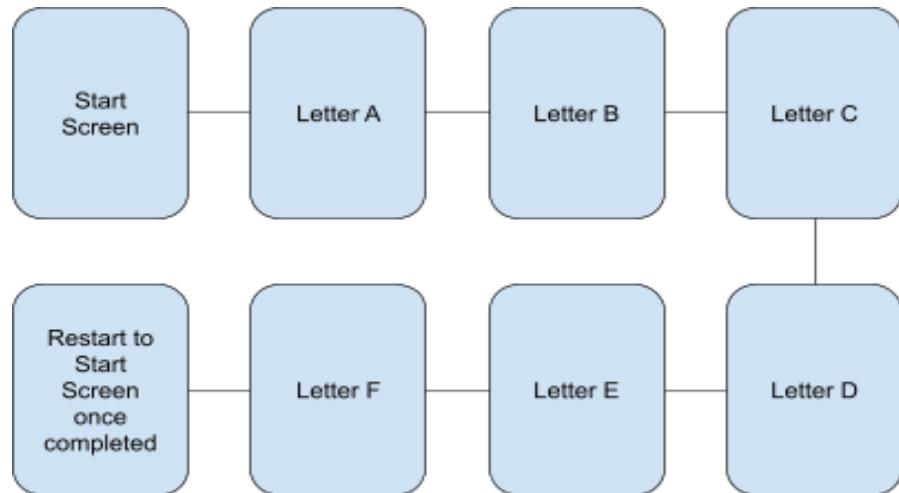


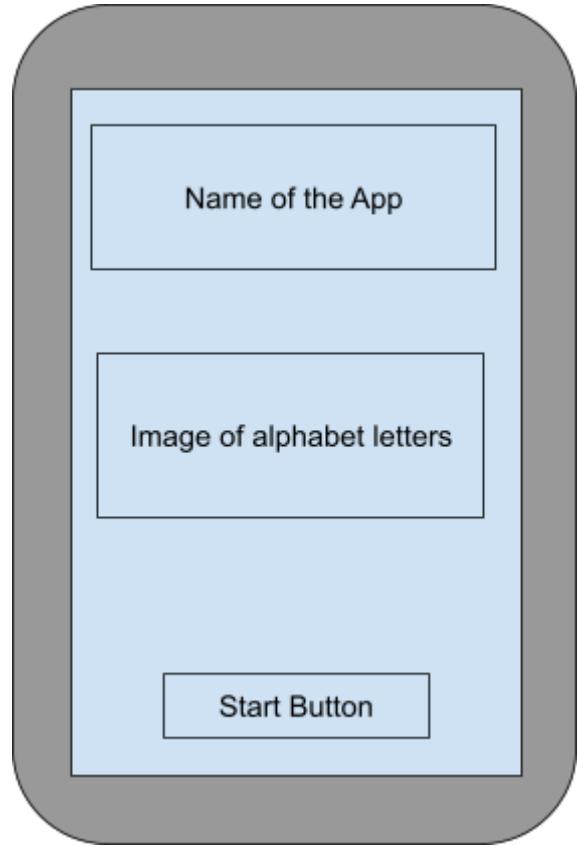
Purpose and User requirement

The design of the app will be an alphabetical app that will help children learn about the alphabet, and it will also help them pronounce each letters of the alphabet. The app will be very easy to navigate through the app so the users know where they are going, and it will be easy to know what button to click on for the users.

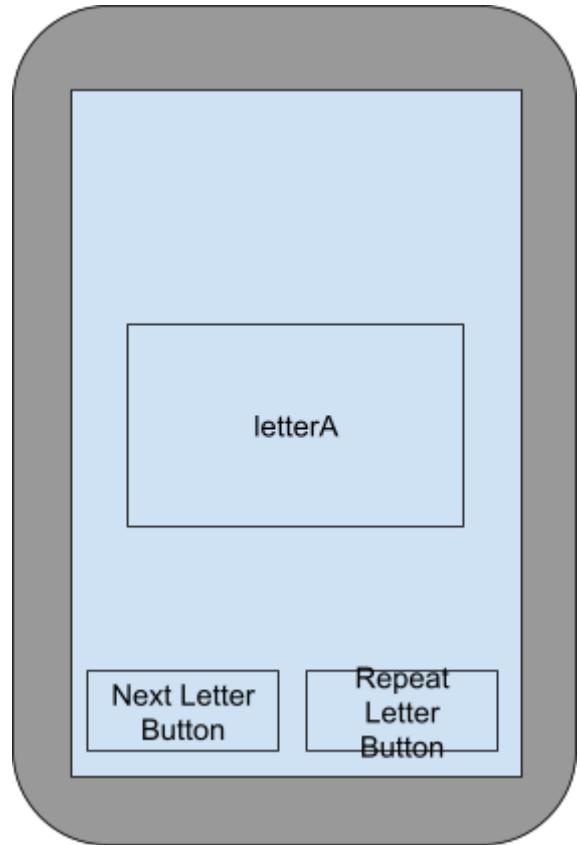
- It will help the user to learn each letter from the alphabet and recognize the shape and sound of the letter
- It will be easy to navigate in the app
- The app will be interactive learning app
- It will have an simple interface
- It will be an offline functionality

