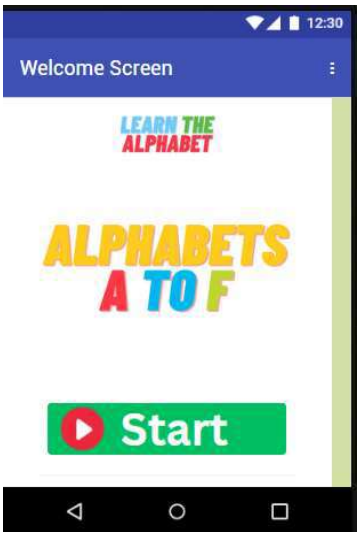
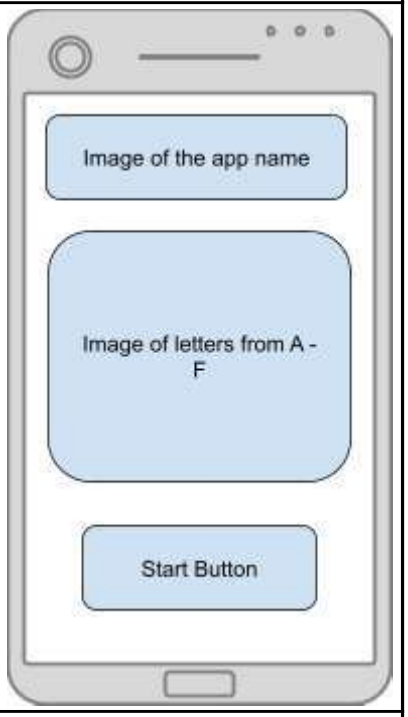
Screenshots of completed app, blocks and designs for <u>all screens</u>

Screen no./name: Start Screen

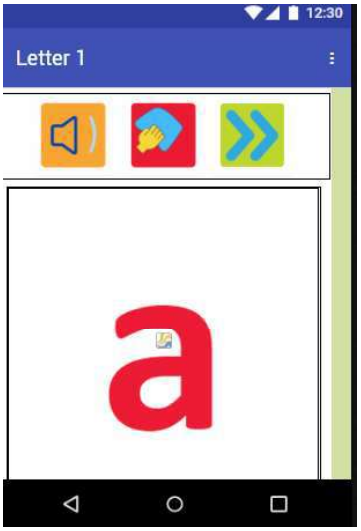
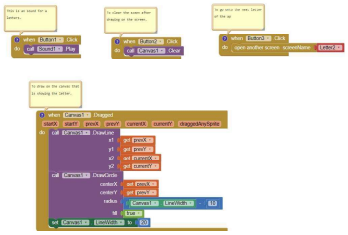
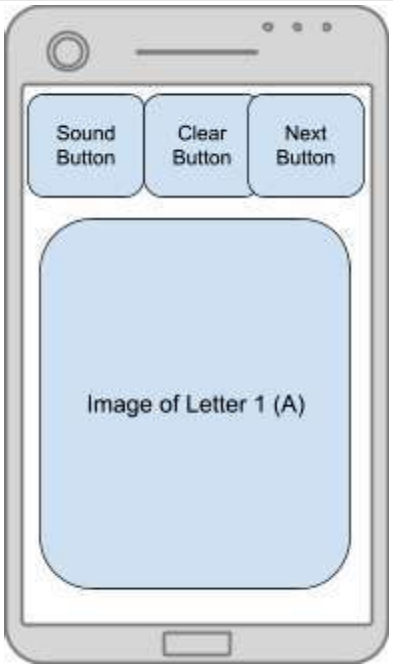
Completed Screen	Blocks (with comments)	Initial plan/design
		

This screen shows people that this is an app that will help them learn the alphabet. This screen shows just two intro images and a start button. Nothing has changed on the app when I made the original plan with the design.

The screen is suitable for the audience because it's just a basic start screen and they will be able to see what this app is all about.

