

CTE Portfolio

<Tricia Zhang>

Artifact 1: Country Website Project [Finland]

Overview (1 - 2 paragraphs)

Create a website about a country. It has to consist of a main page (index.html) and two or more sub-pages (page1.html and page2.html) with associated files for styling them. Present information about these aspects of the country through these pages which you hope visitors will gain an understanding of. Utilize elements from w3schools.com to enhance your website. Demonstrate knowledge and understanding on the languages of HTML and CSS in this project.

Technology (1 - 2 paragraphs)

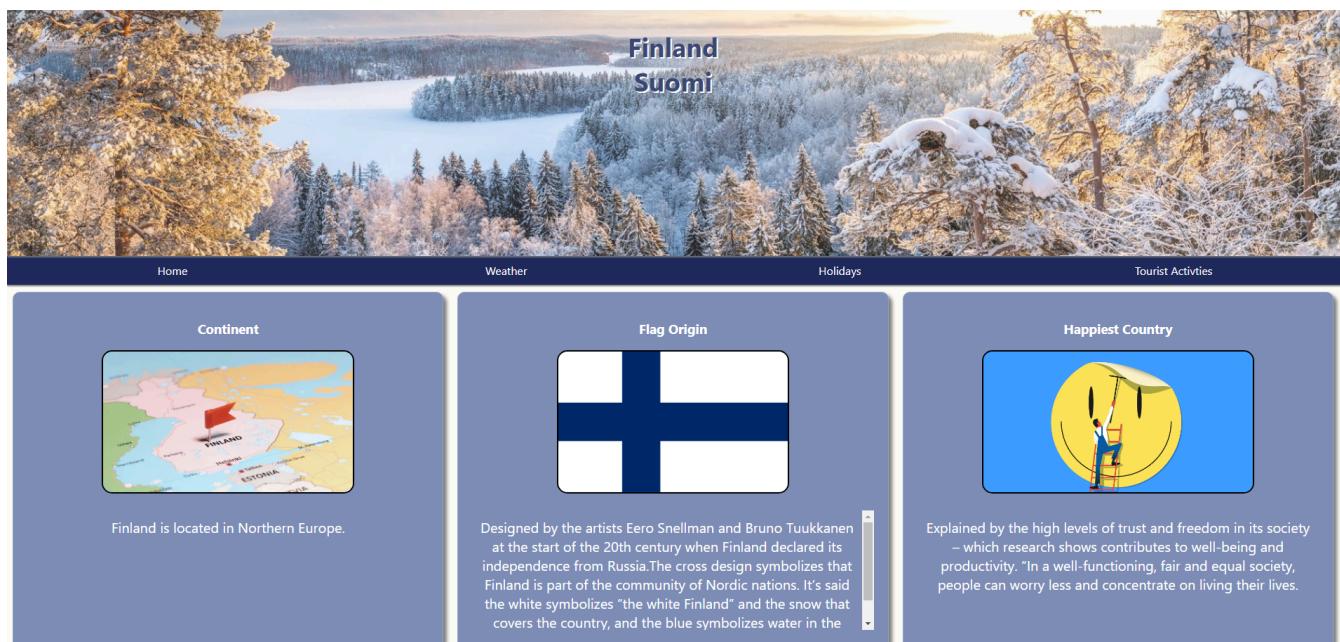
Technology used in this project is HTML and CSS. HTML stands for HyperText Markup Language. It's a markup language. It can be used to structure the basic elements of the website. CSS stands for Cascaded Style Sheets. It is a styling language. It can be used to style certain elements.

Resources

https://github.com/tz-cloud/Country_Website

https://tz-cloud.github.io/Country_Website/

Screenshots





Weather

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Summer



Pleasantly warm with 24 hours of light. In Southern Finland, the season typically starts in late May and lasts till mid-September. In Lapland, summer begins in April and ends in August. Average temperatures are around 20°C / 68°F in the southern and central areas of Finland and can become warmer.



Holidays

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Hover Over Me!

Public Holidays

- 1 January: New Year's Day
- 6 January: Epiphany
- March-April: Easter, Maundy Thursday, Good Friday, Easter Day and Easter Monday. Easter Day is no earlier than 22 March and no later than 25 April.

