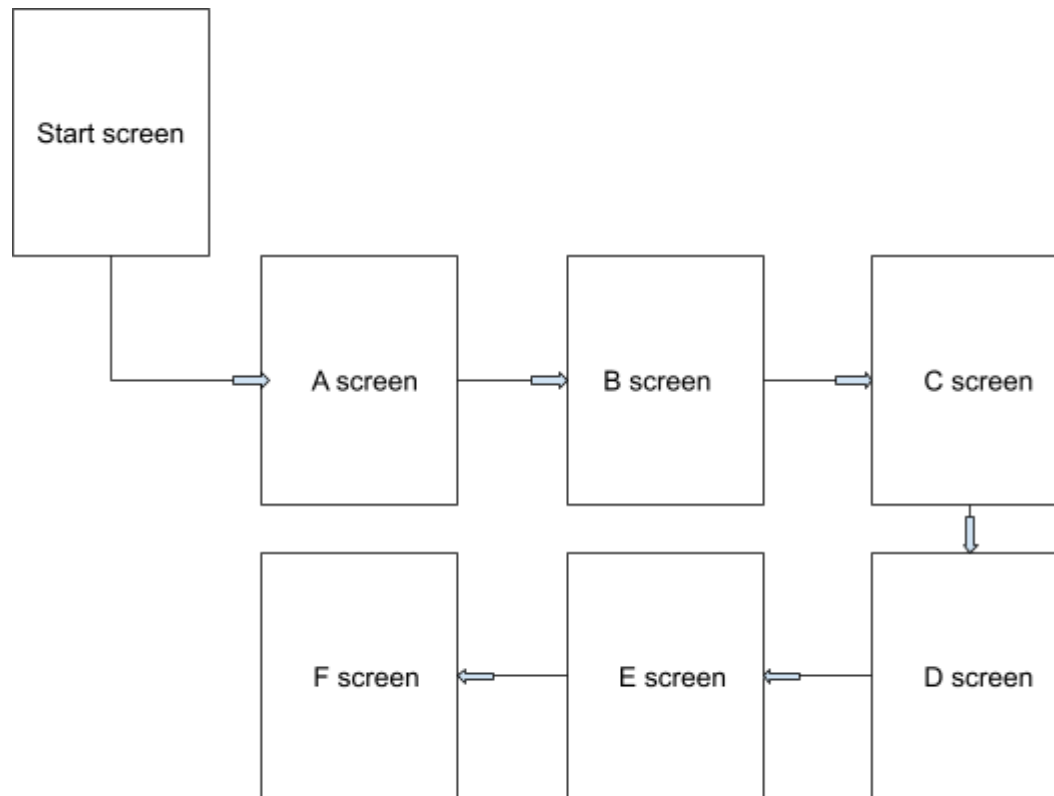
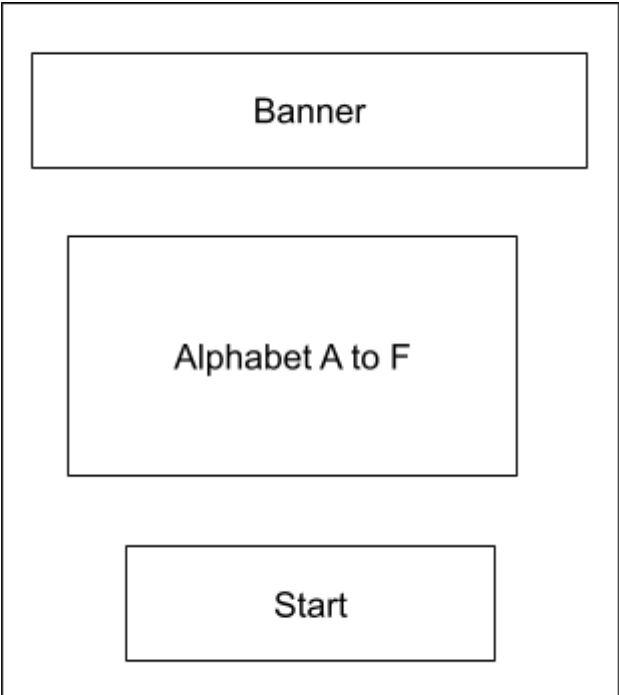
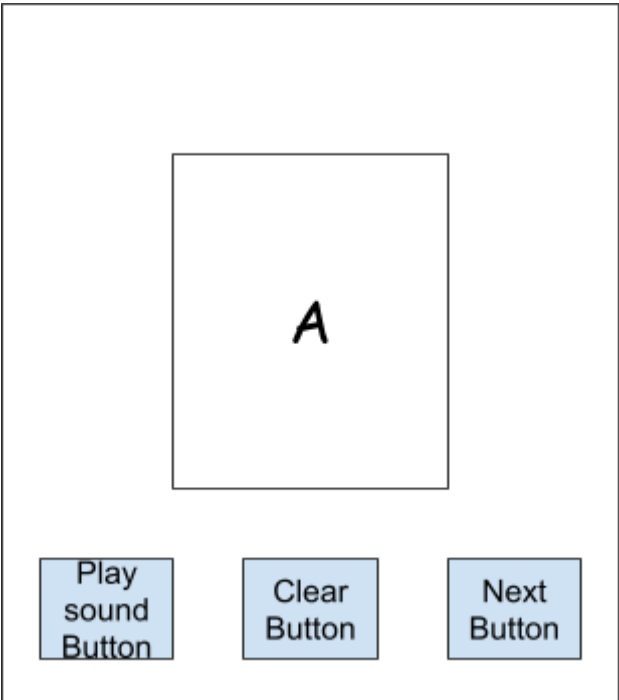