Structure Diagram

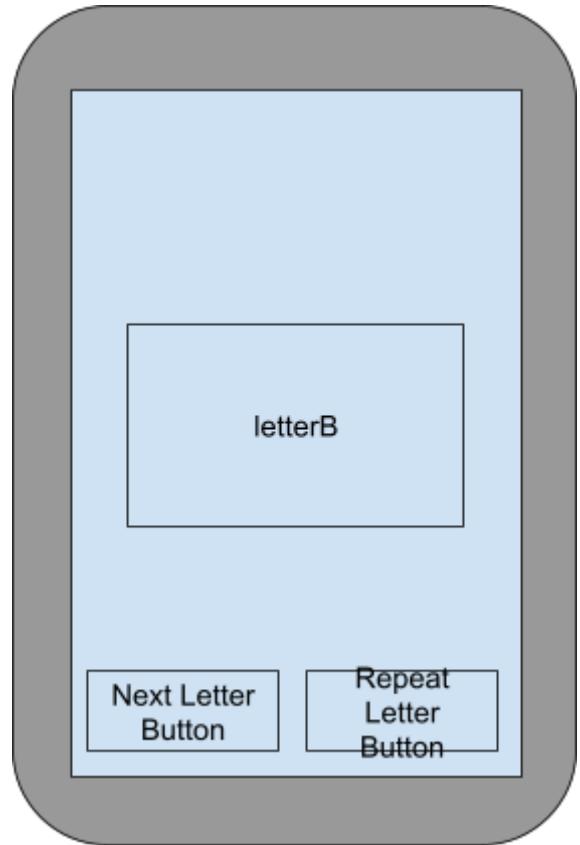




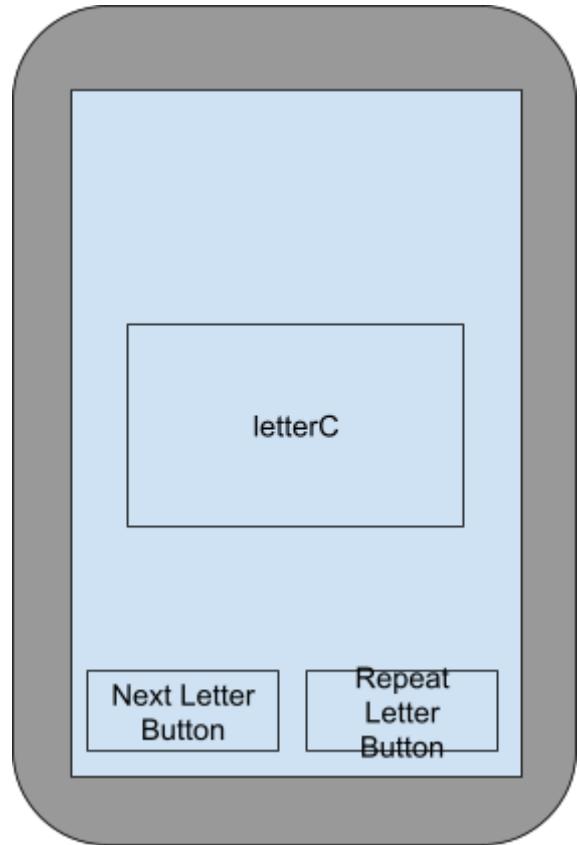
Assets	Events (Inputs and Outputs)
alphabet letters images, sound music, sound for the button	The Start button once pressed will send the user to the alphabet letters. It will have an intro sound on the main screen.
Design notes/Alternative Ideas	Method of solutions
Background colour, White Font style, Oswald	This meets the purpose of the app because it shows the user on what they are seeing and it shows the user the start button will help them know where to navigate



