

Be An Originator-2 Lesson Summary

Be An Originator Lesson Summary-2



What is our GOAL for this MODULE?

The goal of this module is to work on any one of the following:

- Work on any existing project that is interesting to complete or add features to.
- OR**
- Work on a project that would solve a real world problem seen around you.
 - Work on any of the half-baked projects provided
- OR**

What did we ACHIEVE in the class TODAY?

We selected a project to work on. We broke down the project into parts and started working on it.

How did we DO the activities?

Choice 1:

We started by selecting a project from the existing projects and added features to it. We revised the concepts needed to complete the project.

OR

Choice 2:

We chose a real world problem that we would like a solution to. We discussed how to make it into a project to solve the problem.

Then we broke down the project into parts and started working on them.

- UI design - screens required
- Database design (if required)
- Platform to work on (code.org, p5 editor, VS Code, snack, Colab).

OR

Choice 3: In activity-3 the teacher proposed a few ideas to students. Students chose one idea to work on. Following are the details about all the project ideas.

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Sub-Choice 3A:

1. The Wonderful Circus:

Made a circus simulation project with lots of animation for animals, dancers, clowns and more. Tried to update project by performing different modifications like:

- Added more circus performers like Monkey, Elephant, Lion, Ringmaster.
- Made Dancers to change moves.
- Or tried to change joker animation
- Make Monkey bouncing off and falling down.
- Focused on size, color, background the way we want to add.



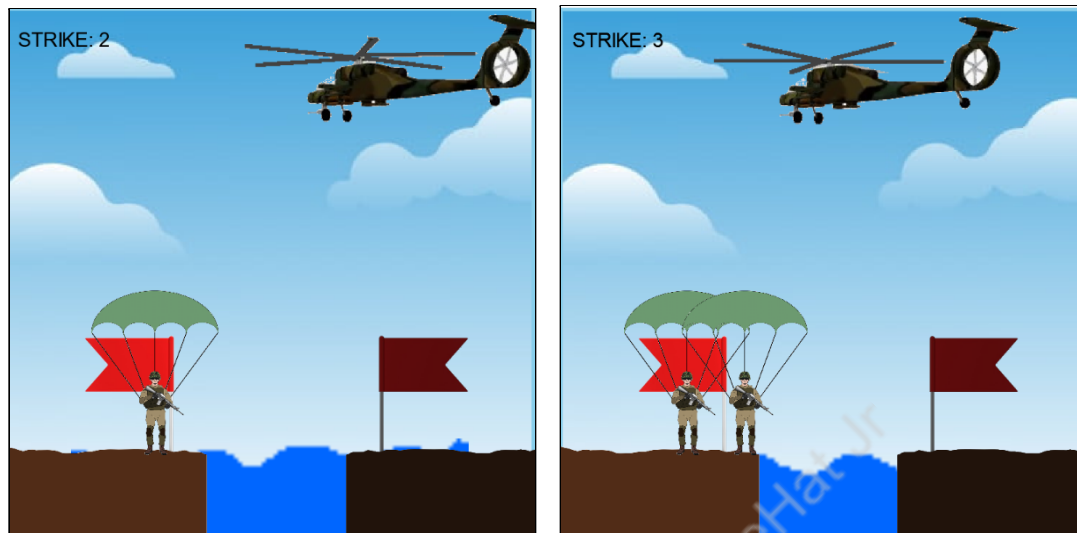
Sub-Choice 3B:

1. Save the Country :

Made a project in which soldiers can safely land using a parachute. Made the game interesting: by adding score, enemies, firing, sounds and more.

- By adding score increment and decrement functionality.
- Also, added some enemies on the other side of land who are continuously firing.
- Added firing animation and killed the enemies.
- Added bullet sound when fired.