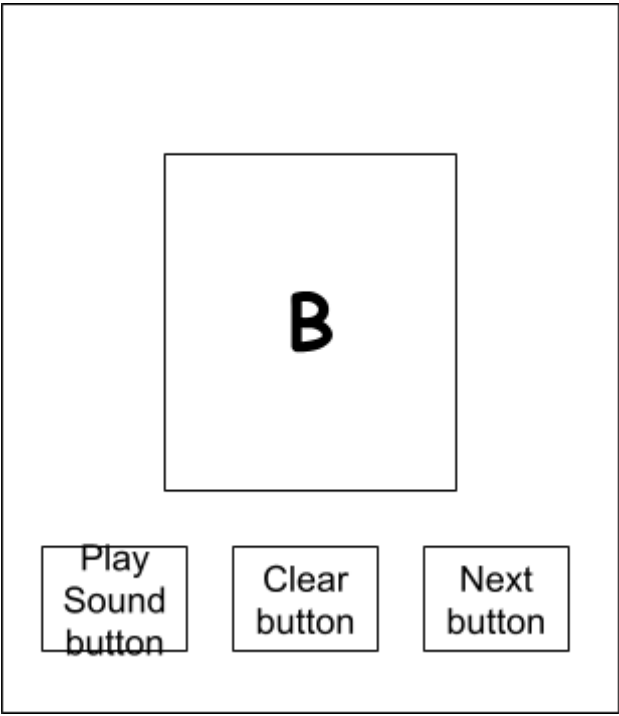
Structure Diagram

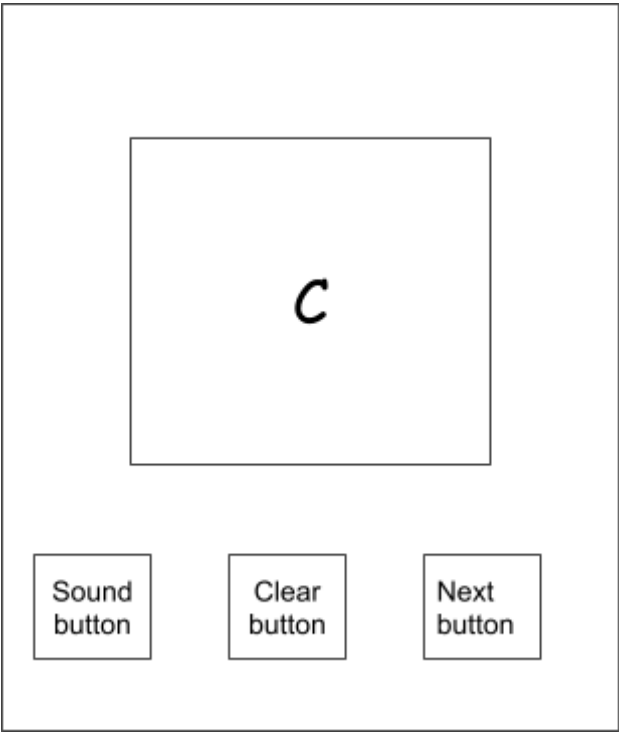


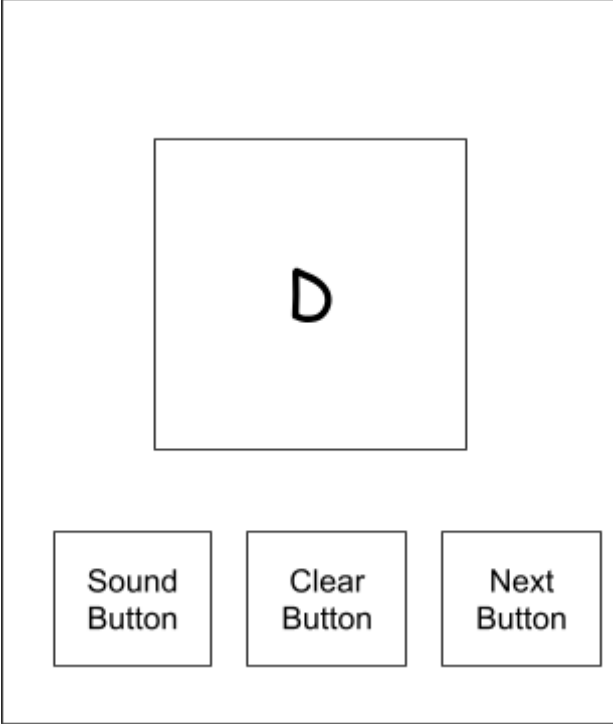
Storyboards

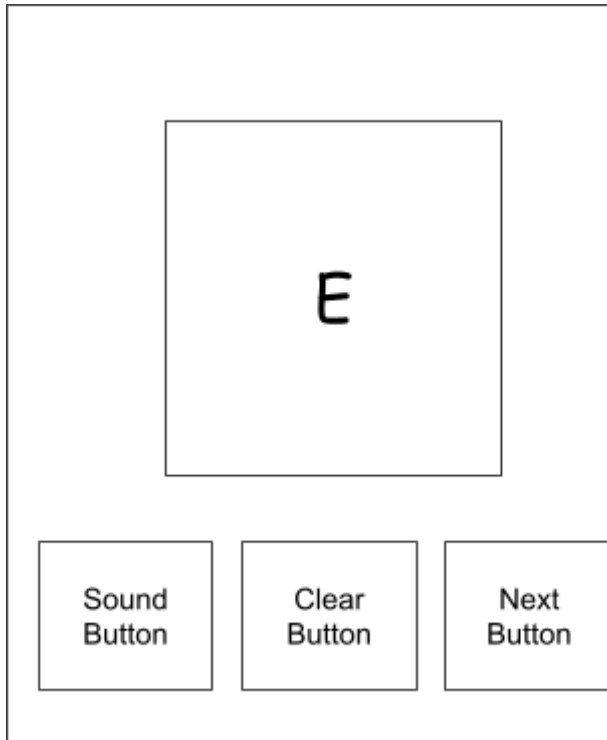
Screen 1	Assets	Events (inputs & outputs)
	<ul style="list-style-type: none"> • Banner.png • AlphabetA-F.Png • StartButton.jpg 	<p>The input on this screen will be the start button that will take users to the first letter.</p>
	Design notes/Alternative ideas	Method of solution
	<ul style="list-style-type: none"> • The background will be white with comic sans font. • The banner will display text with colourful letters. • The start button will be green with comic sans font. <p>An alternative idea for this screen was to use music in the background. but this might be too annoying for users.</p>	<p>This screen meets the purpose of the app as it allows users to access the first letter. This screen meets the user requirements as it uses fonts and colours suitable for the target audience.</p>

