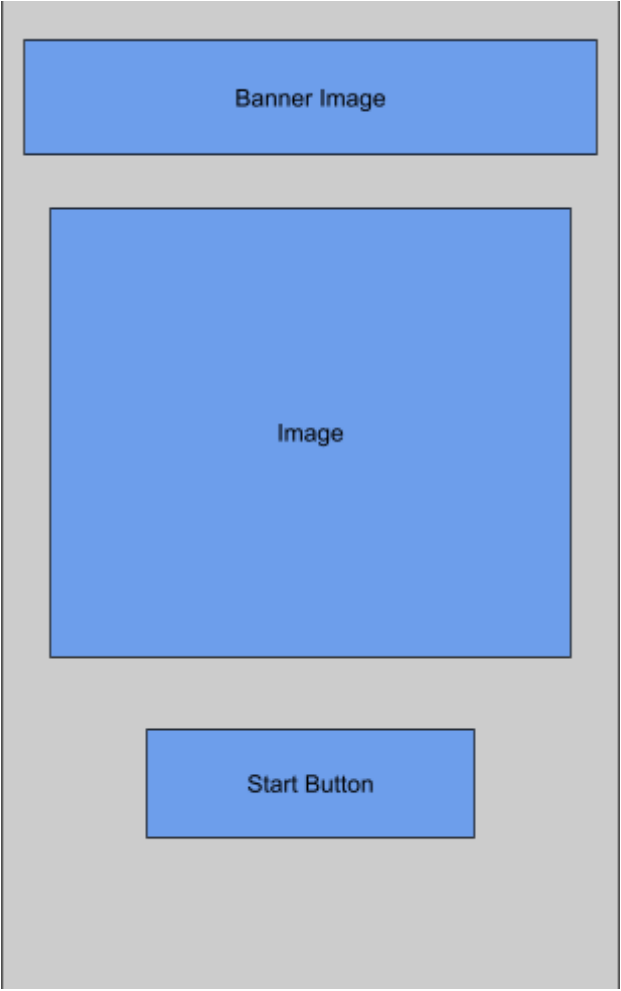
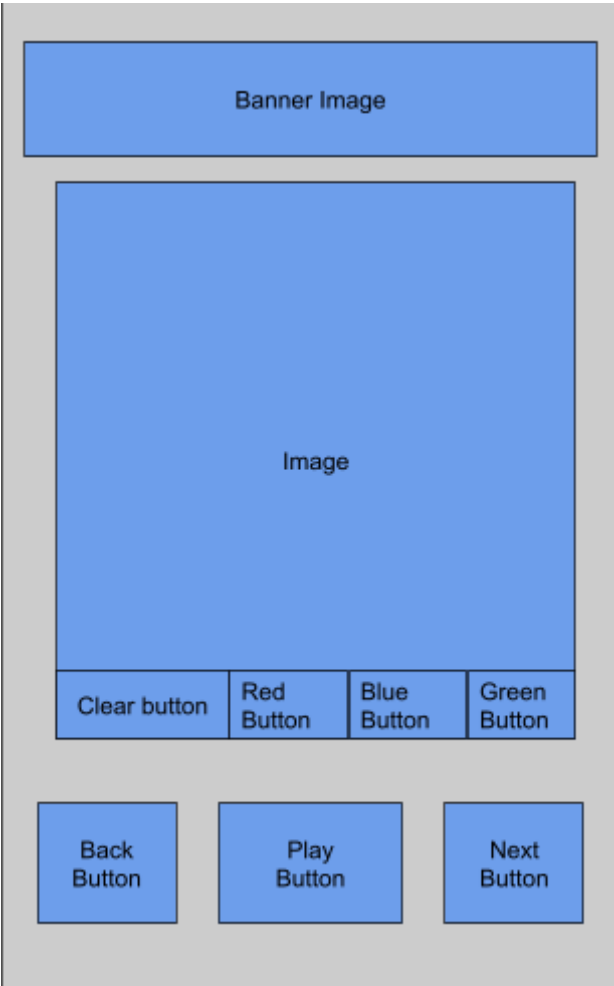