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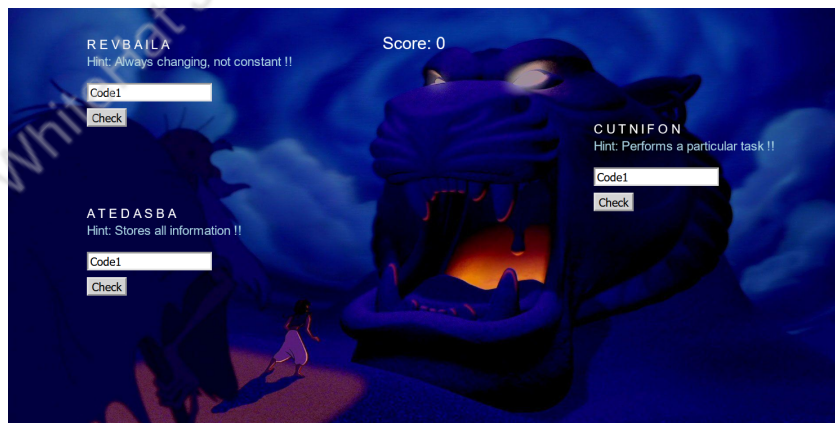


Sub-Choice 3C: -

1. Deep Treasure Hunting:

Create a project which is a deep treasure hunting game. When a user plays this game he gets a few questions to answer. If he answers all the questions correctly then the score gets increased by 1 and the treasure-1 gets unlocked for him.

- Added more questions with hints to unlock treasure-2, treasure-3 so on.
- Added scores getting increased by multiple of 10.
- Everytime when treasure gets unlocked a joyful sound gets played.
- Everytime an answer is entered wrong by the player, a sad sound gets played.



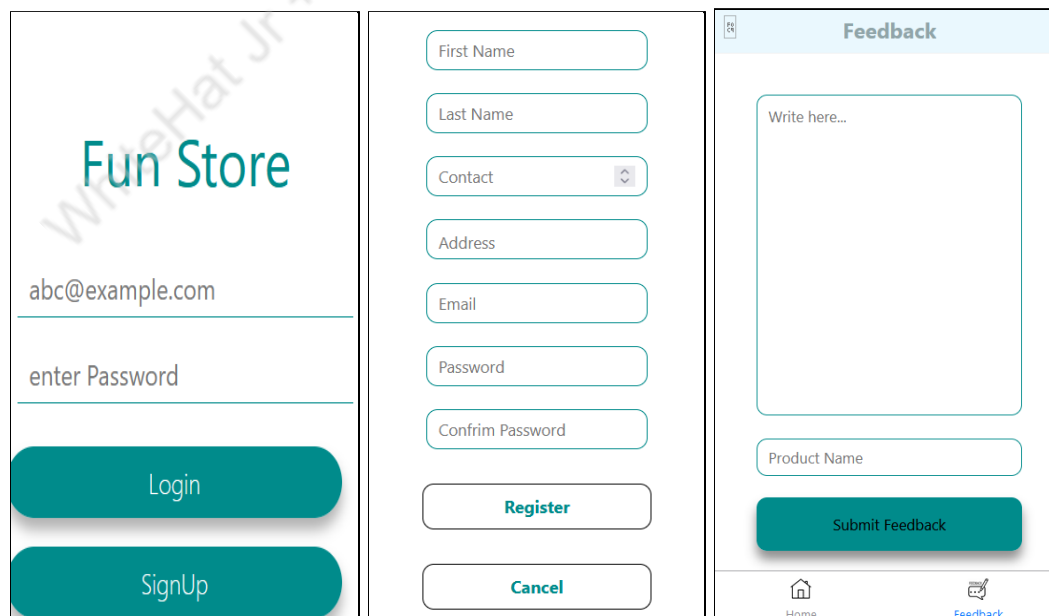


Sub-Choice 3D:

1. All in one store:

Create an ecommerce app in which we can add items to the cart and display it in my cart screen. Also, created a screen from where we can add a list of items available for shopping. From that list if any item is added to the cart, it should be visible in My Cart.

