Department of Computer Science & Engineering

UE17CS355 – Web Tech II Laboratory

Project Evaluation

Project Title   :   Calorie Counter
Project Team   :   PES1201701128 Abhinandan Singla
                              PES1201700282 Gaurav Sangappa
                              PES1201700146 Ananya Nair

- We have built a fun and interactive calorie counting game for children and adults alike

- The game essentially bubbles up food items and the player has to input the appropriate calorie count before the bubbles reaches the top of the screen and pops

- One round of the game has 6 questions and 4 stages of difficulty from Easy to Insane are offered for each round.

- AJAX
  - The front-end uses HTML, CSS and JavaScript
  - Asynchronous XHR requests are sent for interaction with backend, they are sent when a new word has to be retrieved and when the suitability of the translation has to be determined
- Flask
  - To implement APIs for interaction between front end and server
- MongoDB
  - To implement the database

- HTML – Front End

- CSS – Front End Stylesheet

- JavaScript – Front End Event Handlers

- AJAX – In order to communicate asynchronously

- Flask – Flask Server(REST apis for Backend calls)

- MongoDB – To store words and calories

- jQuery Framework

- Python

- PyMongo – Interface for MongoDB communication through Flask

- Adaptive Difficulty (Smart Component)
    - The difficulty of subsequent questions asked is contingent on how aptly the current question is answered.
    - Better the current answer, harder the next question and more is the speed of the bubble.

- Similarity (Smart Component)
    - As it is not possible to answer the exact calorie count for an item, the closeness to the answer is measured and the score is awarded accordingly.

Thank You