Screen Name: Screen1

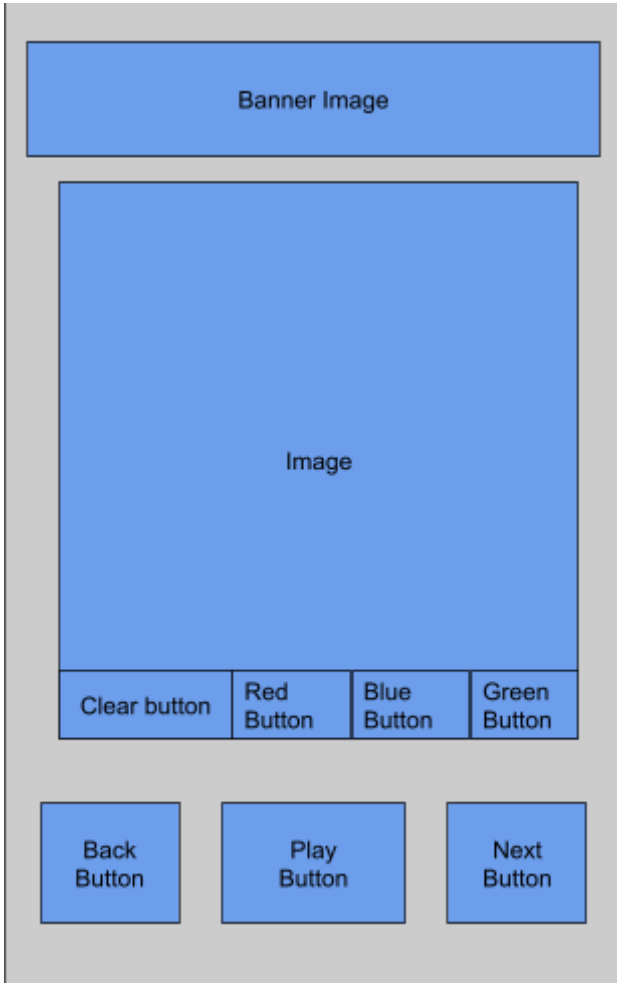
 A wireframe diagram of a mobile app screen. It features a light gray background. At the top is a blue rectangular box labeled "Banner Image". Below this is a large blue square labeled "Image". At the bottom is a smaller blue rectangular box labeled "Start Button".	Assets	Events
	cambriatek_banner.jpg start.jpg welcome.jpg alphabetsong.mp4	Input: <ul style="list-style-type: none">• Selecting the Start Button takes the user to the next screen. (ScreenA) Output: <ul style="list-style-type: none">• None
	Design notes	Method of solution
	<p>Portrait screen orientation. Remove text and background colour from all buttons.</p> <p>Alternative Idea: Play a welcome message to the user to personalise and attract the user to the app.</p>	<p>Screen1 is the first screen of the app, the start button allows the user to start the learning process of the alphabet. The layout and design of the screen is kept simple and the images are colourful to appeal better to the target audience which is users aged 3-7.</p>

Screen Name: ScreenA

	Assets	Events
	<p> cambriatek_banner.jpg letter_a.jpg sound_a.mp4 play.jpg back.jpg next.jpg </p>	<p>Input:</p> <ul style="list-style-type: none"> • Selecting the Next button takes the user to the next screen. (ScreenB) • Selecting the Back button takes the user back to the previous screen. (Screen1) • Drawing on the canvas to trace the shape of the alphabet letter • Selecting the Red button changes the colour of the drawing tool to red. • Selecting the Blue button changes the colour of the drawing tool to blue. • Selecting the Green button changes the colour of the drawing tool to green. <p>Output:</p> <ul style="list-style-type: none"> • Selecting the Play button allows the user to hear the letter A.
	Design notes	Method of solution
	<p>Remove text and background colour from all buttons.</p> <p>Alternative Idea: Allow the user to type their name into a text area which allows them to practise the use of the alphabet.</p>	<p>ScreenA displays the first letter of the alphabet as an image which helps users recognise the shape of the letter. When the screen is displayed, it plays the sound of the letter and it can be played again if the Play button is pressed, this helps the user recognise the sound of the letter.</p> <p>Users can use the Next button to go to the next screen and they can also use the Back button to go back to previous screens, these two features solves the issue of accidentally going to the next screen with no other way to get back, which makes the learning process more enjoyable to the</p>

