Saint Martin's University: Senior Project 2021-2022

Hal and Inge Marcus School of Engineering: Department of Computer Science

Flash Clash-Flashcard Study Application

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Saint Martin's Advisor: Dr. Nelson



Project Summary:

The objective of the project is to create a web application that helps students study with flashcards created by their teachers. Students will not have to create the flashcards, and can study more efficiently with multiple, but concise study options for a better and more efficient learning experience.

Features:

- Create classes
- Create, edit, and delete flashcards for a class
- Register users via their school information only
- Individual study options with color-coded difficulty levels
- Study game feature

Tools:

- Heroku Postgres
- HTML/Bootstrap CSS/JS/PHP

Sponsor/Client: Timothy Koontz, Timberline High School

Fig. 1: Flow Chart Of Application

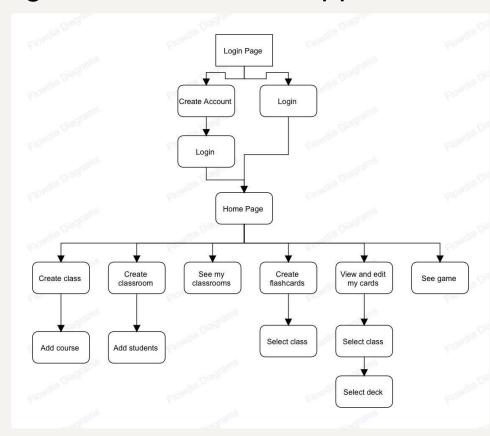
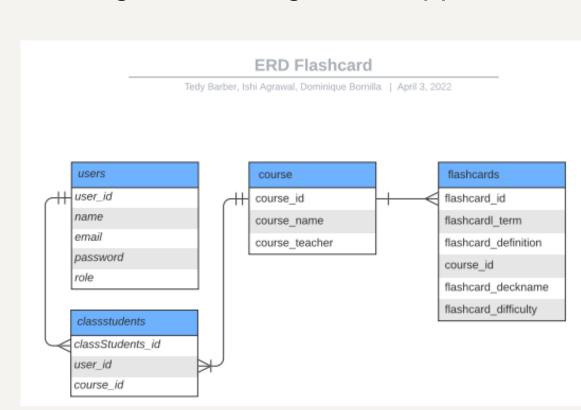


Fig. 2: ER Diagram of Application



Student Work:

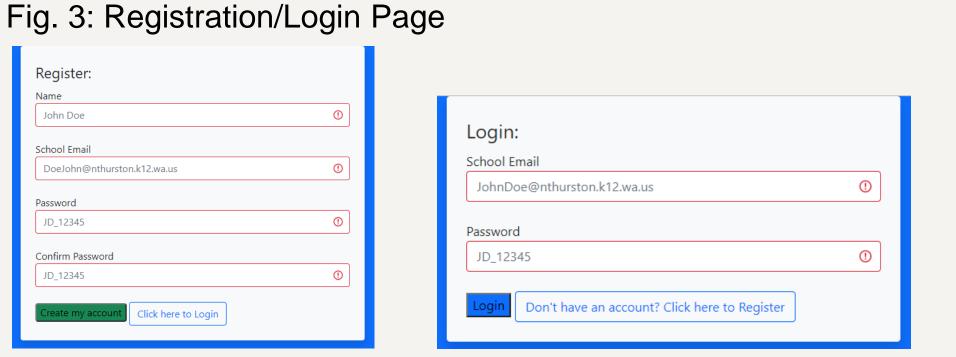


Fig. 6:View/Edit/Delete Cards

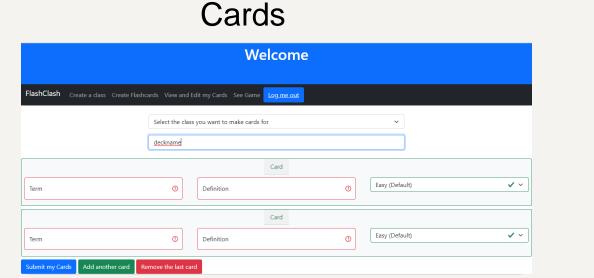


Fig. 5:Class Selection/Create

Select a Class

Term: def1
Definition: term1
Difficulty: easy

Edit Delete

Term: def2
Definition: term2
Difficulty: medium

Edit Delete

Term: def3
Definition: term3
Difficulty: Hard

Edit Delete

Fig. 4: Home Page

(Course Creation)

Fig. 7: Flashcard Review/Study Page

Select a Class	~
Select a Deck	~
Optional: Sort By Difficulty	
Easy Medium Hard Reload my selection *To sort again, click reload first	
def1	
Type in your answer here	
Show Term Show Definition I got this	
def2	
Type in your answer here	
Show Term Show Definition I got this	
def3	
Type in your answer here	

Fig. 8: Game Home Page/ Flashcard Obstacles