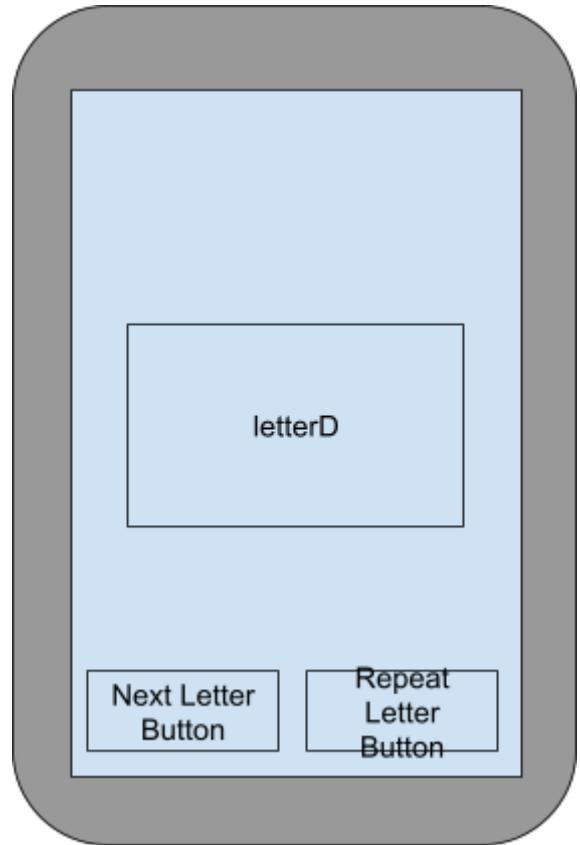
Assets	Events (Inputs and Outputs)
Letters Images, audio voice for the letters, sound for the buttons	<p>Once it starts the Text to Voice will say the letter.</p> <p>There will be two buttons at the bottom one will be the next letter and it will send the user to the next letter or repeat letter that the Text to Voice will repeat the letter.</p>
Design notes/Alternative ideas	Method of solutions
Letter colour Lime, Background colour white Font style Oswald	This meets its purpose because it will show the user letters on the app, and it can help the user learn each letter of the alphabet.