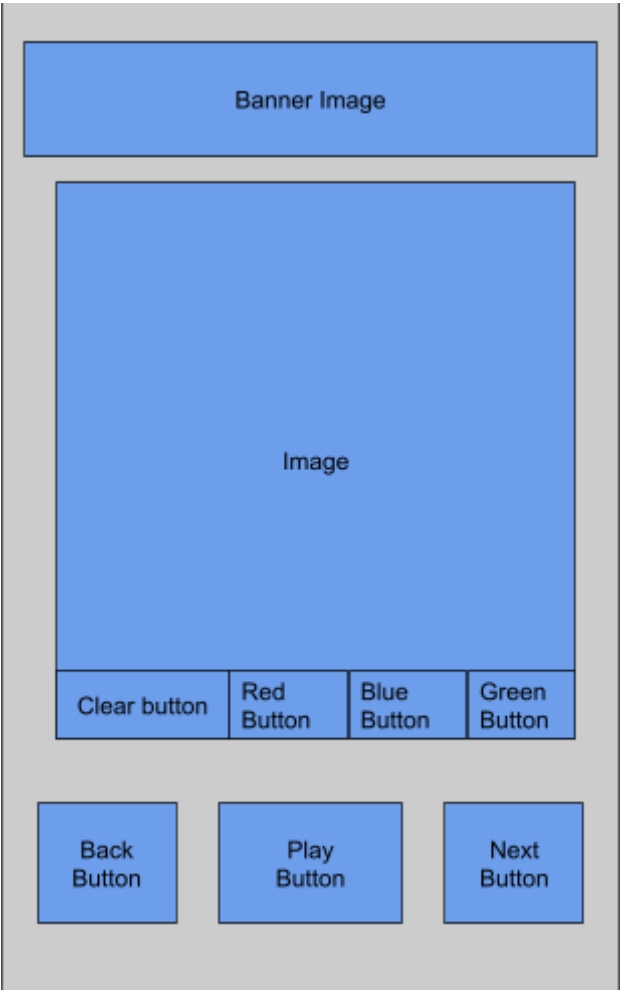
		<p>user.</p> <p>The screen layout is kept simple therefore easy to use, the images used help appeal to the intended audience by being big and colourful which attracts the user to the app. The user is able to draw on the image and they can select between 3 different colours, this allows the user to practise the shape of the alphabet letters better.</p>
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Screen Name: ScreenB

 <p>The mockup shows a light gray container with a blue banner at the top labeled 'Banner Image'. Below it is a large blue square labeled 'Image'. At the bottom of the container are three blue buttons: 'Back Button', 'Play Button', and 'Next Button'. Above these buttons is a row of four smaller blue buttons: 'Clear button', 'Red Button', 'Blue Button', and 'Green Button'.</p>	<table border="1"> <thead> <tr> <th>Assets</th> <th>Events</th> </tr> </thead> <tbody> <tr> <td> cambriatek_banner.jpg letter_b.jpg sound_b.mp4 play.jpg back.jpg next.jpg </td> <td> Input: <ul style="list-style-type: none"> Selecting the Next button takes the user to the next screen. (ScreenC) Selecting the Back button takes the user back to the previous screen. (ScreenA) Drawing on the canvas to trace the shape of the alphabet letter. Selecting the Red button changes the colour of the drawing tool to red. Selecting the Blue button changes the colour of the drawing tool to blue. Selecting the Green button changes the colour of the drawing tool to green. Output: <ul style="list-style-type: none"> Selecting the Play button allows the user to hear the letter B. </td> </tr> </tbody> </table>	Assets	Events	cambriatek_banner.jpg letter_b.jpg sound_b.mp4 play.jpg back.jpg next.jpg	Input: <ul style="list-style-type: none"> Selecting the Next button takes the user to the next screen. (ScreenC) Selecting the Back button takes the user back to the previous screen. (ScreenA) Drawing on the canvas to trace the shape of the alphabet letter. Selecting the Red button changes the colour of the drawing tool to red. Selecting the Blue button changes the colour of the drawing tool to blue. Selecting the Green button changes the colour of the drawing tool to green. Output: <ul style="list-style-type: none"> Selecting the Play button allows the user to hear the letter B.
Assets	Events				
cambriatek_banner.jpg letter_b.jpg sound_b.mp4 play.jpg back.jpg next.jpg	Input: <ul style="list-style-type: none"> Selecting the Next button takes the user to the next screen. (ScreenC) Selecting the Back button takes the user back to the previous screen. (ScreenA) Drawing on the canvas to trace the shape of the alphabet letter. Selecting the Red button changes the colour of the drawing tool to red. Selecting the Blue button changes the colour of the drawing tool to blue. Selecting the Green button changes the colour of the drawing tool to green. Output: <ul style="list-style-type: none"> Selecting the Play button allows the user to hear the letter B. 				
<table border="1"> <thead> <tr> <th>Design notes</th> <th>Method of solution</th> </tr> </thead> <tbody> <tr> <td> Remove text and background colour from all buttons. </td> <td> <p>ScreenB displays the second letter of the alphabet as an image which helps users recognise the shape of the letter. When the screen is displayed, it plays the sound of the letter and it can be played again if the Play button is pressed, this helps the user recognise the sound of the letter.</p> <p>Users can use the Next button to go to the next screen and they can also use the Back button to go back to previous screens, these two features solves the issue of accidentally going to the next</p> </td> </tr> </tbody> </table>	Design notes	Method of solution	Remove text and background colour from all buttons.	<p>ScreenB displays the second letter of the alphabet as an image which helps users recognise the shape of the letter. When the screen is displayed, it plays the sound of the letter and it can be played again if the Play button is pressed, this helps the user recognise the sound of the letter.</p> <p>Users can use the Next button to go to the next screen and they can also use the Back button to go back to previous screens, these two features solves the issue of accidentally going to the next</p>	
Design notes	Method of solution				
Remove text and background colour from all buttons.	<p>ScreenB displays the second letter of the alphabet as an image which helps users recognise the shape of the letter. When the screen is displayed, it plays the sound of the letter and it can be played again if the Play button is pressed, this helps the user recognise the sound of the letter.</p> <p>Users can use the Next button to go to the next screen and they can also use the Back button to go back to previous screens, these two features solves the issue of accidentally going to the next</p>				

