Puzzling Out Intelligence

PROBLEM STATEMENT

The Philippine Science High School (PSHS) system offers a rigorous academic journey that often pressures students to perform at their best. Test results frequently become a basis for comparison, creating an environment where students who score lower may feel discouraged, embarrassed, or even undervalued. This can foster unnecessary competition rather than collaboration.

Our project aims to address this in a fun way by developing a puzzle-based game that highlights different types of intelligence. By providing students various challenges, the game helps them recognize that their intelligence is not limited to academic performance, and is just undiscovered. This approach seeks to encourage self-confidence, reduce negative feelings about test scores, and lighten up the emotional load on students.

PROJECT OBJECTIVES

I. Develop a Puzzle-Based Assessment System

-Design and implement a system that displays different puzzles focusing on different aspects of intelligence.

II. Program Functionality

-Code and test the application to minimize errors on both the client side (UI) and server side (data handling).

III. Engaging User Interface

-Create a user-friendly and visually appealing interface, possibly using Canva for design assets.

PLANNED FEATURES

-Puzzle Display System

-User-Friendly Interface

-Progress/Results Display

PLANNED INPUTS AND OUTPUTS

I. User Input

-The user starts a puzzle session, provides answers to the puzzles by clicking/selecting choices.

II. System Response

-It selects a puzzle and provide instructions, checks answers and adds a score for the quiz type answered

LOGIC PLAN

START

Display”Welcome to Puzzling Out Intelligence”

Begin Puzzle

Display Puzzle and Instructions

User Selects Answer

If correct answer then add to score

Repeat until puzzle session is finished

Evaluate score gained from each puzzle

Calculate the percentage of dominance in an intelligence aspect

Display Results

END

GITHUB REPOSITORY LINK

https://github.com/xymonkeith/CS2