# Sugarizer Vue.js Ul

# Sugar Labs GSoC 2022 Project Proposal

# **Basic Details**

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# **Project Details**

What project are you making? Sugarizer Vue UI.

How will it impact Sugar Labs?

Building the Sugar UI with Vue.js will enhance component abstraction, code maintainability and increase overall performance.

What technologies will you be using?

HTML5, CSS, Javascript, Vue.js, Typescript, Intro.js, TailwindCSS,

#### Time commitment

I can spend 25 hours each week working on the project

Other summer obligations

I work as an intern at hubuk.ng

# **Timeline**

#### Pre GSoC

- Understand the code base and frontend architecture.
- Communicate with mentors and the community for full clarification.

#### Week 1

Jun. 13, 2022 - Jun. 19, 2022

- Build 'Icon' and 'IconButton' components.
- Document, test the components and fix bugs (if any).

#### Week 2

Jun. 20 - Jun. 26

- Build 'SearchField' and 'PopUp' components.
- Document, test and fix bugs.

#### Week 3

Jun. 27 - Jul. 3

- Build 'Selectbox' and 'Password' components.
- Document, test and fix bugs.

#### Week 4

Jul. 4 - Jul. 10

- Get feedback and suggestions from mentor.
- Implement suggestions.

#### Week 5

#### Jul. 11 - Jul. 17

- Build 'Palette' and 'Dialog' components.
- Document test and fix bugs.

#### Week 6

#### Jul. 18 - Jul. 24

- Build 'Audio' component.
- Document, test and fix bugs.
- Implement suggestions and fixes from mentor.

### First Evaluation

#### Week 7

#### Jul. 25 - Jul. 31

- Build supplementary UI components.
- Build components suggested by mentor.
- Document, test and fix bugs.

#### Week 8

# Aug. 1 - Aug. 7

- Prepare to replace Bootstrap tour library with Intro.js.
- Learn Intro.js

#### Week 9

## Aug. 8 - Aug. 14

• Replace Bootstrap tour library with Intro.js.

#### Week 10

## Aug. 15 - Aug. 21

• Replace Bootstrap tour library with Intro.js (cont'd).

• Document, test and fix bugs.

## Week 11

Aug. 22 - Aug. 28

- Get feedback and suggestions from mentor.
- Implement feedback and suggestions.

## Week 12

Aug. 29 - Sept. 5

• Bug fixes.

**Final Evaluation**