

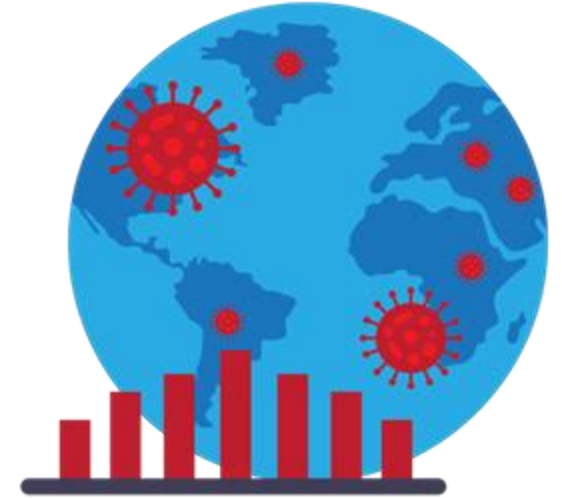
# COV-ED

Ashlyn Levinson, William du Tertre, Li  
Wang



## Problem

- Coronavirus pandemic
- Reopening of schools
- Young children having to learn the new normal





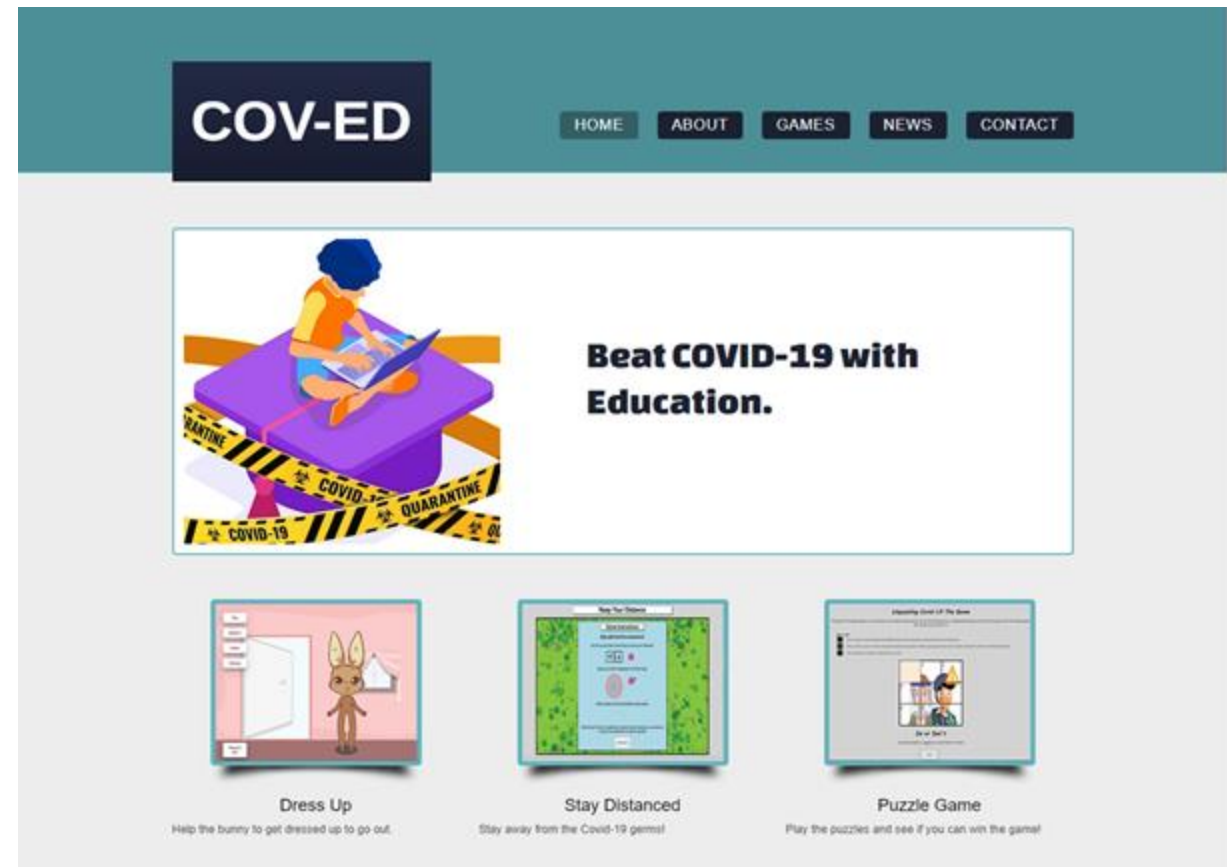
## Our Motivation

- Do what we can to help stop the spread of COVID-19
- Importance of education
- Importance of safety
- Creating a fun and engaging learning experience



# Our Project

- Game Website
- Three games
  - Dress up
  - Social Distance
  - 9-tile with coronavirus trivia
- COVID-19 information for kids





## Design Model

The home page is a standard HTML based web page which contains the links to references, the games and other information.

Each game includes a unique design framework using a light grey background as a consistent design background color scheme while also containing individualist style designs.

The games tab on the home page is designed to include the ability to incorporate future games concepts if any more were to be created.



# Implementation

We implemented each aspect of the website using various web programming support softwares and programs including notepad++ and webstorm.

This included but isn't limited to several HTML, CSS and javascript files aimed at executing as a hard coded website.

Lastly, we incorporated ways in which users of the website can access online educational resources regarding safety of the coronavirus pandemic.