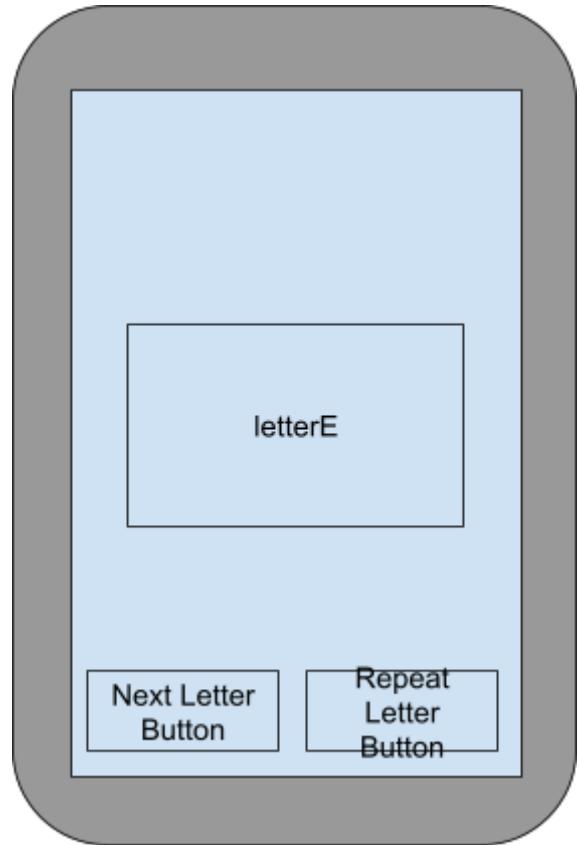
Assets	Events (Inputs and Outputs)
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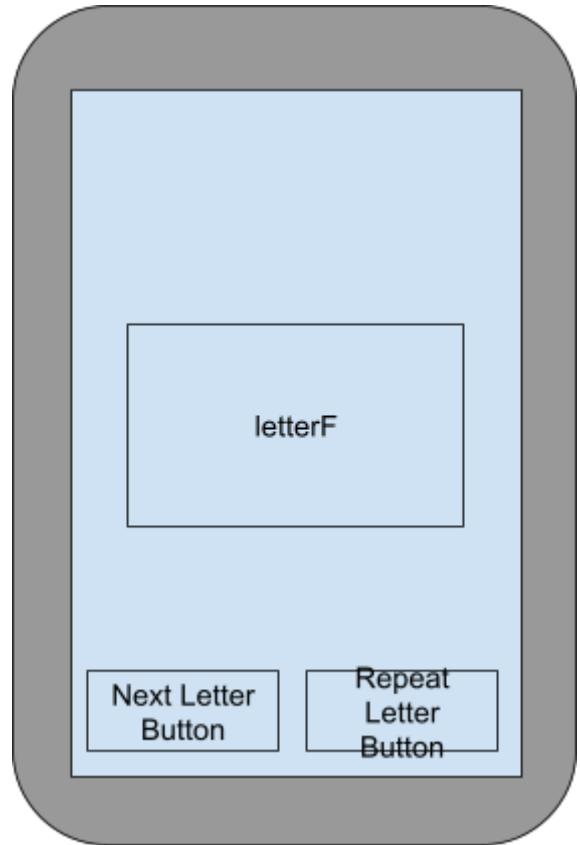
Assets	Events (Inputs and Outputs)
Letters Images, audio voice for the letters, sound for the buttons	<p>Once it starts the Text to Voice will say the letter.</p> <p>There will be two buttons at the bottom one will be the next letter and it will send the user to the next letter or repeat letter that the Text to Voice will repeat the letter.</p>
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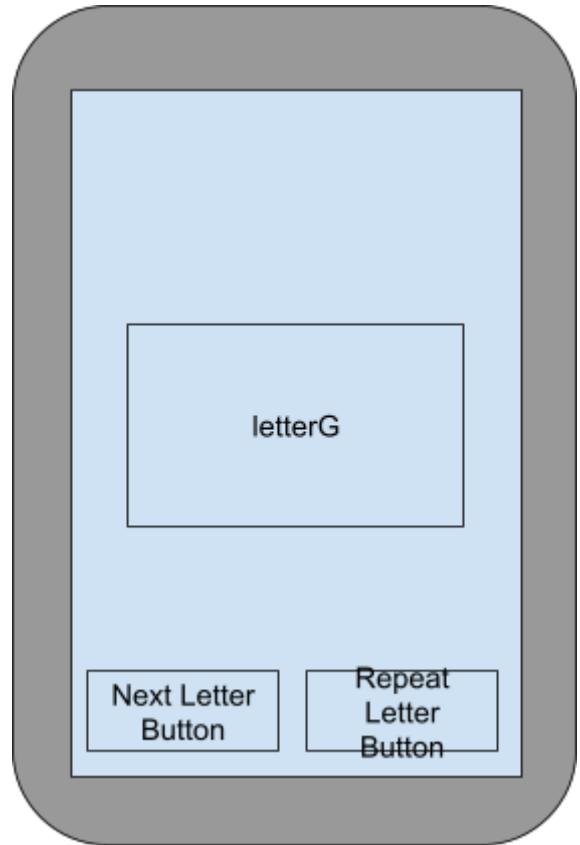
Assets	Events (Inputs and Outputs)
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Design notes/Alternative ideas	Method of solutions
Letter colour Lime, Background colour white Font style Oswald	This meets its purpose because it will show the user letters on the app, and it can help the user learn each letter of the alphabet.

Screen	Screen1	LetterA	LetterB	LetterC	LetterD	LetterE	LetterF	LetterG
Pseudocode	<pre> when StartButton • Click do open another screen screenName "LetterA" </pre>	<pre> when [LetterA] Initialize do [call Player1 • Start] when [Canvas1] • Dragged startX startY prevX prevY currentX currentY draggedAnySprite do [call [Canvas1 • DrawLine v] v] x1 [get prevX •] y1 [get prevY •] x2 [get currentX •] y2 [get currentY •] </pre>	<pre> when [Canvas1] • Dragged startX startY prevX prevY currentX currentY draggedAnySprite do [call [Canvas1 • DrawLine v] v] x1 [get prevX •] y1 [get prevY •] x2 [get currentX •] y2 [get currentY •] </pre>	<pre> when [Canvas1] • Dragged startX startY prevX prevY currentX currentY draggedAnySprite do [call [Canvas1 • DrawLine v] v] x1 [get prevX •] y1 [get prevY •] x2 [get currentX •] y2 [get currentY •] </pre>	<pre> when [Canvas1] • Dragged startX startY prevX prevY currentX currentY draggedAnySprite do [call [Canvas1 • DrawLine v] v] x1 [get prevX •] y1 [get prevY •] x2 [get currentX •] y2 [get currentY •] </pre>	<pre> when [Canvas1] • Dragged startX startY prevX prevY currentX currentY draggedAnySprite do [call [Canvas1 • DrawLine v] v] x1 [get prevX •] y1 [get prevY •] x2 [get currentX •] y2 [get currentY •] </pre>	<pre> when [Canvas1] • Dragged startX startY prevX prevY currentX currentY draggedAnySprite do [call [Canvas1 • DrawLine v] v] x1 [get prevX •] y1 [get prevY •] x2 [get currentX •] y2 [get currentY •] </pre>	<pre> when [Canvas1] • Dragged startX startY prevX prevY currentX currentY draggedAnySprite do [call [Canvas1 • DrawLine v] v] x1 [get prevX •] y1 [get prevY •] x2 [get currentX •] y2 [get currentY •] </pre>

