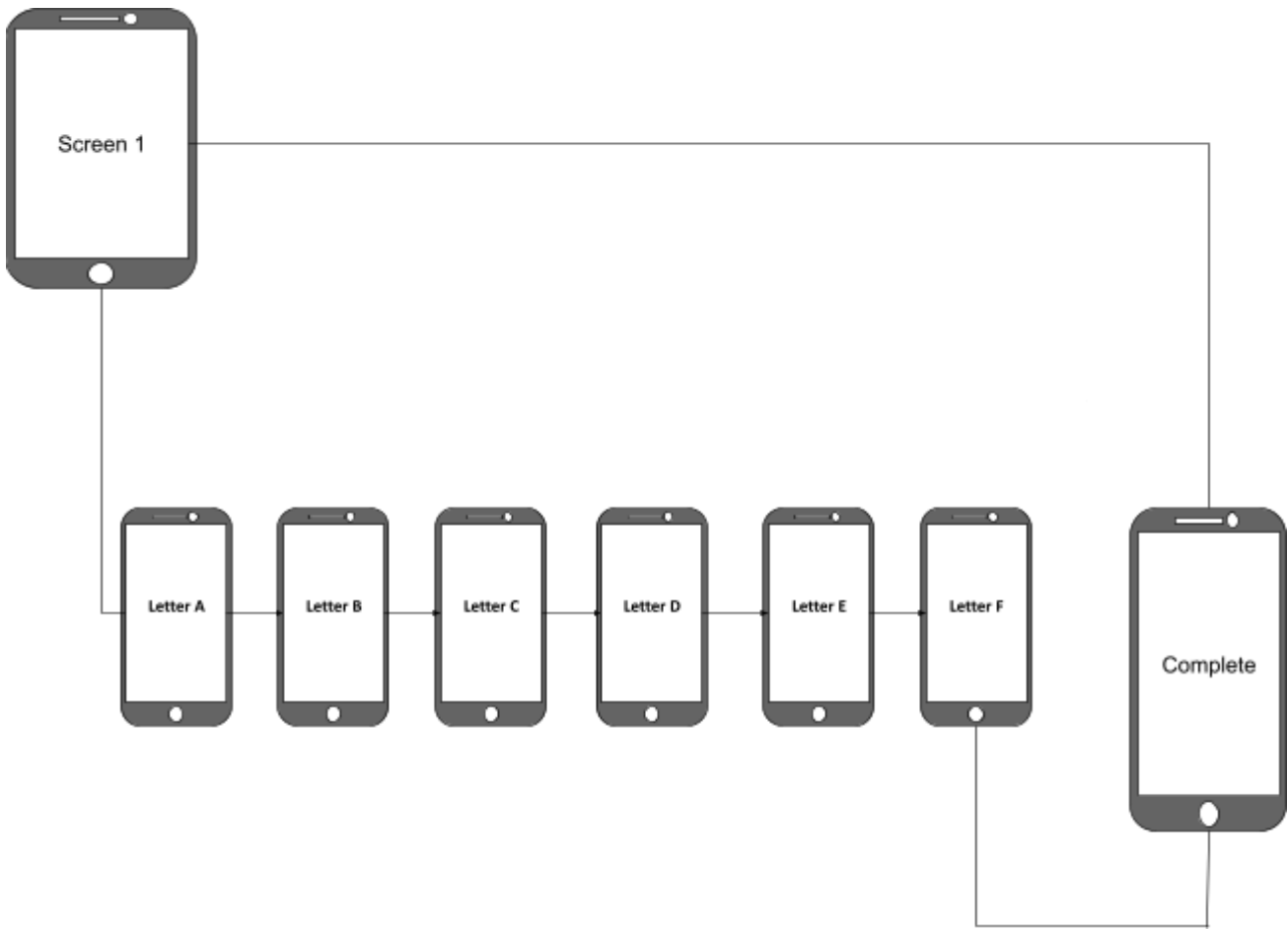


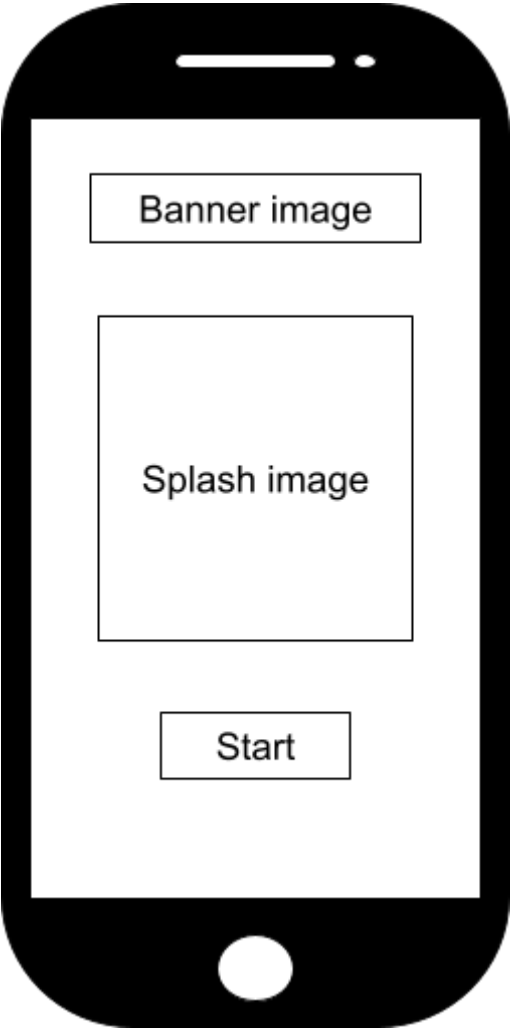
Structure Diagram for Counting App:



Storyboard

