LEARNER ASSESSMENT SUBMISSION FRONT SHEET

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Assessor Name	Neil Wickham

Unit	8 - Mobile Apps Development
Assignment Title	2 - Designing Your Mobile App for CambriaTek

My Literacy Targets

My Numeracy Targets

Submission Declaration

I certify that the evidence submitted for this assignment is my own. I have clearly referenced any sources and any artificial intelligence (AI) tools used in the work. I understand that false declaration is a form of malpractice.
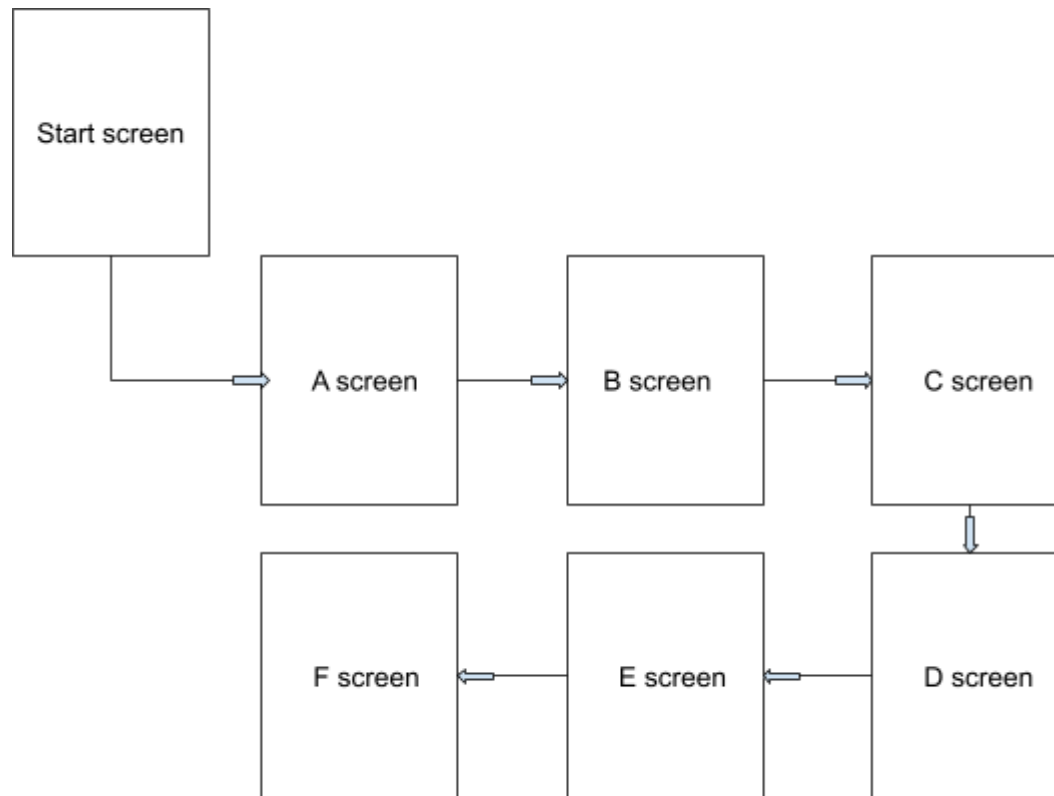
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Introduction

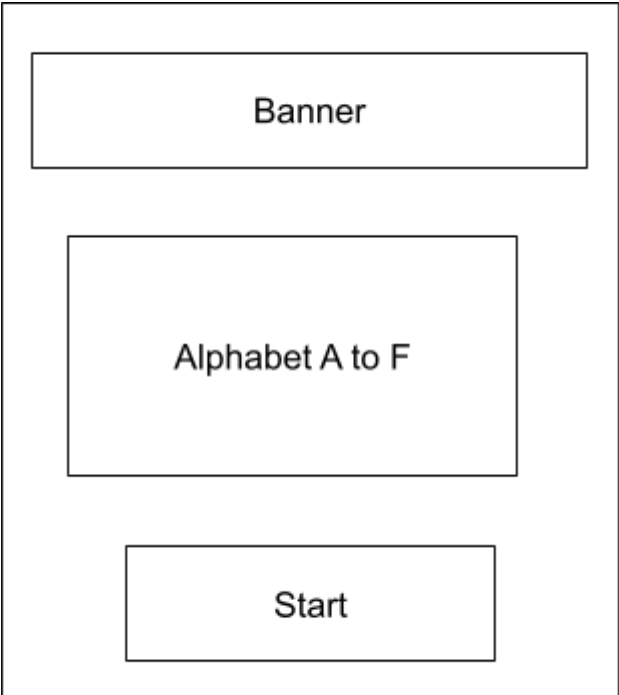**In this assignment I will be creating a design for an alphabet mobile app.**