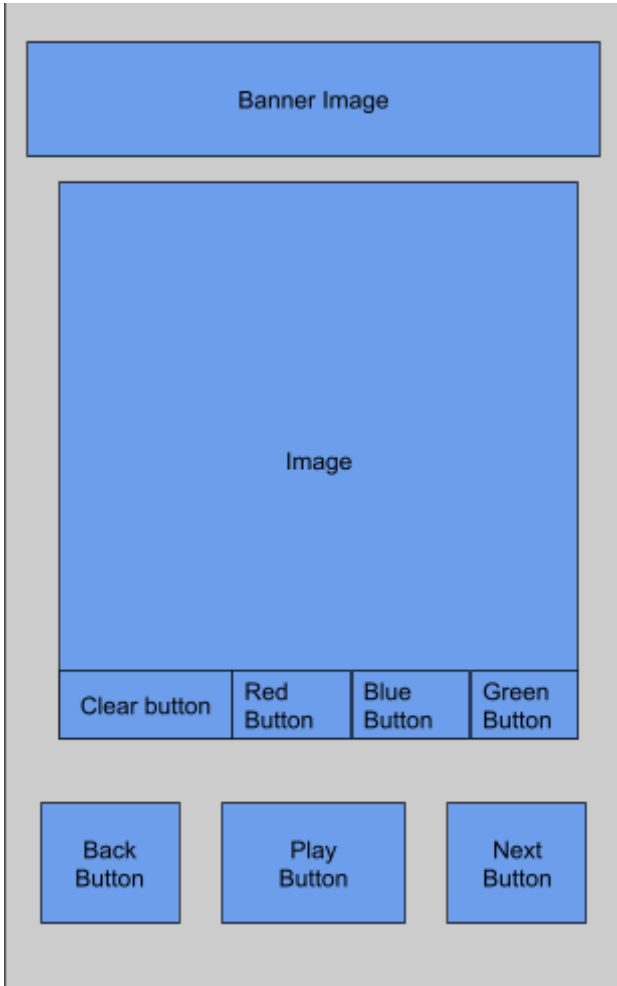
		<p>screen with no other way to get back, which makes the learning process more enjoyable to the user.</p> <p>The screen layout is the same as ScreenA which means it is easy to use and it appeals to the intended audience because it's big and colourful which attracts the user to the app. The user is able to draw on the image and they can select between 3 different colours, this allows the user to practise the shape of the alphabet letters better.</p>
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Screen Name: ScreenC

 <p>The mockup shows a screen with a light gray background. At the top is a blue rectangular banner labeled 'Banner Image'. Below it is a large blue square labeled 'Image'. Under the square is a row of four small blue buttons: 'Clear button', 'Red Button', 'Blue Button', and 'Green Button'. At the bottom of the screen are three blue buttons: 'Back Button', 'Play Button', and 'Next Button'.</p>	Assets	Events
	<p>cambriatek_banner.jpg letter_c.jpg sound_c.mp4 play.jpg back.jpg next.jpg</p>	<p>Input:</p> <ul style="list-style-type: none">• Selecting the Next button takes the user to the next screen. (ScreenD)• Selecting the Back button takes the user back to the previous screen. (ScreenB)• Drawing on the canvas to trace the shape of the alphabet letter.• Selecting the Red button changes the colour of the drawing tool to red.• Selecting the Blue button changes the colour of the drawing tool to blue.• Selecting the Green button changes the colour of the drawing tool to green. <p>Output:</p> <ul style="list-style-type: none">• Selecting the Play button allows the user to hear the letter C.
	Design notes	Method of solution
	<p>Remove text and background colour from all buttons.</p>	<p>ScreenC displays the third letter of the alphabet as an image which helps users recognise the shape of the letter. When the screen is displayed, it plays the sound of the letter and it can be played again if the Play button is pressed, this helps the user recognise the sound of the letter.</p> <p>Users can use the Next button to go to the next screen and they can also use the Back button to go back to previous screens, these two features solves the issue of accidentally going to the next</p>