Screen Name: Screen 1

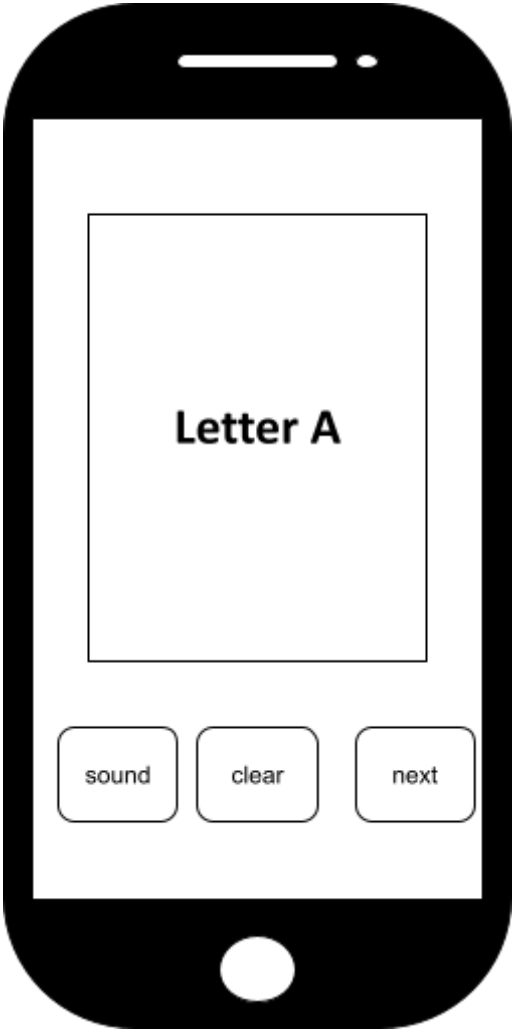
Assets	
LTCBanner.jpg Letter A-F.jpg StartButton.jpg	
Design notes/Alternative ideas	