Other Holidays

- 6 February: Sámi National Day
- 14 February: Valentine's Day
- Seven weeks before Easter: Shrovetide
- 8 March: International Women's Day
- 22 March: Nordic Day



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Tourist Activities



Example Artifact 1: Attack of the Killer Snowmen (Escaping Reality Project)

Overview

Northpole has been invaded by killer snowmen. It's your job to save the magical ice cubes and return them home in order to vanquish the invaders. This is a first person game where you are placed amidst a forest surrounded by the dormant invaders waiting for their time to strike. You have 60 seconds to collect 5 magical ice cubes and return them to the house in the forest. If you are successful, the invading killer snowmen will be sent back from where they came, otherwise you will be their next victim.

Technology

Attack of the Killer Snowmen is built using AFrame.io, a web framework for creating 3D / VR / AR experiences. Because AFrame.io is a web framework it has elements of HTML and JavaScript. Minimal static HTML was used to set up the environment. Most of the HTML used to render the experiences was dynamically generated using JavaScripts. Classes were used to model the snowmen and ice cubes. 3D models from Sketchfab.com were used to represent the trees, snowmen, ice cubes and the house.

Resources

<https://github.com/rcastro2/AttackOfTheKillerSnowmen>

Screenshots



Example Artifact 2: SpongeBob Adventures (We Code You Play Project)

Overview

Help SpongeBob get to work at the Krabby Patty in order to feed his friend Patrick. Beware of Squidward, Mrs. Puff and the troublesome jellyfishes looking to stop you from getting to work. If SpongeBob manages to get to work, he must be careful of Plankton who is looking to cause havoc at the Krabby Patty as SpongeBob attempts to feed Patrik.

The first stage of the game SpongeBob must drive himself and Patrick to the Krabby Patty. Avoid Squidward, Mrs. Puff and the troublesome jellyfishes as each provides their own unique challenge to prevent SpongeBob from getting to work. The second stage involves assembling Krabby patties in the right order so that he can feed Patrick. Don't take too long as Patrick is extremely hungry. Watch out for Plankton who is looking to slow you down as you assemble the Krabby patties. Plankton is probably trying to steal the secret recipe for the Krabby patties.

Technology

SpongeBob Adventures is built using Python, PyGame and gamelib.py. Various objects such as Images and Animations were created using classes found in gamelib.py. The logic of the program involves using separate "game loops" to represent each "screen" in the game. There was extensive setup required prior to each game loop. Both stages of the game used lists to store the various moving pieces. For loops were used to traverse these lists while in the game loops in order determine the result of the interaction with the objects in the list. Various Spritesheets and graphics were obtained through the internet.

Resources

<https://replit.com/@rennecastro/Spongebob-Adventures>

Screenshots



Example Artifact 3: How to Make a Meal (Web Development)

Overview

Ever stare into your refrigerator wondering what you can eat? How to Make a Meal empowers the user to search for recipes based on a specific ingredient. A list of potential recipes are displayed allowing the user to select a particular recipe. Upon selecting the desired recipe, an image of the meal, required ingredients and steps for the recipe are displayed. YouTube is also displayed if available.

Technology

Web pages were developed using HTML and CSS. JavaScript was used to provide the functionality of retrieving information and dynamically displaying to the page. JQuery was used to retrieve JSON information from [TheMealDB](#) through API calls. Functions and classes were used to abstract the logic of the program into manageable components.

Resources

<https://replit.com/@rennecastro/2122WDT4Lesson551CSolution>

Screenshots

This screenshot shows the main interface of the "How To Make A Meal" application. At the top, there's a blue header bar with the title "How To Make A Meal". Below it is a search input field containing the word "cheese" and a blue "Search" button. The main content area displays a list of meal names: "Cream Cheese Tart", "New York cheesecake", "Three-cheese souffles", "Honey Yogurt Cheesecake", "Peanut Butter Cheesecake", "Chicken Fajita Mac and Cheese", "Grilled Mac and Cheese Sandwich", and "Fruit and Cream Cheese Breakfast Pastries".

This screenshot shows the details for a selected recipe, "Cream Cheese Tart". The top navigation bar has a blue header with the title "How To Make A Meal". Below it is a sub-header "Cream Cheese Tart" with a small thumbnail image of the dish. The main content area is divided into sections: "Ingredients" (listing items like flour, butter, egg, salt, cheese, milk, eggs, parmesan cheese, and plum tomatoes), "Crust" (instructions for making the crust), and "Topping" (instructions for preparing the toppings). A large black rectangular area is present where a video player would normally be, indicated by a small play button icon. At the bottom right of the page is a "YouTube" logo.