Hello Everyone,

This is the app that I have made for WDD330. It’s called Cebuano to English Quiz App. It is an Educational **Game** designed for Filipinos. This is a very fun and challenging way to master Cebuano **to English** translation.

This game is geared towards families and friends who want to master English, adults and children as young as 3 can play.

This is the logo I made for this app. I have design images to use for this app. The game has a very simple idea and that is to choose the correct word from Cebuano to English.

I change the background color using media queries from extra small devices (phones), small devices (tablets), to medium and large devices (like desktops and laptops).

I added some animations here so that there’s something moving in it same in High Scores. I have also made a neon effect in Start button.

I have spent time in planning what app should I make for the Final portfolio, and I have decided to make Cebuano to English app, because I haven’t an app that has images that translates Cebuano to English yet. It was quite challenging because what I wanted to do is to use fetch to load questions from the local storage, I have already made a json file but it did not worked. I’m sorry… so I just stick with what I know yet. I did really tried my best to figure it out. That’s all. Thank you for watching.

1. becoming more efficient at applying your innate curiosity and creativity

With little guidance student is able to generate project ideas to apply their knowledge and improve their skills.  
Student enjoys asking 'what if?' questions and pursuing their answers.

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2. becoming more dexterous at exploring your environment

Student is adept at finding other resources to fill gaps that they recognize in their knowledge of the subject area.  
Student successfully finds the answers to their 'what if?' questions.

4

3. becoming a person who enjoys helping and learning from others

Student is an active participant in the team activities.  
Student watches for opportunities to help their peers, and feels satisfaction when they are able to successfully help someone.

4

4. using a divide and conquer approach to design solutions for programming problems,

Student spends adequate time in planning their projects before they start coding.  
Student is adept in taking a complex problem and breaking it down into small trivial steps.

3

5. finding and trouble shooting bugs you and others will have in the code you write

Student writes code that is free from syntax and logical errors.  
Student is adept with the developer tools built into each browser. (Breakpoints, stepping through and inspecting code, using the element/css inspector, console, etc...)  
Student is able to successfully set up try/catch blocks in their code to handle potential runtime errors.

3

6. developing and debugging HTML5, CSS3, and JavaScript programs that use medium complexity web technologies

Student can successfully build a simple Single page Application (SPA) using HTML, Javascript, and CSS.  
Student applies mobile application design best practices in their applications.  
Student can manipulate the DOM with Javascript  
Student can effectively utilize event listeners with Javascript to handle user events.  
Student is able to pull data from an external source (file or API) with Javascript.  
Student makes some effort at organizing their code using objects, classes, modules, separation of concerns, or an architectural philosophy such as MVC.  
Student makes effective use of CSS transitions/animations in their applications.

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