<p>This screen includes a single input method with the start button</p> <p>Banner image and splash image could be merged into just a single image</p> <p>Letters song could be played at app start-up</p> <p>Animation on start button</p>	
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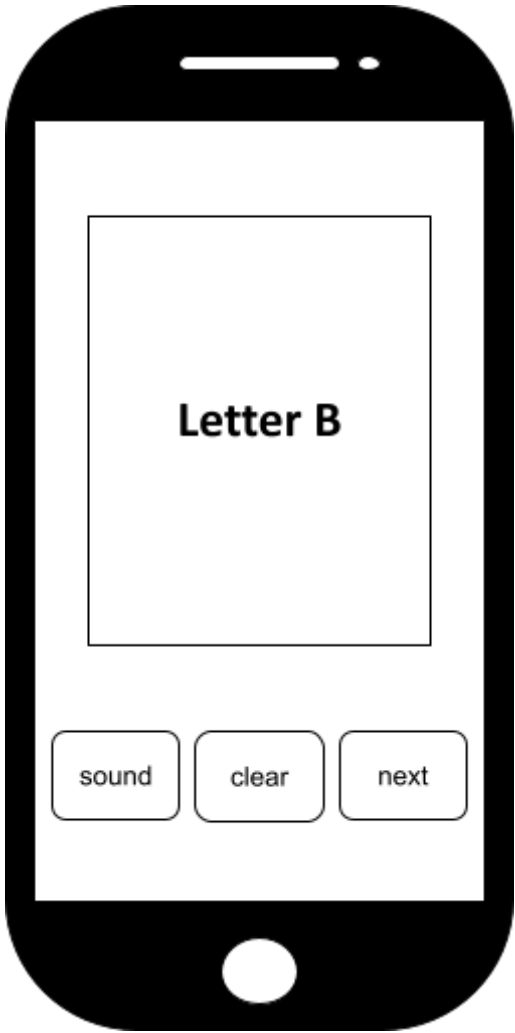
Screen Name: Letter A

Assets	
<p>A.jpg</p> <p>PlaySoundButton.png</p> <p>ClearButton.png</p> <p>NextButton.png</p> <p>A.mp3</p>	
Design notes/Alternative ideas	
<p>This screen includes 4 inputs and 1 output;</p> <p>Inputs - drawing on the canvas to trace the shape of the letters, selecting the clear button to clear the canvas and selecting the next button to proceed to the next screen</p> <p>Output - selecting the sound button to hear the number</p> <p>Could add an additional image of 2 items (animals, toys, cars etc..) to match letter displayed</p> <p>Match drawing on canvas to accuracy to letters and provide feedback</p>	