Purpose and user requirements

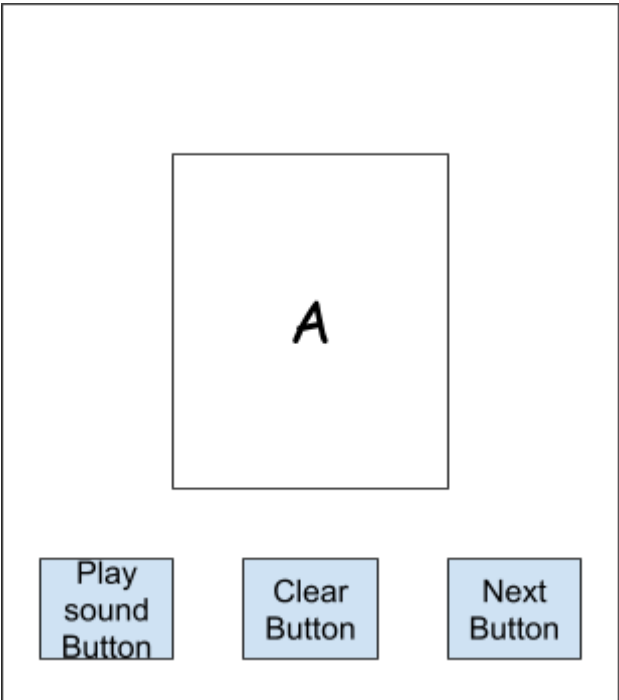**The purpose of the app is that it is a prototype entertainment app to help children have fun learning the alphabet. The user requirements of the app are. The app needs to be suitable for children between the ages of 3 & 7, the app needs to help users recognise the shapes and sound of letters and the app does not need a grading system so the users don't get demotivated by negative feedback as this can cause the user to stop having fun.**
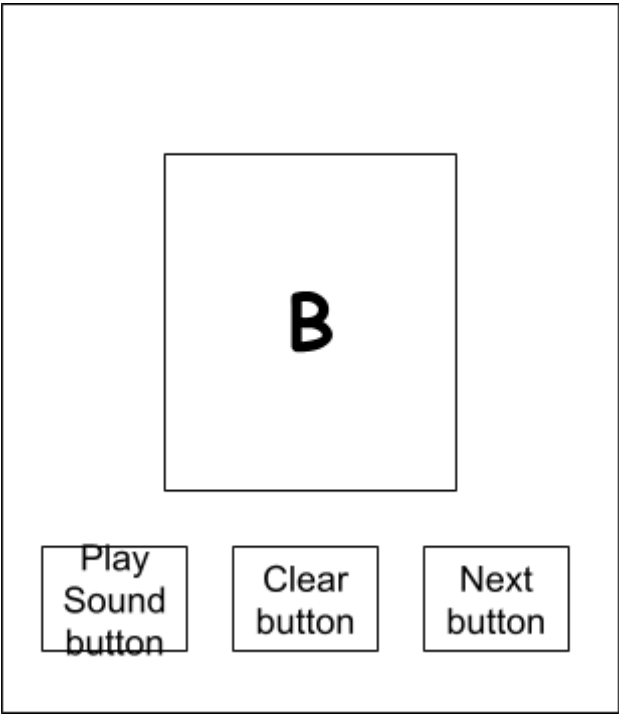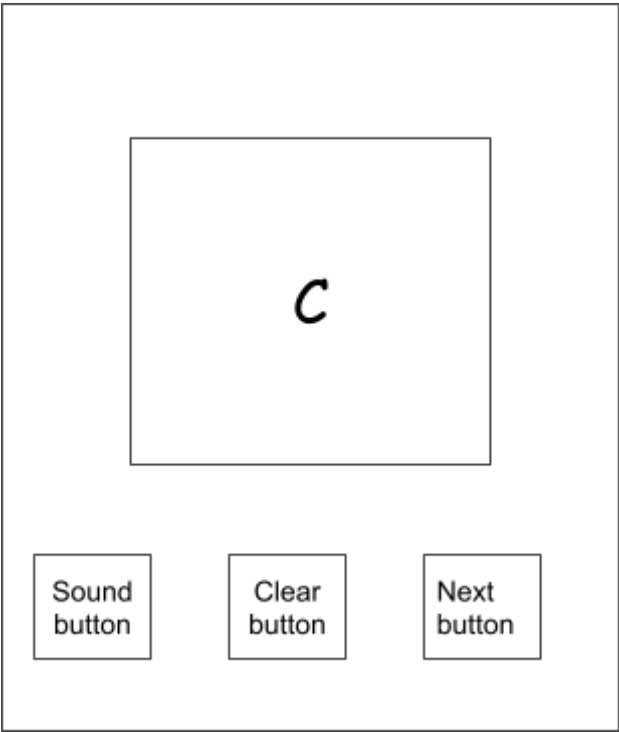
Structure Diagram
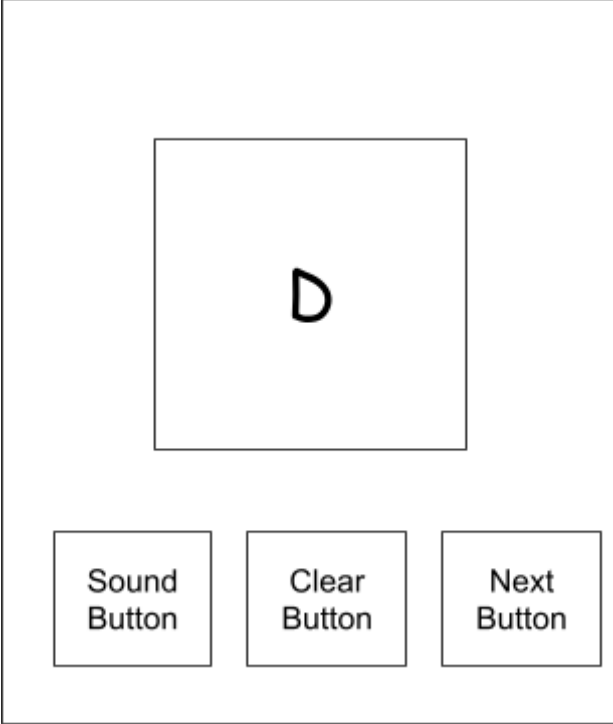
Storyboards
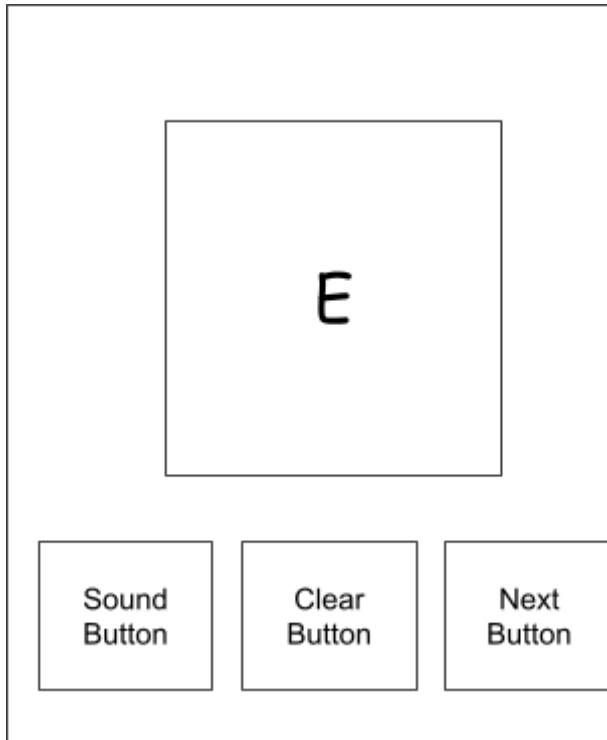
Screen 1	Assets	Events (inputs & outputs)
Banner Alphabet A to F Start	• **Banner.png** • **AlphabetA-F.Png** • **StartButton.jpg**	**The input on this screen will be the start button that will take users to the first letter.**
	Design notes/Alternative ideas	**Method of solution**
	• **The background 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.** **An alternative idea for this screen was to use music in the background. but this might be too annoying for users.**	**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.**

A Screen	Assets	Events (inputs & outputs)
	- **A.mp3** - **A.png** - **NextButton.png** - **ClearButton.png** - **PlaySoundButton.png**	- **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**
	- **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 ber light blue** - **the screen will be a canvas that allows users to draw on the number.**	**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.**

B Screen	Assets	Events (inputs & outputs)
	- NextButton.png - ClearButton.png - PlaySoundButton.png - B.png - B.mp3	- 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**
	- 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 ber light blue - the screen will be a canvas that allows users to draw on the number.	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.

