

Sugarizer Word Puzzle and Chart activities

Proposal : Gsoc 2023

Basic Details:

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Languages:	English, Hindi
Location:	Gujarat, India
Timezone:	India Standard Time (UTC +5:30)
Work Hours:	9-20(UTC) Flexible

I am committed to complete project during the summer. I am available to work on the project whenever needed and will make it my top priority to ensure that it is finished on time.

Open Source:

- My journey began with the Hacktoberfest event, where I was introduced to the concept of contributing to open source Projects. I completed it.
- I made several contributions to different projects, including this: [ztm](#)
- While these contributions were small in scope, they were valuable experience.

Sugarizer:

- I was researching organizations for the Gsoc program and came across SugarLabs, the organization behind Sugarizer, a free/libre learning platform. I was immediately intrigued by the idea of creating an educational platform that is accessible to children around the world, regardless of their socioeconomic background.
- I started contributing to Sugarizer by identifying\fixing bugs in the codebase. After spending some time exploring,I have taken the time to study the codebase of the Exerciser activity, including its interaction with Sugarizer.
- Pull Request: [Sugarizer Pull Requests](#)
- Issues: [Sugarizer issues](#)
- Exerciser Issues: [Exerciser issues](#)

Project Details:

1.What am i making ?

Chart Activity: The Chart activity can help children to visualize and understand complex data sets in a more engaging/interactive way, making it easier for them to learn and explore new concepts.

Word Puzzle template: The new Word Puzzle template in the Exerciser activity allows teachers to quickly create custom word puzzles during lessons, giving learners an interactive way to practice vocabulary.

- I believe that I would be a **great fit** for this project, as I have a strong track record of developing successful projects using similar technologies. My experience of building Games using JS and Web apps using React and Redux has given me a deep understanding of the tools and frameworks which are also used in the Sugarizer & Exerciser activity.
- **List of some Projects uses technologies**: HTML, CSS, JS, React, react-router & redux.
 1. [E-commerce web app](#) ↗ template anyone can use for their products.
 - Authentication, Payment, SPA, Users, Orders management, etc.
 2. [2048](#) ↗ game.
 3. and many more projects see on github.

Libs/Framework i know: Sugar-web/core, Activities(js/vue), Vue, react-ecosystem, react-intl, chart.js, etc.

2.How will the Project impact Sugar Labs ?

The addition Chart activity and Word Puzzle in Sugarizer can have a positive impact on Sugar Labs by providing learners and educators with more tools to engage with the platform. Chart activity can help learners visualize and analyze data in a creative and interactive way, while Word Puzzle can improve their vocabulary and spelling skills. This can lead to more widespread adoption of Sugarizer, and greater engagement and satisfaction among users.

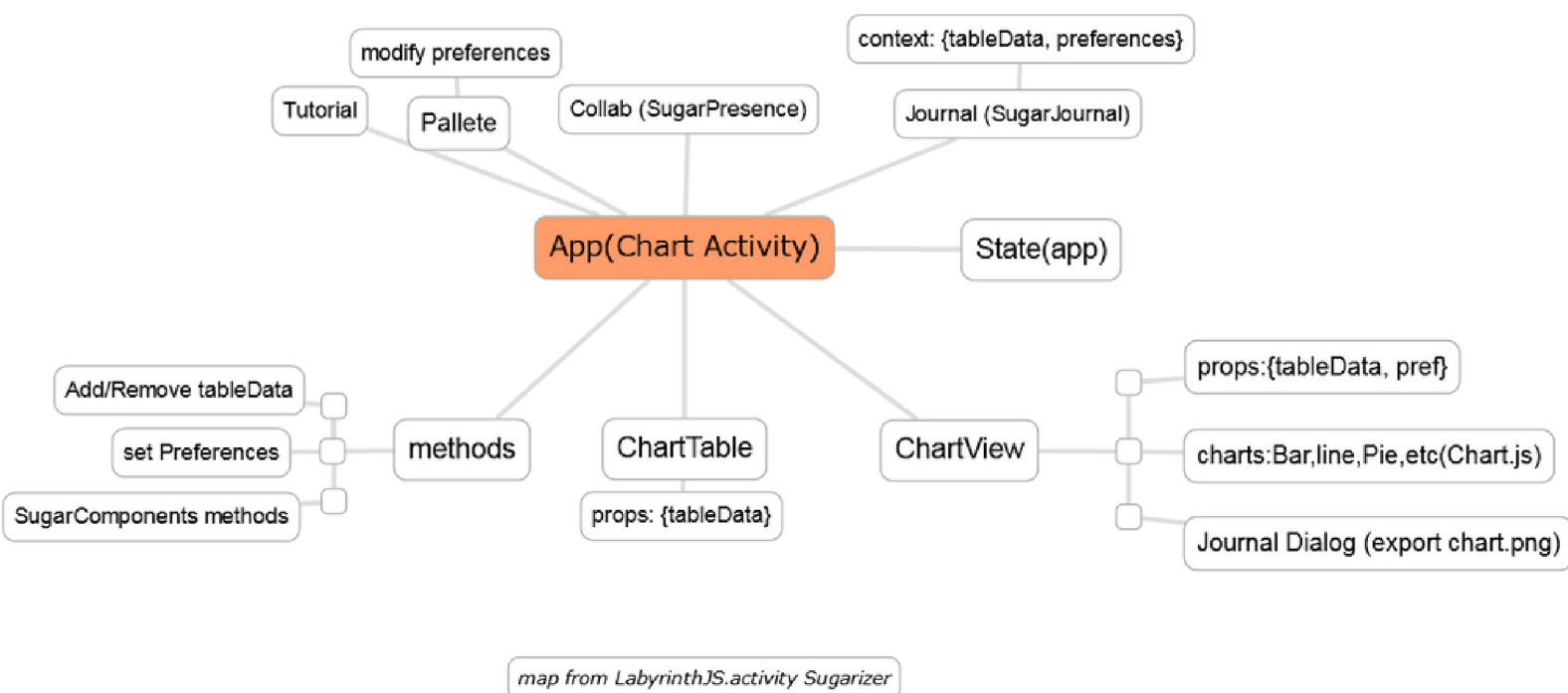
3.Technologies for Project

Chart Activity: HTML, CSS, Vue.js, Sugar-web(Vue components for Presence, Journal, Localization, Toolbar, Tutorial, etc), Chart.js, require.js.

Word Puzzle: HTML, CSS, React, redux, react-router, react-intl, intro.js & Sugar-web.

Implementation:

1. Chart Activity:



2023 Timeline (175 hr project)

days

<u>May 4 - 28</u>	■	Community Bonding Period: Communicate with my mentors and other org members to finalize the features in the Activity.	25
<u>May 29 - July 9</u>	■	Coding officially begins! Briefly elaborate on what you want to	12
<u>July 10 - 14</u>	■	<u>Midterm</u> evaluation Briefly elaborate on what you want to	5
<u>July 15 - August 21</u>	■	Add a big goal Briefly elaborate on what you want to	38
<u>August 22 - 27</u>	■	Add a big goal Briefly elaborate on what you want to	6
<u>August 28 - Sep 4</u>	■	<u>Final</u> Evaluations Briefly elaborate on what you want to	7
	■	Add a big goal Briefly elaborate on what you want to	