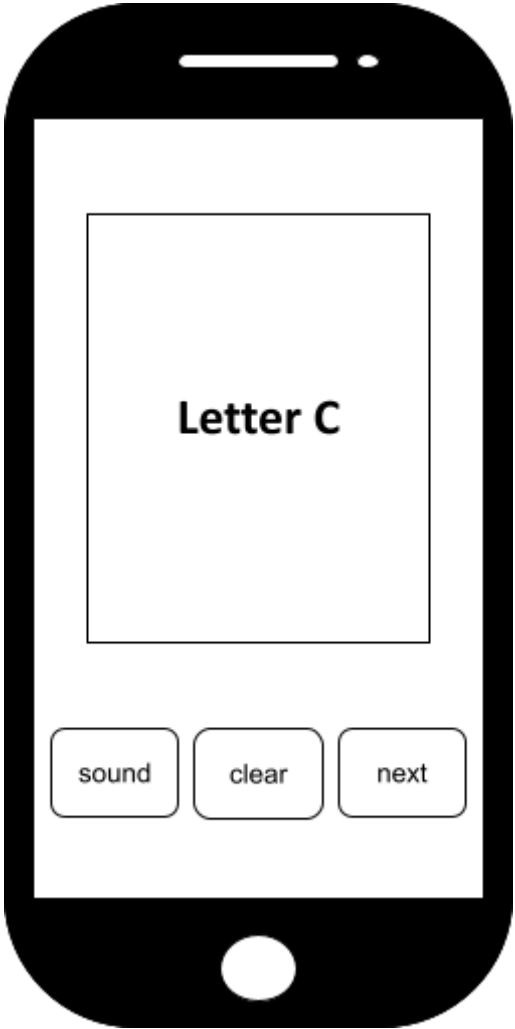


Screen Name: Letter B

Assets	
B.jpg PlaySoundButton.png ClearButton.png NextButton.png B.mp3	
Design notes/Alternative ideas	
<p>This screen includes 4 inputs and 1 output; Inputs - drawing on the canvas to trace the shape of the letters, selecting the clear button to clear the canvas and selecting the next button to proceed to the next screen Output - selecting the sound button to hear the number Could add an additional image of 2 items (animals, toys, cars etc..) to match letter displayed Match drawing on canvas to accuracy to letters and provide feedback</p>	



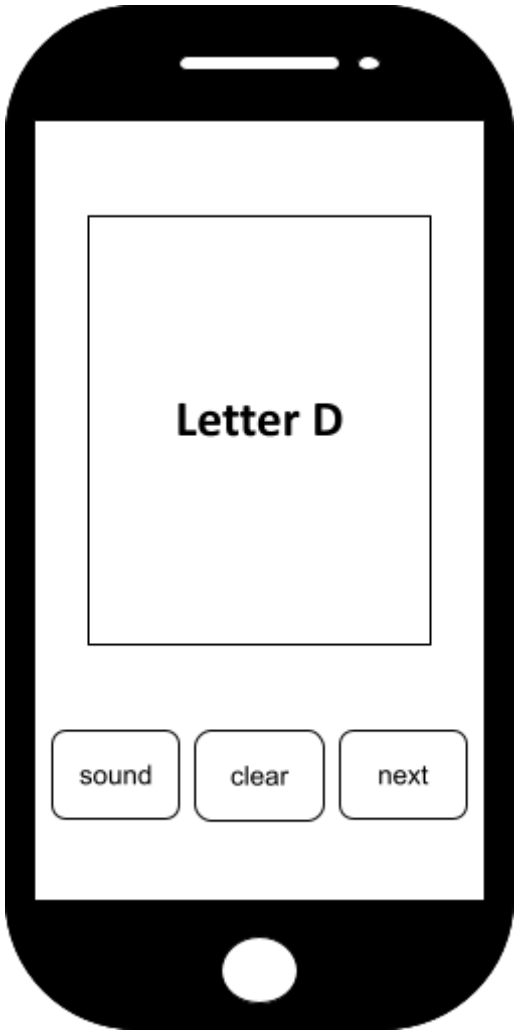
Screen Name: Letter C



Assets	
C.jpg PlaySoundButton.png ClearButton.png NextButton.png C.mp3	
Design notes/Alternative ideas	
<p>This screen includes 4 inputs and 1 output; Inputs - drawing on the canvas to trace the shape of the letters, selecting the clear button to clear the canvas and selecting the next button to proceed to the next screen Output - selecting the sound button to hear the number Could add an additional image of 2 items (animals, toys, cars etc..) to match letter displayed Match drawing on canvas to accuracy to letters and provide feedback</p>	

