



Fantasy Language Translator



Why Talk Geeky To Me?



If you're lucky enough to be multilingual and can speak several languages fluently, you know how much more meaningful your interactions with different cultural situations can be and you know how much more being able to communicate can enhance your experience.

Our app gives you a fun way to learn several select fantasy languages so that you can fully immerse yourself at the next pop culture convention or geeky meet-up you find yourself at. Currently, our app is a one-way translator. This initial offering gives you a starting point with which to start learning a language only a select few geeky people may know. By infusing fun into learning, we hope to encourage our users to come back and learn actual languages from us in future iterations of our app.

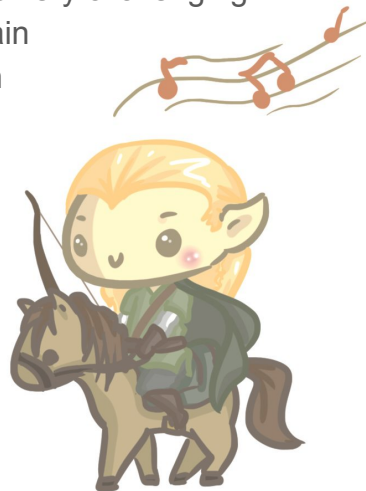


Concept



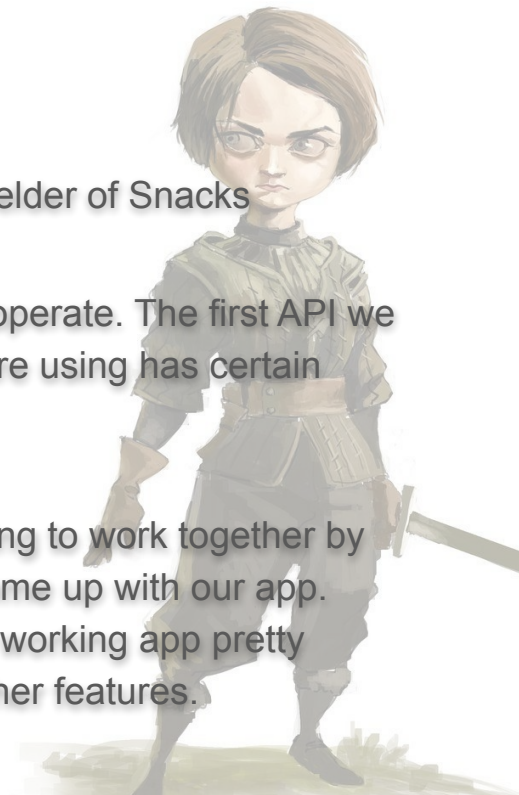
We wanted to build an app that other people of varying levels of geekiness could enjoy and we wanted to have fun building it. One of the hardest things to do is to learn a new language. If you inject fun into the learning process, it makes learning so much easier and that is the main concept and motivation behind this app. Have fun while learning!

- Learning any language, whether spoken/written, fictional, or technical (i.e. software) can be very challenging. By creating an app that gives users a fun way to learn a fictional language, we hope to retain this user-base for future iterations of our app where we introduce the concept of having fun while learning real languages.



Process

- Technologies Used: HTML, CSS, JavaScript, JSON, AJAX, Rapid API
- Team:
 - Collin - Wizard of CSS, Bringer of Morale
 - Art - HTML and CSS Conjurer, Booster of Morale
 - Cara - Queen Conqueror and Ruler JavaScript, JSON, JQuery, Ajax
 - Jaycee - Court Jester of CSS, Responsive design, and graphics, Wielder of Snacks
- Challenges
 - The biggest challenge that we faced was finding APIs that would cooperate. The first API we found have very poor documentation while the current API that we are using has certain limitations in the number of calls we can make per day.
- Successes
 - One of our biggest successes were that we, as a team, were so willing to work together by each of us playing to our individual strengths and pooling them to come up with our app.
 - Another of our biggest successes was being able to come up with a working app pretty early in the development process that gave us some room to add other features.





Directions for Future Development

- Development of a two way translator by tapping into other APIs
- Implementation to actual languages including coding languages. “How do you do a for loop in JavaScript?”
- Adding voice to text as standard issue.
- More language?
- English Alphabet to Fictional Alphabet conversion.



Links

- https://carabunnell.github.io/project_one_ucsd/
- https://github.com/carabunnell/project_one_ucsd

