*. Answering correctly/incorrectly will add/deduct 1/2 seconds as bonus/penalty
    - **Survival mode:** 5 seconds for each entry to answer *as many questions as possible* until "hit point" (HP) becomes 0. Initial HP = 5
    - **Polish the mini games:** Add JS countdown. Show hints. Show flashcard and the right answer after the user makes the wrong choice.
  - Flashcards can contain audio files.

# Sprint 3 goals(2)

- Subtasks
    - Leaderboards: Show leaderboards of each book and of the whole website.
    - Show personal learning statistics with visualization.
        - Overall score, accuracy, combos, most difficult / easiest entries
        - Plot the score over time as time series visualization.
    - Deploy website to Amazon EC2
    - Prepare an interesting dataset for final demo

# Questions?