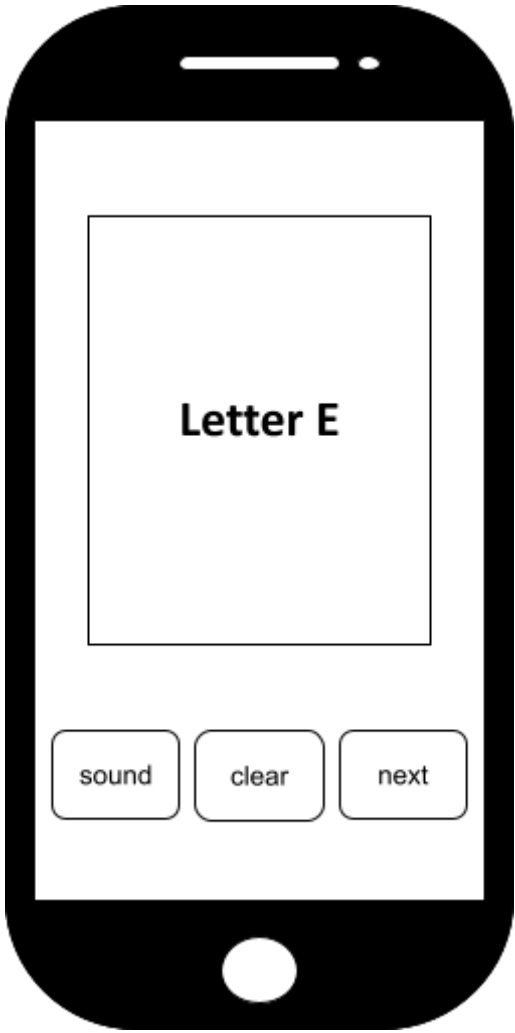
Screen Name: Letter D

Assets	
D.jpg PlaySoundButton.png ClearButton.png NextButton.png D.mp3	
Design notes/Alternative ideas	
This screen includes 4 inputs and 1 output; Inputs - drawing on the canvas to trace the shape of the letters, selecting the clear button to clear the canvas and selecting the next button to proceed to the next screen Output - selecting the sound button to hear the number Could add an additional image of 2 items (animals, toys, cars etc..) to match letter displayed Match drawing on canvas to accuracy to letters and provide feedback	



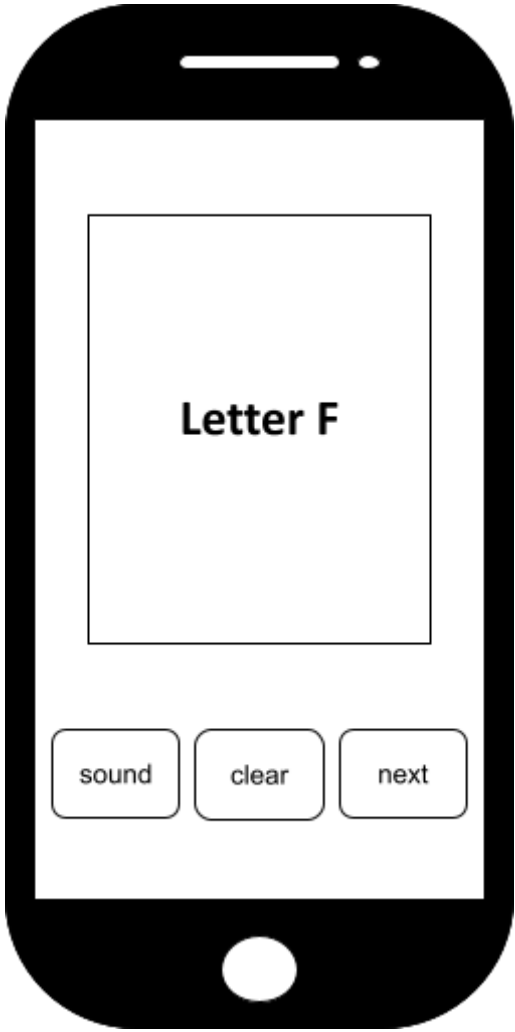
Screen Name: Letter E

Assets	
E.jpg PlaySoundButton.png ClearButton.png NextButton.png E.mp3	
Design notes/Alternative ideas	
This screen includes 4 inputs and 1 output; Inputs - drawing on the canvas to trace the shape of the letters, selecting the clear button to clear the canvas and selecting the next button to proceed to the next screen Output - selecting the sound button to hear the number Could add an additional image of 2 items (animals, toys, cars etc..) to match letter displayed Match drawing on canvas to accuracy to letters and provide feedback	