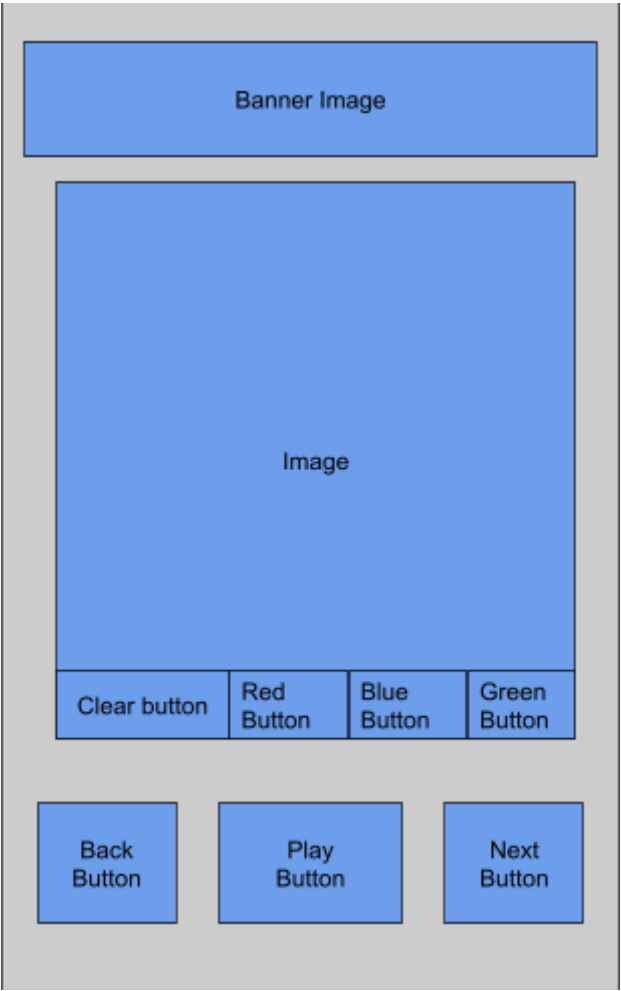
		<p>screen with no other way to get back, which makes the learning process more enjoyable to the user.</p> <p>The screen layout is the same as ScreenA which means it is easy to use and it appeals to the intended audience because it's big and colourful which attracts the user to the app. The user is able to draw on the image and they can select between 3 different colours, this allows the user to practise the shape of the alphabet letters better.</p>
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Screen Name: ScreenD

	<table border="1"> <thead> <tr> <th>Assets</th><th>Events</th></tr> </thead> <tbody> <tr> <td> cambriatek_banner.jpg letter_d.jpg sound_d.mp4 play.jpg back.jpg next.jpg </td><td> Input: <ul style="list-style-type: none"> Selecting the Next button takes the user to the next screen. (ScreenE) Selecting the Back button takes the user back to the previous screen. (ScreenC) Drawing on the canvas to trace the shape of the alphabet letter. Selecting the Red button changes the colour of the drawing tool to red. Selecting the Blue button changes the colour of the drawing tool to blue. Selecting the Green button changes the colour of the drawing tool to green. Output: <ul style="list-style-type: none"> Selecting the Play button allows the user to hear the letter D. </td></tr> </tbody> </table>	Assets	Events	cambriatek_banner.jpg letter_d.jpg sound_d.mp4 play.jpg back.jpg next.jpg	Input: <ul style="list-style-type: none"> Selecting the Next button takes the user to the next screen. (ScreenE) Selecting the Back button takes the user back to the previous screen. (ScreenC) Drawing on the canvas to trace the shape of the alphabet letter. Selecting the Red button changes the colour of the drawing tool to red. Selecting the Blue button changes the colour of the drawing tool to blue. Selecting the Green button changes the colour of the drawing tool to green. Output: <ul style="list-style-type: none"> Selecting the Play button allows the user to hear the letter D.
Assets	Events				
cambriatek_banner.jpg letter_d.jpg sound_d.mp4 play.jpg back.jpg next.jpg	Input: <ul style="list-style-type: none"> Selecting the Next button takes the user to the next screen. (ScreenE) Selecting the Back button takes the user back to the previous screen. (ScreenC) Drawing on the canvas to trace the shape of the alphabet letter. Selecting the Red button changes the colour of the drawing tool to red. Selecting the Blue button changes the colour of the drawing tool to blue. Selecting the Green button changes the colour of the drawing tool to green. Output: <ul style="list-style-type: none"> Selecting the Play button allows the user to hear the letter D. 				
<table border="1"> <thead> <tr> <th>Design notes</th><th>Method of solution</th></tr> </thead> <tbody> <tr> <td> Remove text and background colour from all buttons. </td><td> <p>ScreenB displays the fourth letter of the alphabet as an image which helps users recognise the shape of the letter. When the screen is displayed, it plays the sound of the letter and it can be played again if the Play button is pressed, this helps the user recognise the sound of the letter.</p> <p>Users can use the Next button to go to the next screen and they can also use the Back button to go back to previous screens, these two features solves the issue of accidentally going to the next</p> </td></tr> </tbody> </table>	Design notes	Method of solution	Remove text and background colour from all buttons.	<p>ScreenB displays the fourth letter of the alphabet as an image which helps users recognise the shape of the letter. When the screen is displayed, it plays the sound of the letter and it can be played again if the Play button is pressed, this helps the user recognise the sound of the letter.</p> <p>Users can use the Next button to go to the next screen and they can also use the Back button to go back to previous screens, these two features solves the issue of accidentally going to the next</p>	
Design notes	Method of solution				
Remove text and background colour from all buttons.	<p>ScreenB displays the fourth letter of the alphabet as an image which helps users recognise the shape of the letter. When the screen is displayed, it plays the sound of the letter and it can be played again if the Play button is pressed, this helps the user recognise the sound of the letter.</p> <p>Users can use the Next button to go to the next screen and they can also use the Back button to go back to previous screens, these two features solves the issue of accidentally going to the next</p>				

