PROPOSAL: Sugarizer knowledge activity pack

Sugarizer is a free/libre learning platform. I got interested in participating in the Sugarizer as it is related to the educational platform and it a very huge way to make contributions that could help children and teachers.

I am expecting to learn new things from the organization and interact well with them also after the GSOC I am hoping to continue interacting with them to make me more and more familiar with open source contributions and also make an impact with my little contributions.

I have worked on the Sugarizer and got familiar with it. Check here . The other task which was meant to be completed can be found here.

ABOUT ME

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I am a fourth year student, pursuing B.Sc Systems Engineering at University of Lagos.

My semester will be done by **May** leaving me with enough time to get ready for my GSoC project. If I am selected, I will be able to work for more than 40 hrs a week on the project, though I am ready to put more effort if it works more than that.

Over the past years, I have done several community works, not only in school, outside also which include contributing to open source, organizing events and writing articles all of these could be found on the links I shared above.

I have also worked in a team where I interned and volunteered for, where I performed excellently and continuously improving on my teamwork skills.

I am proficient at PHP, Laravel, Javascript, Vue, MySQL, Git and front end tools (HTML,CSS). Currently learning Devops.

Interning at [Brimatel Interactive](#) has made me work on an educational platform and gave me how to build responsive and good looking designs and also improved my team working spirit. Really it has helped me advance my skills in building educational solutions for end users(pupil/student).

PROJECT INFORMATION

PROPOSAL Title: Sugarizer knowledge activity pack

Project Abstract

The goal of this project is to develop new Sugarizer activities as requested by teachers from Sugarizer deployment in Saint-Ouen, this will be added to the initial sugarizer existing application. Working on Curriculum and Vote activity.
The curriculum activity assists to track its skill while the vote activity will assist in making polls.
For a typical flow, the user login, then selects an activity which allows you to perform a task based on the selection. Connecting to server to retrieve info and connect to another player nearby.
Tools: I will be using HTML,CSS, javascript and Vuejs to implement the features.
Things I will put into consideration: Javascript is a slow resource when added with HTML, CSS. The way to optimize is finding where it takes time (slow performance). Some of the tools that could help measure performance at this stage are not limited to **Chrome dev tools, Lighthouse etc.**
Ways to optimize: Use of Minified files, Async,Defer & promises, Reference types

Project Schedule

Span	Task
April 27, 2020 - May 18, 2020	● Bonding with the community.

	• Discuss and clear the ambiguities and implementation details.
May 18, 2020 - June 3,2020	• Learn more from mentors and ask question based on the codebase standards • Update the copy of the repo locally
June 3,2020 - June 9,2020	• Start working on the curriculum activity(Design,UI implementation) • Get all assets and put all contents correctly • Test cases (sugarlab standard) and documentation.
June 9,2020 - June 16,2020	• Add color schemes and work on the CSS. • Work on responsiveness for the index page of the curriculum activity & • Implement javascript and make all changes to dynamic added contents.
June 16,2020 - June 23,2020	• Make-up week. • Work on the click buttons and other buttons in js • Implement the server connections in js • Submit work for phase-1 evaluations.
Mid evaluation: June 15 - 19, 2020	
June 15,2020 - July 19,2020	• Work on vote activity • Integrate colors to match colors choosing from on set.

	• Work on the html page
July 5,2020 - July 12, 2020	• Work on the vote activity css • Implement the privileges, routines and events pages • Work more on responsiveness. • Write Tests and documentation.
July 12, 2020 - July 19,2020	• Make-up week. • Work more on the two activity • Submit work for phase-2 evaluations.
Mid evaluation: July 13 - 17, 2020	
July 26,2020 - August 2,2020	• Predefined icons to matching sugarlab icons • Create Sample Preview Panels.
August 2 ,2020 - August 9,2020	• Fine tune CSS features. • Work on the tutorial of the two activities • Fix any bugs that might have gone unnoticed..
August 9,2020 - August 16,2020	• Work on the click buttons and other buttons in js • Implement the server connections • Fix any responsiveness issues . • Write Documentation.
August 16,2020 - August 19,2020	• Make up week. • Wrap up the work. • Fix any bugs and do required documentation. • Work on more features if time

	permits.
Final evaluation: August 10 - 17, 2020	

Notes:

In the case that nothing falls behind schedule, I will possibly pick up other small bugs or feature requests during the make-up time after discussing with the mentor.

What's your availability during the GSoC period ?

  Exams: I would be writing my degree exams in the late weeks of April, 2020, so my input might not be much, but I can dedicate two- three hours per day during this period till 12 May 2020.

Looking at other people PRs : I believe that no one individual is an island of knowledge, so I would also use some of my time looking at other people pull requests, or issues, pertaining to the project and try to solve the raised issues**.**

  Aside from all this*,* I would dedicate 40+ hours per week working on the project.

How will you document your weekly progress?

  I will document my weekly progress, by writing articles on medium, and also sending reports to the mailing list.

How will you ensure your project code continues to be maintained, after GSoC?

  I will ensure I try as much as possible to continue working on the project as a contributor, I will also try to apply as a GSOC mentor, therefore, I will continue working on the project,after this year summer of code event, I will still look for better solutions to most problems experience in the platform ,in the future, and also work on a new UI for the site

Will you be working on your own, or will you have partners?

  I will be working on my own, but will seem the assistance of the mentor who has been very helpful, whenever I am having any problem.

Favourite feature so far on SugarLab.

- ChatPrototype Activity

- Nice interface

OTHER EXPERIENCES

Contributed to DSC-Unilag repo:
https://github.com/DSC-Unilag/DSC-Blog/pull/65#event-3152410592

A link to my resume can be found here

- Co-organizer, Google Developers Group(GDG), Ojo-festac.
  Assist in planning and executing events in my community. Also facilitates workshops.
- Head Facilitator, Developer Student Clubs(DSC), University of Lagos.
  Train and manage students interested in starting a career in Web development.