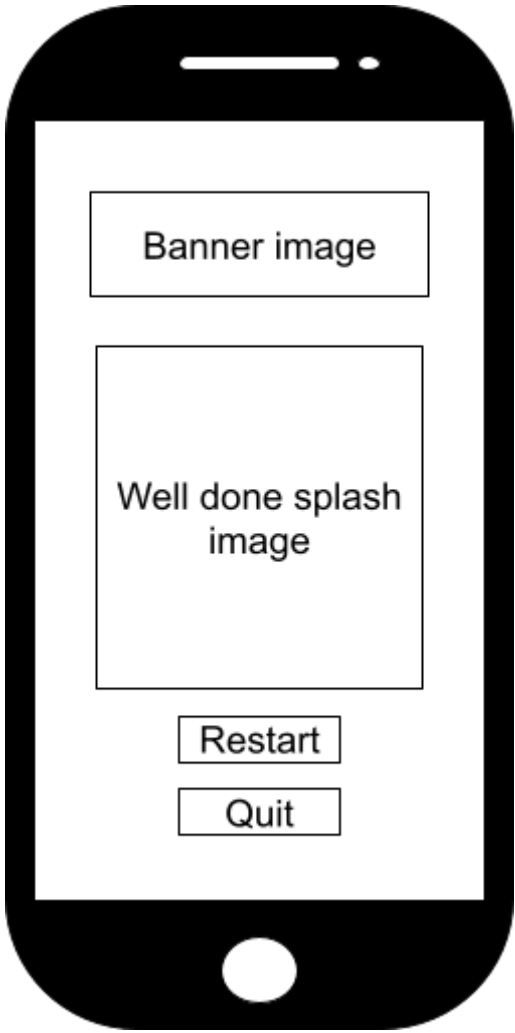
Screen Name: Letter F

Assets	
F.jpg PlaySoundButton.png ClearButton.png NextButton.png F.mp3	
Design notes/Alternative ideas	
This screen includes inputs 4 and 1 output; Inputs - drawing on the canvas to trace the shape of the letters, selecting the clear button to clear the canvas and selecting the next button to proceed to the next screen Output - selecting the sound button to hear the number Could add an additional image of 2 items (animals, toys, cars etc..) to match letter displayed Match drawing on canvas to accuracy to letters and provide feedback	



Screen Name: Complete

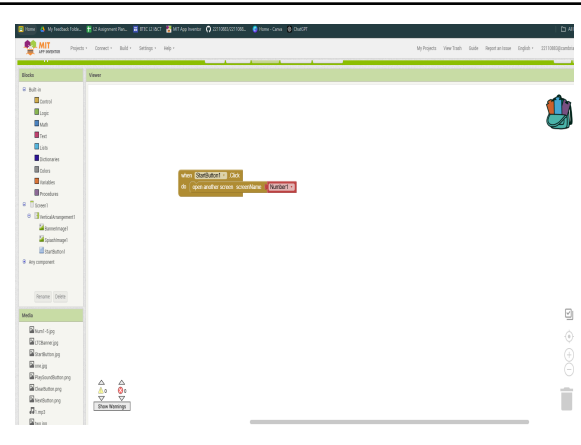
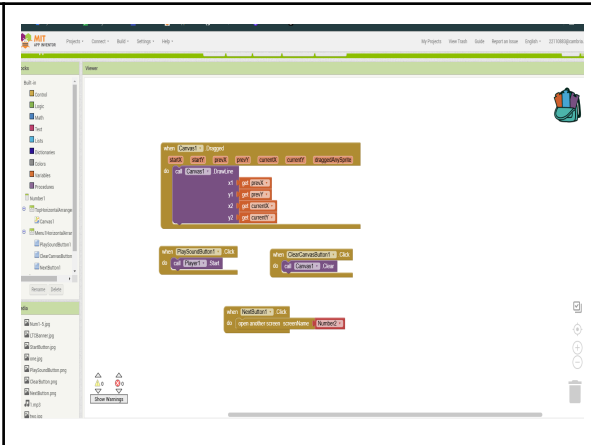
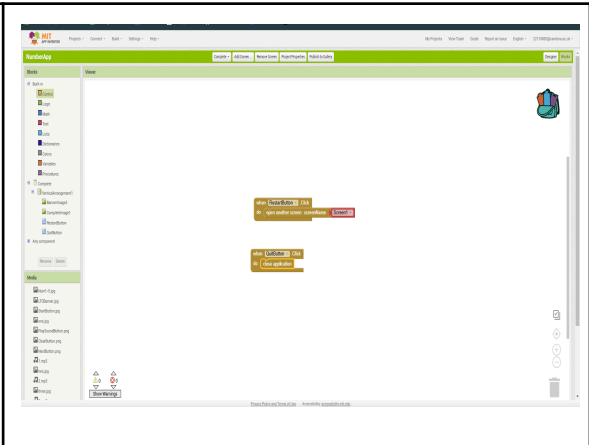
Assets	
LTCBanner.jpg CompleteSplash.jpg StartAgain.png close.png	
Design notes/Alternative ideas	
This screen includes 2 inputs; selecting the restart button to restart the app, selecting the quit button to quit the app Leave out the quit button Combine banner image and well done splash image into a single image	