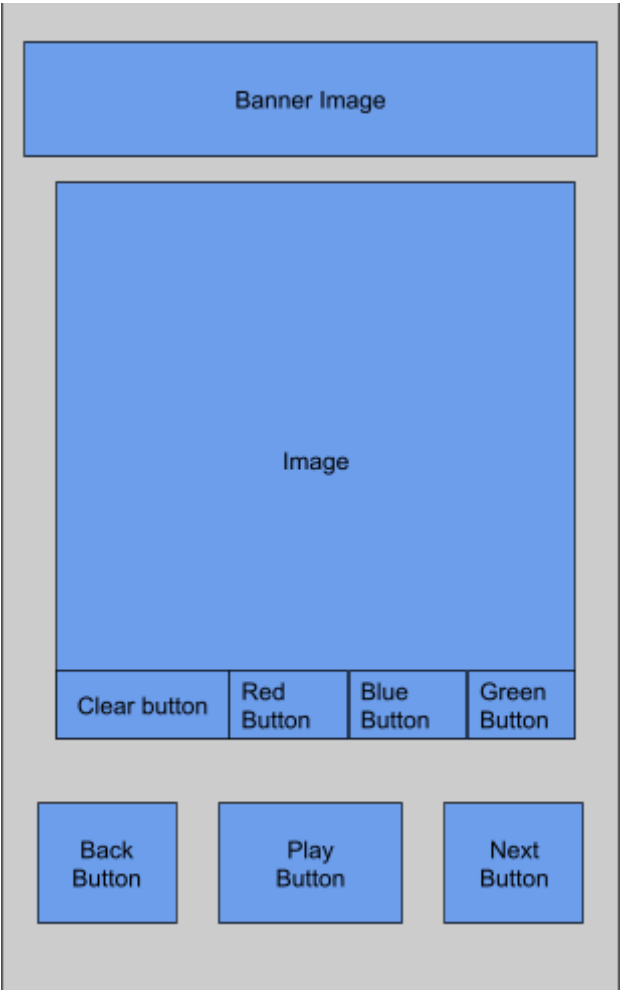
		<p>screen with no other way to get back, which makes the learning process more enjoyable to the user.</p> <p>The screen layout is the same as ScreenA which means it is easy to use and it appeals to the intended audience because it's big and colourful which attracts the user to the app. The user is able to draw on the image and they can select between 3 different colours, this allows the user to practise the shape of the alphabet letters better.</p>
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Screen Name: ScreenE

	Assets	Events
	<p>cambriatek_banner.jpg letter_e.jpg sound_e.mp4 play.jpg back.jpg next.jpg</p>	<p>Input:</p> <ul style="list-style-type: none">• Selecting the Next button takes the user to the next screen. (ScreenF)• Selecting the Back button takes the user back to the previous screen. (ScreenD)• Drawing on the canvas to trace the shape of the alphabet letter.• Selecting the Red button changes the colour of the drawing tool to red.• Selecting the Blue button changes the colour of the drawing tool to blue.• Selecting the Green button changes the colour of the drawing tool to green. <p>Output:</p> <ul style="list-style-type: none">• Selecting the Play button allows the user to hear the letter E.
	Design notes	Method of solution
	<p>Remove text and background colour from all buttons.</p>	<p>ScreenE displays the fifth letter of the alphabet as an image which helps users recognise the shape of the letter. When the screen is displayed, it plays the sound of the letter and it can be played again if the Play button is pressed, this helps the user recognise the sound of the letter.</p> <p>Users can use the Next button to go to the next screen and they can also use the Back button to go back to previous screens, these two features solves the issue of accidentally going to the next</p>