The user requirements are that it needs to be for 3 to 7 year old kids that can read and sound out letters. The purpose is that I have made this screen basic for kids to know what the letters are on the next screen.

Screen no./name: Letter 1

Completed Screen	Blocks (with comments)	Initial plan/design
		

For this screen I have made it basic for the kids to read the letter and they will be able to see the letter, trace over the letter to practise handwriting, clear the screen and hear what the letter sounds like. he thing I have changed on this app is nothing because I would like to get some feedback from people who are looking at the app.

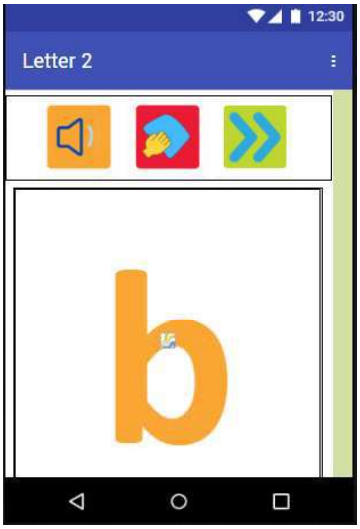
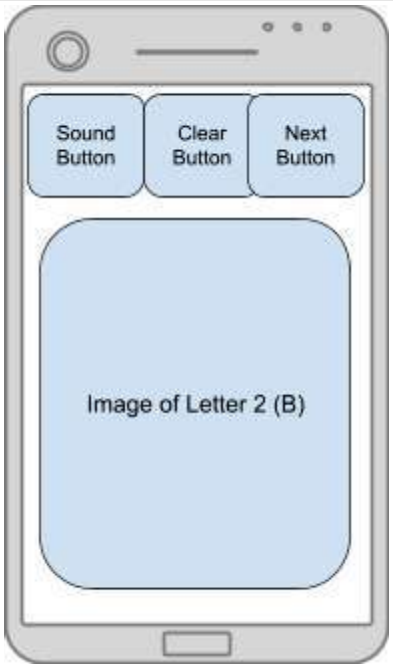
This screen is suitable for the audience because they will be able to see what the people are saying about the letter that is shown on the screen.

The app meets the user requirements because it's a basic app that the kids can read letters like the letter a on the screen that is showing them the letter. The app meets the purpose because they will be learning about letters that they may need to know when they are in school and out of school.

The app meets the usability requirements because it shows them what the buttons do on the screen and if they draw on the screen they will be able to clear the screen with the clear button, hear the sound of the letter and then move onto the next letter.

The code has very good portability. Now that it is written, I can use this code to create the screens for the other letters. All that needs changing is the letter, the letter colour, and the sound effect. The code is written clearly and laid out logically. If anyone would want to modify it in future, they would be able to read the code quite quickly.