Pseudocode

Screen	Screen 1	Letter A	Letter B	Letter C	Letter D	Letter E	Letter F	Complete
Pseudocode	If Start button pressed display Letter A Screen	If Sound button pressed play Letter A sound. If finger drag across canvas draw line. If clear button pressed clear Canvas. If next button pressed display Letter A screen.	If Sound button pressed play Letter B sound. If finger drag across canvas draw line. If clear button pressed clear Canvas. If next button pressed display Letter B screen.	If Sound button pressed play Letter C sound. If finger drag across canvas draw line. If clear button pressed clear Canvas. If next button pressed display Letter C screen.	If Sound button pressed play Letter D sound. If finger drag across canvas draw line. If clear button pressed clear Canvas. If next button pressed display Letter D screen.	If Sound button pressed play Letter E sound. If finger drag across canvas draw line. If clear button pressed clear Canvas. If next button pressed display Letter E screen.	If Sound button pressed play Letter F sound. If finger drag across canvas draw line. If clear button pressed clear Canvas. If next button pressed display Complete screen.	If Restart button pressed display Screen1. If Quit button pressed Close app.

Pre-defined Code

Code (Blocks)			
Taken from	<u>Number Learn App</u>	<u>Number Learn App</u>	<u>Number Learn App</u>
Used for	<i>Letter Screen 1</i>	<i>Letter A-F Screen</i>	<i>Letter Complete Screen</i>

Asset/Sources Log

Developer Name:

Description Of Asset	Filename	Source	Modifications Made	Whereused
App banner showing name of app ‘Learn to Count’	LTCBanner.jpg	https://www.schofieldand sims.co.uk/mylettersandso undsresources/	N/A	Screen 1 Complete
Splash image showing LetteA-F	LetteA-F.jpg	https://www.schofieldand sims.co.uk/mylettersandso undsresources/	N/A	Screen 1
Big green start button	StartButton.jpg	https://www.schofieldand sims.co.uk/mylettersandso undsresources/	N/A	Screen 1
Large image of blue LetterA	A.jpg	https://www.schofieldand sims.co.uk/mylettersandso undsresources/	N/A	LetterA
Large image of blue LetterB	B.jpg	https://www.schofieldand sims.co.uk/mylettersandso undsresources/	N/A	LetterB
Large image of blue LetterC	C.jpg	https://www.schofieldand sims.co.uk/mylettersandso undsresources/	N/A	LetterC
Large image of blue LetterD	D.jpg	https://www.schofieldand sims.co.uk/mylettersandso undsresources/	N/A	LetterD
Large image of blue LetterE	E.jpg	https://www.schofieldand sims.co.uk/mylettersandso undsresources/	N/A	LetterE
Large image of blue LetterfF	F.jpg	https://www.schofieldand sims.co.uk/mylettersandso undsresources/	N/A	LetterF
‘A’ sound file	A.mp3	https://www.letterland.co m/letter-sounds	N/A	LetterA
‘B’ sound file	B.mp3	https://www.letterland.co m/letter-sounds	N/A	LetterB
‘C’ sound file	C.mp3	https://www.letterland.co m/letter-sounds	N/A	LetterC
‘D’ sound file	D.mp3	https://www.letterland.co m/letter-sounds	N/A	LetterD
‘E’ sound file	E.mp3	https://www.letterland.co m/letter-sounds	N/A	LetterE
‘F’ sound file	F.mp3	https://www.letterland.co m/letter-sounds	N/A	LetterF
Small yellow/orange button with a speaker symbol	PlaySoundButton.png	https://www.schofieldand sims.co.uk/mylettersandso undsresources/	N/A	LetterA, LetterB, LetterC, LetterD, LetterE,LetterF
Small magenta button with an ‘X’	ClearButton.png	https://www.schofieldand sims.co.uk/mylettersandso undsresources/	N/A	LetterA, LetterB, LetterC, LetterD, LetterE,LetterF