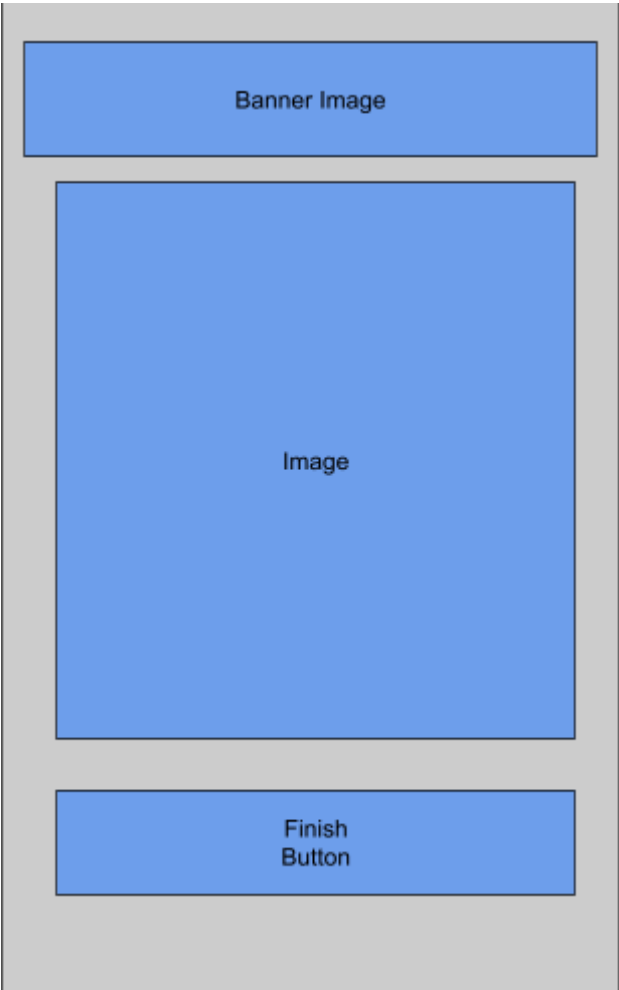
		<p>screen with no other way to get back, which makes the learning process more enjoyable to the user.</p> <p>The screen layout is the same as ScreenA which means it is easy to use and it appeals to the intended audience because it's big and colourful which attracts the user to the app. The user is able to draw on the image and they can select between 3 different colours, this allows the user to practise the shape of the alphabet letters better.</p>
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Screen Name: ScreenF

 <p>The mockup shows a screen layout with a light gray background. At the top is a blue rectangular banner labeled 'Banner Image'. Below it is a large blue square labeled 'Image'. Under the square is a row of four small blue buttons labeled 'Clear button', 'Red Button', 'Blue Button', and 'Green Button'. At the bottom of the screen are three blue buttons labeled 'Back Button', 'Play Button', and 'Next Button'.</p>	Assets	Events
	<p>cambriatek_banner.jpg letter_f.jpg sound_f.mp4 play.jpg back.jpg next.jpg</p>	<p>Input:</p> <ul style="list-style-type: none">• Selecting the Next button takes the user to the next screen. (FinishScreen)• Selecting the Back button takes the user back to the previous screen. (ScreenE)• Drawing on the canvas to trace the shape of the alphabet letter.• Selecting the Red button changes the colour of the drawing tool to red.• Selecting the Blue button changes the colour of the drawing tool to blue.• Selecting the Green button changes the colour of the drawing tool to green. <p>Output:</p> <ul style="list-style-type: none">• Selecting the Play button allows the user to hear the letter F.
	Design notes	Method of solution
	<p>Remove text and background colour from all buttons.</p>	<p>ScreenF displays the sixth letter of the alphabet as an image which helps users recognise the shape of the letter. When the screen is displayed, it plays the sound of the letter and it can be played again if the Play button is pressed, this helps the user recognise the sound of the letter.</p> <p>Users can use the Next button to go to the next screen and they can also use the Back button to go back to previous screens, these two features solves the issue of accidentally going to the next</p>

		<p>screen with no other way to get back, which makes the learning process more enjoyable to the user.</p> <p>The screen layout is the same as ScreenA which means it is easy to use and it appeals to the intended audience because it's big and colourful which attracts the user to the app. The user is able to draw on the image and they can select between 3 different colours, this allows the user to practise the shape of the alphabet letters better.</p>
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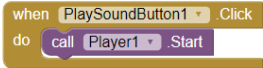

