

Requesting review for activities Chosen for GSOC'23

Sugarlabs

Project Idea: Improve and maintain 6 Sugar Activity

1. Classify Cats

Introducing a new game mode

In this new game mode, a grid of four different coloured cats with different counts will be displayed. One of the cats will have an odd count while the others will have even counts or one of them will have an even count and all others have an odd count. The player will be presented with three options to choose from in order to identify the cat which has the count as required by the question (even or odd)

This will require the player to exercise their cognitive skills and logical thinking in order to make the correct selection.

2. Memorize-activity

Game over Screen:

To enhance the user experience and provide a sense of accomplishment, an end game screen with stats for a memorize-activity can be implemented. This end game screen can include various components such as, time taken to complete, score, high score and a button to replay

The time taken to complete the game can be displayed on the end game screen. This metric allows the user to track their progress and potentially compete with their own personal best time. It can also motivate the user to try to beat their previous time in subsequent games.

The score can be calculated by assigning a 5 point value to each correct match and deducting a point value for each incorrect guess. Also the time taken can also be considered, to add more weightage to the score.

Displaying the score allows the user to track their progress and compare their performance to previous games.

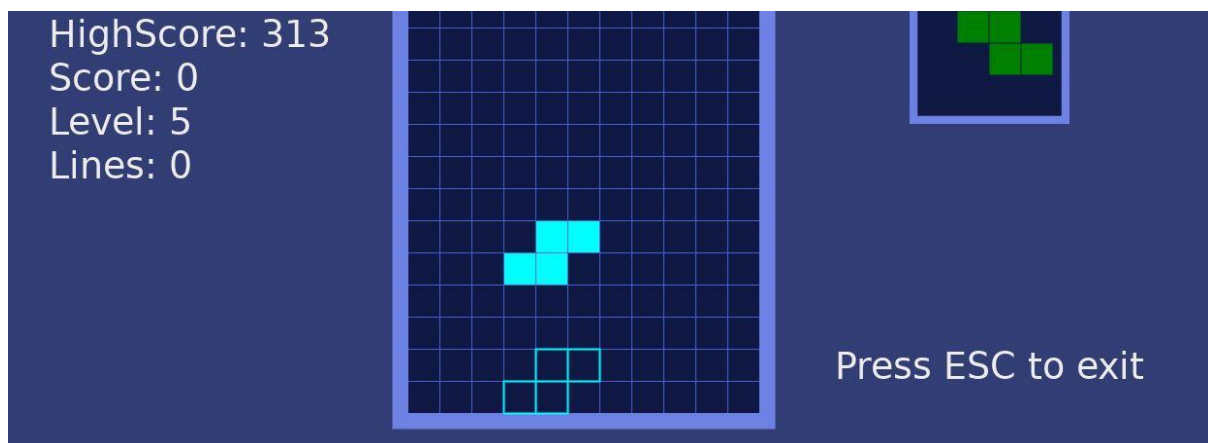
Furthermore, including the high score on the end game screen provides an additional level of motivation for the user

3. Block-party-activity

Ghost piece Feature

A ghost piece will be a translucent representation of the current block that shows where it will land if the player drops it instantly. This feature particularly helps players who want to plan their moves ahead of time and increase their gameplay speed. By seeing where the block will land before it actually does, players can make more informed decisions about where to place it, thus avoiding mistakes and creating better lines.

As of now, no incentive is provided to the player for breaking a row of blocks, its track is being kept as 'lines' but it has no effect on the score and thus won't affect the high score if the player makes one so we can provide an extra score for it.



Ghost feature reference

4. Falabracman-Activity

Fix Randomness:

To reduce the likelihood of encountering impossible path obstacles that prevent players from completing the word.

This occurs because the random generation of obstacles can result in a path that is impossible to navigate, which negatively impacts the user experience.

A better algorithm to ensure that there is always a viable path to complete the word.

Multilingual Support:

In changing the language from the menu, only the words which are used in gameplay are changed. The images like 'you lost' are still in Spanish which should be updated according to the language selected.

5. Math-hurdler

Adding Difficulty levels:

The game could benefit from having different difficulty levels that the player can choose from, depending on their skill level and preference. This would add more variety and replay value to the game, as well as provide a sense of accomplishment for the player as they progress through the levels. The point value can be determined based on the difficulty level of the game, with harder levels assigning higher point values.

UI-enhancement:

The horse in the activity seems to be floating in mid-air, and the fetch is not aligned with the ground, which can be confusing for the player.

Secondly, The score is not very practical in terms of readability and visibility. It should be displayed in a more prominent and legible manner.

Thirdly, the questions take up a lot of screen space and can look cluttered.

6. Sonic-Jump-activity

Adding Help Animation:














The help page can be navigated through a button on the welcome screen. This improvement involves creating an animated tutorial that guides users through the gameplay.

Enhancing the Welcome Screen and Game Over Screen UI:

This involves redesigning the user interface (UI) of the Home Screen and Game Over screens to make them more visually appealing, intuitive, and engaging.

[Github profile](#)

My contribution to Sugarlabs organization till now for reference

S.No.	Activity Name	Pull Request	Status
1.	classify-cats	Features and bug fixes	 Merged
2.	block-party-activity	Feature: Show highscore	 Merged
3.	tictactoe	Feature: Added text to show current turn	 Merged
4.	sugar-toolkit-gtk3	Fixed issue: Deprecated module optparse is used	 Merged
5.	stick-hero-activity	Bug Fix: Initially Fruit score showed highscore	 Merged
6.	stick-hero-activity	Bug Fix: Bug in perfect score	 Merged
7.	activity-abacus	Bug Fix: Top left bead overflows on reset	 Merged
8.	flipsticks	Fix Flake8 warnings	 Open
9.	falabracman-activity	Fixed Flake8 warnings More fixes of Flake8 warnings	 Merged
10.	falabracman-activity	Fixed PyGIWarning	 Merged
11.	stick-hero-activity	Corrected a comment	 Merged
12.	block-party-activity	Updated README.md	 Merged
13.	musicblocks	Corrected a bash command in README.md	 Merged