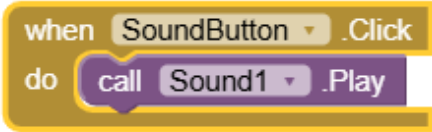| C Screen	Assets	Events (inputs & outputs)
	C.png **NextButton.png** **ClearButton.png** **PlaySoundButton.png** **C.mp3**	**When the play sound button is pressed a C sound will be outputted.** **When the clear button is pressed it will clear all drawings off of the screen.** **When the next button is pressed it will take the user to the next letter.**
	Design notes/Alternative ideas	**Method of solution**
	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 ber light blue** **the screen will be a canvas that allows users to draw on the number.**	**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.**

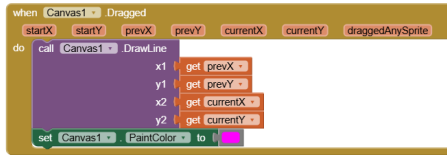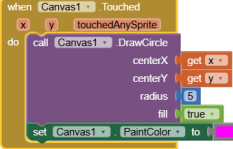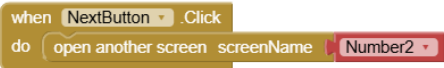| D Screen	Assets	Events (inputs & outputs)
	- **D.png** - **NextButton.png** - **ClearButton.png** - **PlaySoundButton.png** - **D.mp3**	**When the play sound button is pressed a D sound will be outputted.** **When the clear button is pressed it will clear all drawings off of the screen.** **When the next button is pressed it will take the user to the next letter.**
	Design notes/Alternative ideas	**Method of solution**
	- **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 ber light blue** - **the screen will be a canvas that allows users to draw on the number.**	**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.**

The D Screen layout contains a canvas displaying the letter **D** in the centre, with three buttons at the bottom: **Sound Button**, **Clear Button**, and **Next Button**.

E Screen	Assets	Events (inputs & outputs)
	● **E.png** ● **NextButton.png** ● **ClearButton.png** ● **PlaySoundButton.png** ● **E.mp3**	**When the play sound button is pressed a E 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**
	● **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.**	**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.**

F Screen	Assets	Events (inputs & outputs)
   F Sound Button Clear Button Next Button	● NextButton.png ● ClearButton.png ● PlaySoundButton.png ● F.png ● F.mp3	When the play sound button is pressed an F 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**
	● The F in the centre of the screen will be Light blue 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.	This screen meets the purpose of the app as it helps the user learn the letter F by seeing it and by hearing it. This screen meets the user requirements by having bright colours and by using an appropriate font.

Pseudocode

Screen	Screen 1	A Screen	B Screen	C Screen	D Screen	E Screen	F Screen
Pseudocode	When start button pressed open A Screen	When Next button pressed open B Screen when Clear button pressed, clear canvas	Next button pressed open C Screen when Clear button pressed, clear canvas	Next button pressed open D Screen when Clear button pressed, clear canvas	Next button pressed open E Screen when Clear button pressed, clear canvas	Next button pressed open F Screen when Clear button pressed, clear canvas	Next button pressed open Screen Screen 1 when Clear button pressed, clear canvas

		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

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		

			where they should be on the screen		

Justification & constraints

 This design meets the purpose and user requirements because it uses bright colours suitable for users aged 3 to 7. The app does not have a scoring system so that users do not get demotivated by negative feedback. sounds of the letters have been used to help the users better understand how to pronounce the letter. The main letter of the screen is centered to get the user's attention and users can draw on the letter this will help the user better understand the shape of the letter. The reason for these design choices is that children between the ages of 3 to 7 will see the bright colours and the ability to draw on the letters in the app as more of a game rather than a way to learn. This means that the users will be entertained whilst still learning the shapes and sounds of the letters of the alphabet. By having each button be a different colour the users are encouraged to press each one to see what it does even though the buttons have symbols that indicate what the button does. By having the symbols and colourful buttons the users are encouraged to press the buttons and can quickly learn what the buttons do in a more enjoyable way compared to having large amounts of text explaining what each button does.

The constraints of creating this app have been. Due to time constraints I was unable to create a more developed app that includes all of the letters of the alphabet. I was also unable to add more interactivity to the app due to my current skills in the MIT app inventor are currently limited.