A Screen	Assets	Events (inputs & outputs)
	<ul style="list-style-type: none"> • A.mp3 • A.png • NextButton.png • ClearButton.png • PlaySoundButton.png 	<ul style="list-style-type: none"> • When the play sound button is pressed a A sound will be outputted. • When the clear button is pressed it will clear all drawings off of the screen. • When the next button is pressed it will take the user to the next letter.
	Design notes/Alternative ideas	Method of solution
	<ul style="list-style-type: none"> • The A in the centre of the screen will be Blue and comic sans font. • the Play sound button will be yellow • The clear button will be purple • the next button will be light blue • the screen will be a canvas that allows users to draw on the number. 	<p>This screen meets the purpose of the app as it helps the user learn the letter A by seeing it and by hearing it. This screen meets the user requirements by having bright colours and by using an appropriate font.</p>

B Screen	Assets	Events (inputs & outputs)
	<ul style="list-style-type: none"> • NextButton.png • ClearButton.png • PlaySoundButton.png • B.png • B.mp3 	<ul style="list-style-type: none"> • When the play sound button is pressed a B sound will be outputted. • When the clear button is pressed it will clear all drawings off of the screen. • When the next button is pressed it will take the user to the next letter.
	Design notes/Alternative ideas	Method of solution
	<ul style="list-style-type: none"> • The B in the centre of the screen will be red and comic sans font. • the Play sound button will be yellow • The clear button will be purple • the next button will be light blue • the screen will be a canvas that allows users to draw on the number. 	<p>This screen meets the purpose of the app as it helps the user learn the letter B by seeing it and by hearing it. This screen meets the user requirements by having bright colours and by using an appropriate font.</p>

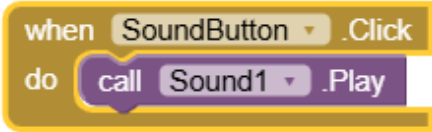
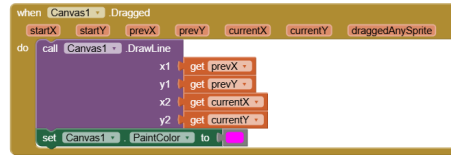
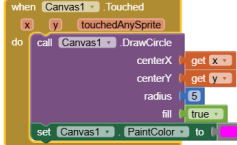

C Screen	Assets	Events (inputs & outputs)
	<ul style="list-style-type: none"> • C.png • NextButton.png • ClearButton.png • PlaySoundButton.png • C.mp3 	<p>When the play sound button is pressed a C sound will be outputted.</p> <p>When the clear button is pressed it will clear all drawings off of the screen.</p> <p>When the next button is pressed it will take the user to the next letter.</p>
	Design notes/Alternative ideas	Method of solution
	<ul style="list-style-type: none"> • The C in the centre of the screen will be Green and comic sans font. • the Play sound button will be yellow • The clear button will be purple • the next button will be light blue • the screen will be a canvas that allows users to draw on the number. 	<p>This screen meets the purpose of the app as it helps the user learn the letter C by seeing it and by hearing it. This screen meets the user requirements by having bright colours and by using an appropriate font.</p>

D Screen	Assets	Events (inputs & outputs)
	<ul style="list-style-type: none"> • D.png • NextButton.png • ClearButton.png • PlaySoundButton.png • D.mp3 	<p>When the play sound button is pressed a D sound will be outputted.</p> <p>When the clear button is pressed it will clear all drawings off of the screen.</p> <p>When the next button is pressed it will take the user to the next letter.</p>
	Design notes/Alternative ideas	Method of solution
	<ul style="list-style-type: none"> • The D in the centre of the screen will be yellow and comic sans font. • the Play sound button will be yellow • The clear button will be purple • the next button will be light blue • the screen will be a canvas that allows users to draw on the number. 	<p>This screen meets the purpose of the app as it helps the user learn the letter D by seeing it and by hearing it. This screen meets the user requirements by having bright colours and by using an appropriate font.</p>