Small blue button with an arrow pointing right	NextButton.png	<a href="https://www.schofieldand sims.co.uk/mylettersandso undsresources/">https://www.schofieldand sims.co.uk/mylettersandso undsresources/</a>	N/A	LetterA, LetterB, LetterC, LetterD, LetterE,LetterF
Big green ‘Start Again’ button	StartAgain.png	<a href="https://www.schofieldand sims.co.uk/mylettersandso undsresources/">https://www.schofieldand sims.co.uk/mylettersandso undsresources/</a>	N/A	Complete
Big red ‘Close App’ again button	Close.png	<a href="https://www.schofieldand sims.co.uk/mylettersandso undsresources/">https://www.schofieldand sims.co.uk/mylettersandso undsresources/</a>	N/A	Complete
Splash image showing a face winking with thumbs up and displaying Well Done	CompleteSplash.jpg	<a href="https://www.schofieldand sims.co.uk/mylettersandso undsresources/">https://www.schofieldand sims.co.uk/mylettersandso undsresources/</a>	N/A	Complete

Test Plan & Log

Developer Name: Application:

Test No	Screen	Test	Expected Outcome	Actual Outcome	Comments
1	Screen1	Open App	Screen 1 displays and all images and buttons are displayed and fully visible		
2	Screen1	Press Start Button	Number 1 screen displays		
3	Letter A	Display LetterA	LetterA display properly with all images and buttons		
4	Letter A	Trace the Letter with finger	Pink or red is drawn on the screen		
5	Letter A	Press Sound Button	LetterA sound will play and be heard		
6	Letter A	Press Clear button	Canvas will be cleared		
7	Letter A	Press Next button	The next screen will display ) LetterB		
8	Letter B	Display LetterB	LetterB will display all images and buttons		
9	Letter B	Press Sound Button	LetterB sound will play and be heard		
10	Letter B	Press Clear button	Canvas will clear		
11	Letter B	Press Next button	Next display will appear (LetterC)		
12	Letter C	Display LetterD	LetterB will load with all images and buttons		
13	Letter C	Press Sound Button	LetterC sound will play and be heard		
14	Letter C	Press Clear button	Canvas will be cleared		
15	Letter C	Press Next button	Will Display the next screen (LetterD)		
16	Letter D	Display LetterD	Line will be drawn with brown or grey		



17	Letter D	Press Sound Button	LetterD sound will play and be heard		
18	Letter D	Press Clear button	Canvas will be cleared		
19	Letter D	Press Next button	Will display the next screen (LetterE)		
20	Letter E	Display letterE	LetterE will display all images and buttons properly		
21	Letter E	Trace LetterE with finger	Lines will be drawn with purple or black using a finger.		
22	Letter E	Press Sound Button	LetterE sound will play and be heard		
23	Letter E	Press Clear button	Canvas will be cleared		
24	Letter E	Press Next button	Next screen will display (LetterF)		
25	Letter F	Trace LetterF with finger	Lines will be drawn with the colour magenta		
26	Letter F	Press Sound Button	LetterF sound will play and be heard		
27	Letter F	Press Clear button	Canvas will be cleared		
28	Letter F	Press Next button	Next screen will be displayed (Complete1)		
29	Complete	Press Restart button	Will restart the app and Screen1 will display		
30	Complete	Press Quit button	Will close the app		