Screen no./name: Letter 2

Completed Screen	Blocks (with comments)	Initial plan/design
		

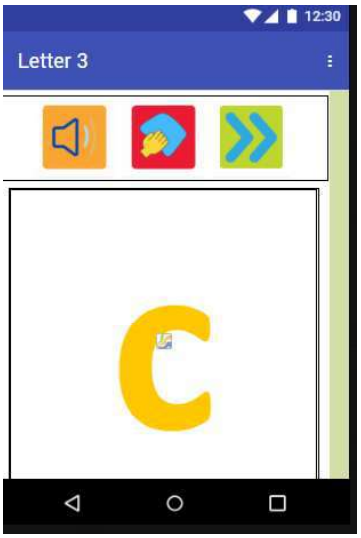
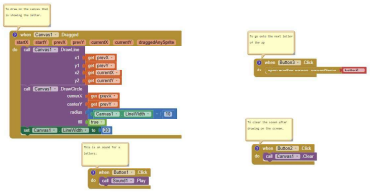
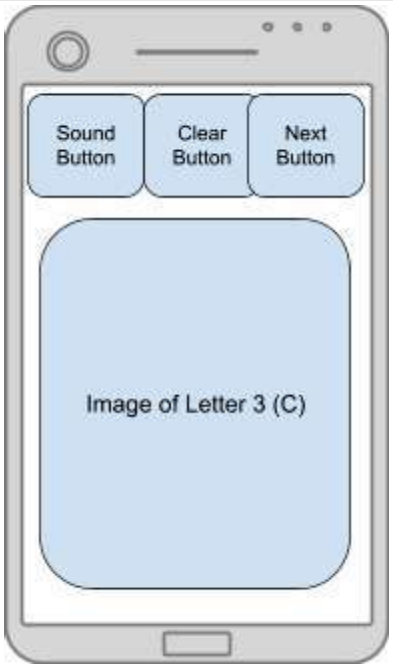
For this screen I have made it basic for the kids to read the letter and they will be able to see the letter, trace over the letter to practise handwriting, clear the screen and hear what the letter sounds like. he thing I have changed on this app is nothing because I would like to get some feedback from people who are looking at the app.

This screen is suitable for the audience because they will be able to see what the people are saying about the letter that is shown on the screen.

The app meets the user requirements because it's a basic app that the kids can read letters like the letter a on the screen that is showing them the letter. The app meets the purpose because they will be learning about letters that they may need to know when they are in school and out of school.

The app meets the usability requirements because it shows them what the buttons do on the screen and if they draw on the screen they will be able to clear the screen with the clear button, hear the sound of the letter and then move onto the next letter.

Screen no./name: Letter 3

Completed Screen	Blocks (with comments)	Initial plan/design
		

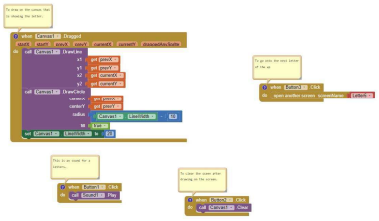
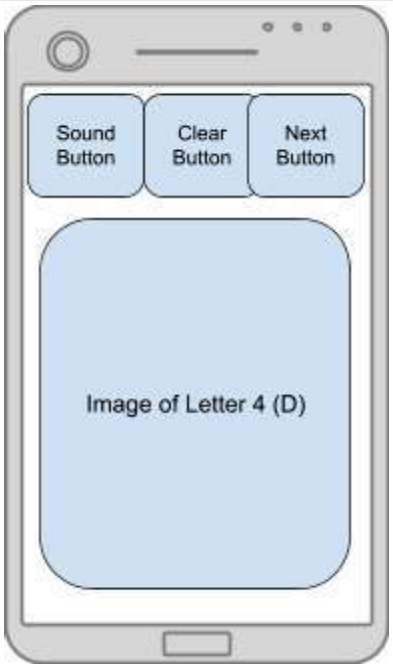
For this screen I have made it basic for the kids to read the letter and they will be able to see the letter, trace over the letter to practise handwriting, clear the screen and hear what the letter sounds like. he thing I have changed on this app is nothing because I would like to get some feedback from people who are looking at the app.

This screen is suitable for the audience because they will be able to see what the people are saying about the letter that is shown on the screen.

The app meets the user requirements because it's a basic app that the kids can read letters like the letter a on the screen that is showing them the letter. The app meets the purpose because they will be learning about letters that they may need to know when they are in school and out of school.

The app meets the usability requirements because it shows them what the buttons do on the screen and if they draw on the screen they will be able to clear the screen with the clear button, hear the sound of the letter and then move onto the next letter.