- Added a screen with a list of items that are not available for shopping.
- Added a notification functionality when a user adds any item in his cart.
- Also, added a logo for this app.
- Tried to change the UI color of the application.
- Also, worked on adding swipeable list functionality.

Three screenshots of the 'Fun Store' app interface. The first screenshot shows the 'Fun Store' logo, a login field with 'abc@example.com', a password field with 'enter Password', and 'Login' and 'SignUp' buttons. The second screenshot shows a registration form with fields for 'First Name', 'Last Name', 'Contact', 'Address', 'Email', 'Password', and 'Confirm Password', along with 'Register' and 'Cancel' buttons. The third screenshot shows a 'Feedback' screen with a text area 'Write here...', a 'Product Name' field, a 'Submit Feedback' button, and a bottom navigation bar with 'Home' and 'Feedback' icons.

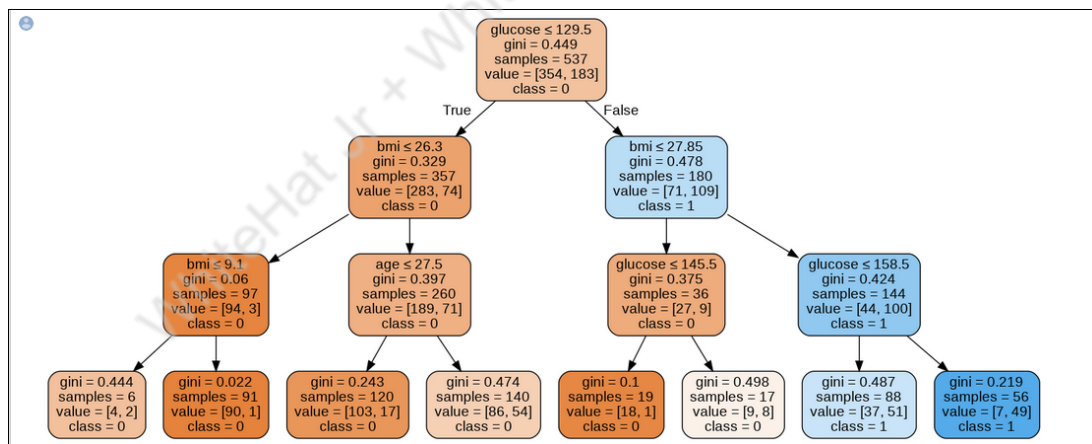
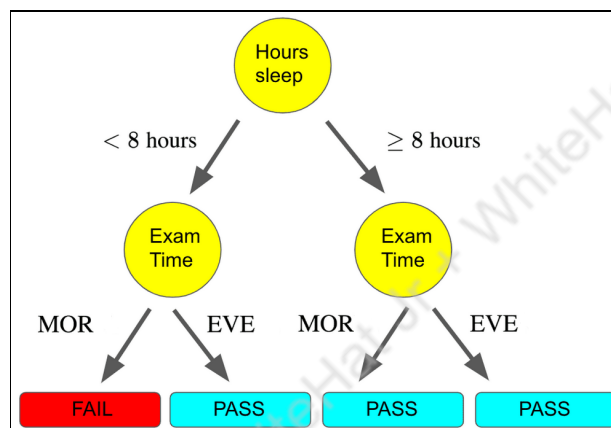
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Sub-Choice 3E:

1. Decision Tree:

Decision tree means making further decisions based on the results obtained from the previous prediction.

- Written a program to check the probability of changing weather.
- Written a program to check if the number entered by the user is a prime number or not. Also, we tried to display the sum of all prime numbers.
- Identified the logic to show as per the timing which show can be telecasted on the TV.



What's NEXT?

In the next class, you'll create a project document for the project which we have completed today.

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WhiteHat Jr + WhiteHat Jr + WhiteHat Jr