E Screen	Assets	Events (inputs & outputs)
	<ul style="list-style-type: none">• E.png• NextButton.png• ClearButton.png• PlaySoundButton.png• E.mp3	<p>When the play sound button is pressed a E sound will be outputted.</p> <p>When the clear button is pressed it will clear all drawings off of the screen.</p> <p>When the next button is pressed it will take the user to the next letter.</p>
	Design notes/Alternative ideas	Method of solution
	<ul style="list-style-type: none">• The E in the centre of the screen will be Orange and comic sans font.• the Play sound button will be yellow• The clear button will be purple• the next button will ber light blue• the screen will be a canvas that allows users to draw on the number.	<p>This screen meets the purpose of the app as it helps the user learn the letter E by seeing it and by hearing it. This screen meets the user requirements by having bright colours and by using an appropriate font.</p>

		when Sound button pressed play A.mp3	when Sound button pressed play B.mp3	when Sound button pressed play C.mp3	when Sound button pressed play D.mp3	when Sound button pressed play E.mp3	when Sound button pressed play F.mp3
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Pre-defined Code

Code (Blocks)		 	
Taken from	My NumberApp project	My NumberApp project	My NumberApp project
Used for	This block of code will be used for the sound button on the letter screens.	These blocks of code will be used to allow users to draw on the letter screens.	This block of code will be used to send users to the next screen when the “Next button” is pressed.

Asset/Sources Log

Description of asset	File name	Source	Modifications made	Where used
A banner the says " lean the Alphabet"	Banner.png	I made it	Resized to 320 X 505 pixels	Screen 1
splash text that says the alphabet A-F	AlphabetA-F.png	I made it	Resized to 320 X 505 pixels	Screen 1
A green start button	StartButton.png	i made it	Resized to 250 X 70	Screen 1
The letter A	A.png	I made it	Resized to 320 X 505 pixels	A screen
The letter A sound	A.mp3	https://www.schofieldandsims.co.uk/mylettersandsoundsresources/	cropped so the sound only plays once	A screen
The letter B	B.png	I made it	Resized to 320 X 505 pixels	B screen
The letter B sound	B.mp3	https://www.schofieldandsims.co.uk/mylettersandsoundsresources/	cropped so the sound only plays once	B screen
The letter C	C.png	I made it	Resized to 320 X 505 pixels	C screen
The letter C sound	C.mp3	https://www.schofieldandsims.co.uk/mylettersandsoundsresources/	cropped so the sound only plays once	C screen
The letter D	D.png	I made it	Resized to 320 X 505 pixels	D screen
The letter D sound	D.mp3	https://www.schofieldandsims.co.uk/mylettersandsoundsresources/	cropped so the sound only plays once	D screen
The letter E	E.png	I made it	Resized to 320 X 505 pixels	E screen
The letter E sound	E.mp3	https://www.schofieldandsims.co.uk/mylettersandsoundsresources/	cropped so the sound only plays once	E screen

The letter F	F.png	I made it	Resized to 320 X 505 pixels	F screen
The letter F sound	F.mp3	https://www.schofieldandsims.co.uk/mylettersandsoundsresources/	cropped so the sound only plays once	F screen
A yellow button to play a sound	PlaySoundButton.png	I made it	Resized to 110 X 80 pixels	Screen A to F
A purple button to clear the canvas	ClearButton.png	I made it	Resized to 110 X 80 pixels	Screen A to F
A blue button to send users to the next screen	NextButton.png	I made it	Resized to 110 X 80 pixels	Screen A to F

Test Plan & Log

Test NO	Screen	Test	Expected Outcome	Actual Outcome	Comments
1	all screens	images load	all images load correctly.		
2	all screens	Buttons work	all buttons work as expected.		
3	screen A to F	canvas can be drawn on	when touched the canvas will allow users to draw.		
4	screen A to F	sound plays	when the sound button is pressed sound is played		
5	screen A to F	canvas clears	when the clear button is pressed the canvas is cleared		
6	all screens	page layout is correct	all buttons and images are		