Screen no./name: Letter 4

Completed Screen	Blocks (with comments)	Initial plan/design
		

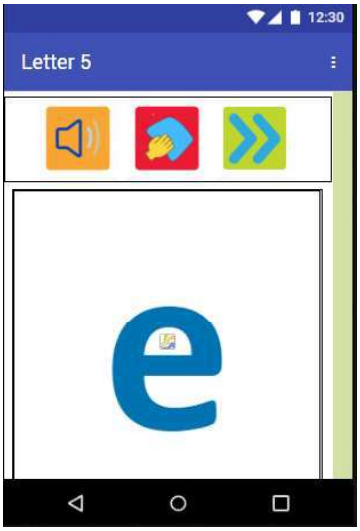
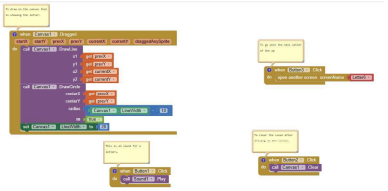
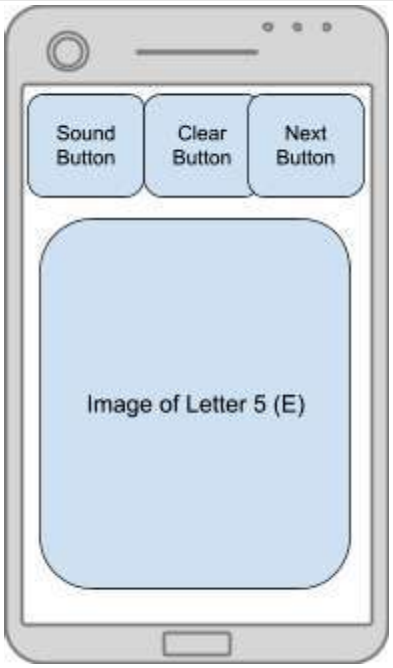
For this screen I have made it basic for the kids to read the letter and they will be able to see the letter, trace over the letter to practise handwriting, clear the screen and hear what the letter sounds like. he thing I have changed on this app is nothing because I would like to get some feedback from people who are looking at the app.

This screen is suitable for the audience because they will be able to see what the people are saying about the letter that is shown on the screen.

The app meets the user requirements because it's a basic app that the kids can read letters like the letter a on the screen that is showing them the letter. The app meets the purpose because they will be learning about letters that they may need to know when they are in school and out of school.

The app meets the usability requirements because it shows them what the buttons do on the screen and if they draw on the screen they will be able to clear the screen with the clear button, hear the sound of the letter and then move onto the next letter.

Screen no./name: Letter 5

Completed Screen	Blocks (with comments)	Initial plan/design
		

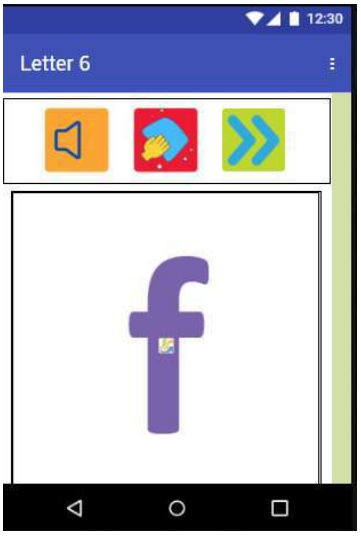
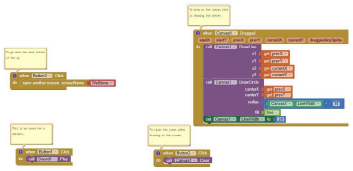
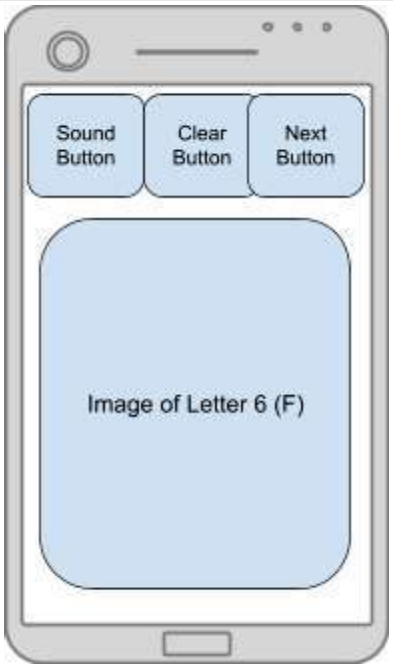
For this screen I have made it basic for the kids to read the letter and they will be able to see the letter, trace over the letter to practise handwriting, clear the screen and hear what the letter sounds like. he thing I have changed on this app is nothing because I would like to get some feedback from people who are looking at the app.