Code (Blocks)	<pre> when StartButton • Click do [open another screen screenName "LetterA"] </pre>	<pre> when [LetterA] Initialize do [call Player1 • Start] when [Canvas1] • Dragged startX startY prevX prevY currentX currentY draggedAnySprite do [call [Canvas1 • DrawLine v] v] x1 [get prevX •] y1 [get prevY •] x2 [get currentX •] y2 [get currentY •] </pre>	<pre> when [Canvas1] • Dragged startX startY prevX prevY currentX currentY draggedAnySprite do [call [Canvas1 • DrawLine v] v] x1 [get prevX •] y1 [get prevY •] x2 [get currentX •] y2 [get currentY •] </pre>
Taken From	This was taken from a Number app tutorial that I copied to use in the alphabet app.	This was taken from a Number app tutorial that I copied to use in the alphabet app.	This was taken from a Number app tutorial that I copied to use in the alphabet app.
Used for	Used for start the lesson on the mobile app design	Used for, drawing the letter, playing the letter sound, clearing the drawing	Used for, playing the letter sound, drawing the letter, clearing the

		on the letter to start again, and go to the next letter	drawing on the letter, and go to the next letter
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Description of asset	File name	Source	Modifications made	Where used
Alphabet Banner to show the Alphabet name	BannerAlphabet	Google Drawings	Changing the colour of each letter to a different colour for each one.	Start Screen
Clear button is a red cross on the button to show what it means	ClearButton	From the number app assets	No modifications was made	LetterA to LetterF
Its a letter A showing the user what the letter is in the alphabet	LetterA	Google Drawings	Change the colour of the fonts from black to a cyan colour.	LetterA
Its a letter B showing the user what the letter is in the alphabet	LetterB	Google Drawings	Change the colour of the fonts from black to a cyan colour.	LetterB
Its a letter C showing the user what the letter is in the alphabet	LetterC	Google Drawings	Change the colour of the fonts from black to a cyan colour.	LetterC
Its a letter D showing the user what the letter is in the alphabet	LetterD	Google Drawings	Change the colour of the fonts from black to a cyan colour.	LetterD

Its a letter E showing the user what the letter is in the alphabet	LetterE	Google Drawings	Change the colour of the fonts from black to a cyan colour.	LetterE
The next button is an arrow on the button to show the user to go to the next letter	NextButton	From the number app assets	No modifications was made	LetterA to LetterF
The play sound is a button with an speaker on the button to show the player to listen to the letter again	PlaySoundButton	From the number app assets	No modifications was made	LetterA to LetterF
The start button is located on the home screen to show the user to start the lesson by clicking on the button	StartButton	From the number app assets	No modifications was made	Start Screen

Test Plan

Test No	Screen	Test	Actual Outcome	Comments
1	Start Screen	Will be testing to see if the Start Button works	Works fine, with no problems	The start screen on this app shows the players the start button and knows what to press on to start it.
2	Letter A to Letter G	Will be testing to see if the Next Button works	Works fine, with no problems	On these screens the next button is to show the user what to click on to, so they can go onto the next letter on the app.
3	Letter A to Letter G	Will be testing to see if the Clear Button works	Works fine, with no problems	The clear button on every screen shows the users and lets them know they can clear the screen and start again to write the letters if they made a mistake.
4	Letter A to Letter G	Will be testing to see if the Play Sound Button works	Works fine, with no problems	The play sound button will show the user they can press the button again to hear the letter sound so they can understand it, and keep practising.