This screen is suitable for the audience because they will be able to see what the people are saying about the letter that is shown on the screen.

The app meets the user requirements because it's a basic app that the kids can read letters like the letter a on the screen that is showing them the letter. The app meets the purpose because they will be learning about letters that they may need to know when they are in school and out of school.

The app meets the usability requirements because it shows them what the buttons do on the screen and if they draw on the screen they will be able to clear the screen with the clear button, hear the sound of the letter and then move onto the next letter.

Screen no./name: Letter 6

Completed Screen	Blocks (with comments)	Initial plan/design
		

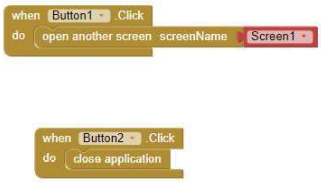
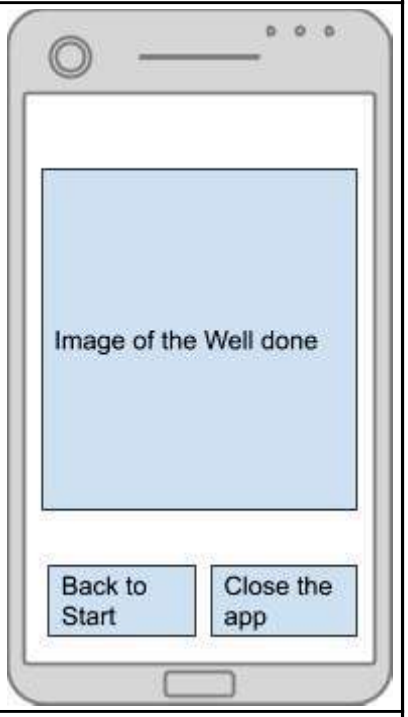
For this screen I have made it basic for the kids to read the letter and they will be able to see the letter, trace over the letter to practise handwriting, clear the screen and hear what the letter sounds like. he thing I have changed on this app is nothing because I would like to get some feedback from people who are looking at the app.

This screen is suitable for the audience because they will be able to see what the people are saying about the letter that is shown on the screen.

The app meets the user requirements because it's a basic app that the kids can read letters like the letter a on the screen that is showing them the letter. The app meets the purpose because they will be learning about letters that they may need to know when they are in school and out of school.

The app meets the usability requirements because it shows them what the buttons do on the screen and if they draw on the screen they will be able to clear the screen with the clear button, hear the sound of the letter and then move onto the next letter.

Screen no./name: Well Done

Completed Screen	Blocks (with comments)	Initial plan/design
		

For this screen, this is a basic screen that they have finished all the letters that they wanted to learn about and know what are the letters that are shown on the screen that they were learning on when seeing the letters on the app and hearing what the letter sounds like. On the well done screen they will be able to hear a sound to say well done on learning all the letters in the alphabets.

This screen is suitable for the audience because they have been learning on who to say letters and read them when looking at the screen when the letters are shown.

The app meets the user requirements because they have been looking at what letters they need to know and what they can hear when sounding out the letters. The app meets the purpose because they have been learning and listening to the sounds of the letters and what they have been seeing on the screen when looking at the letters.

The start again button will take them back to the start and let them do all the letters again when they need to know them and what they sound like when on that screen. The Goodbye button is letting them close the app if they don't want to learn any more letters on the app that they have been doing all day or just one time.