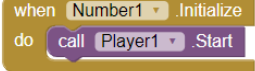
Screen Name: FinishScreen

	Assets	Events
	cambriatek_banner.jpg finish.jpg welldone.jpg yay.mp4	Input: <ul style="list-style-type: none">• Selecting the Finish button takes the user back to the first screen (Screen1) Output: <ul style="list-style-type: none">• None
	Design notes	Method of solution
	<p>Remove text and background colour from all buttons.</p> <p>Alternative Idea: Add effects like confetti when reaching this screen</p>	<p>The FinishScreen praises the user after completing the letters of the alphabet on each screen, and users don't get discouraged because the whole learning process isn't tracked and graded, this allows the learning process to be fun to go through. The Finish button takes the user back to Screen1 where they can use the app again to practise further.</p>

Pseudocode

[illegible]

Pre-defined Code

Code			
Taken from	https://drive.google.com/file/d/1r3aJZc7_ckJxqUT69Ke1CGbYTIF-_i-h/view?usp=sharing	https://drive.google.com/file/d/1r3aJZc7_ckJxqUT69Ke1CGbYTIF-_i-h/view?usp=sharing	https://drive.google.com/file/d/1r3aJZc7_ckJxqUT69Ke1CGbYTIF-_i-h/view?usp=sharing
Used for	I will use this code to play a sound file.	I will use this code to display a different screen.	I will use this code to play a sound file when a screen is displayed.

Asset/Source Log

Description of asset	File name	Source	Modifications made	Where used
A banner displaying the name "CambriaTek".	cambriatek_banner.jpg			All Screens
Image of start button.	start.jpg			Screen1
Image displaying welcome in different colours.	welcome.jpg			Screen1
Sound of the alphabet song	alphabetsong.mp4			Screen1
Image of a play button	play.jpg			Screen A-F
Image of a back button	back.jpg			Screen A-F
Image of a next button	next.jpg			Screen A-F
Image of the letter "A"	letter_a.jpg			ScreenA
Sound of the letter "A"	sound_a.mp4			ScreenA
Image of the letter "B"	letter_b.jpg			ScreenB
Sound of the letter "B"	sound_b.mp4			ScreenB
Image of the letter "C"	letter_c.jpg			ScreenC
Sound of the letter "C"	sound_c.mp4			ScreenC
Image of the letter "D"	letter_d.jpg			ScreenD
Sound of the letter "D"	sound_d.mp4			ScreenD
Image of the letter "E"	letter_e.jpg			ScreenE
Sound of the letter "E"	sound_e.mp4			ScreenE

Image of the letter “F”	letter_f.jpg			ScreenF
Sound of the letter “F”	sound_f.mp4			ScreenF
Image of a finish button	finish.jpg			FinishScreen
Image of “well done”	welldone.jpg			FinishScreen
Sound of “yay”	yay.mp4			FinishScreen

Test Plan & Log

Test Number	Screen	Test	Expected Outcome	Actual Outcome	Comments
1	Screen1	Open App	Displays Screen1 with all images and buttons, plays alphabetsong.mp4 clearly		
2	Screen1	Press Start Button	ScreenA displays		
3	ScreenA	Display ScreenA	Displays ScreenA with all images and buttons, plays sound_a.mp4 clearly		
4	ScreenA	Press Play Button	Plays sound_a.mp4 clearly		
5	ScreenA	Press Back Button	Displays Screen1		
6	ScreenA	Press NextButton	Displays ScreenB		
7	ScreenB	Display ScreenB	Displays ScreenB with all images and buttons, plays sound_b.mp4 clearly		
8	ScreenB	Press Play Button	Plays sound_b.mp4 clearly		
9	ScreenB	Press Back Button	Displays ScreenA		
10	ScreenB	Press NextButton	Displays ScreenC		
11	ScreenC	Display ScreenC	Displays ScreenC with all images and buttons, plays sound_c.mp4 clearly		
12	ScreenC	Press Play Button	Plays sound_c.mp4 clearly		
13	ScreenC	Press Back Button	Displays ScreenB		
14	ScreenC	Press NextButton	Displays ScreenD		
15	ScreenD	Display ScreenD	Displays ScreenD with all images and buttons,		

			plays sound_d.mp4 clearly		
16	ScreenD	Press Play Button	Plays sound_d.mp4 clearly		
17	ScreenD	Press Back Button	Displays ScreenC		
18	ScreenD	Press NextButton	Displays ScreenE		
19	ScreenE	Display ScreenE	Displays ScreenE with all images and buttons, plays sound_e.mp4 clearly		
20	ScreenE	Press Play Button	Plays sound_e.mp4 clearly		
21	ScreenE	Press Back Button	Displays ScreenD		
22	ScreenE	Press NextButton	Displays ScreenF		
23	ScreenF	Display ScreenF	Displays ScreenF with all images and buttons, plays sound_f.mp4 clearly		
24	ScreenF	Press Play Button	Plays sound_f.mp4 clearly		
25	ScreenF	Press Back Button	Displays ScreenE		
26	ScreenF	Press NextButton	Displays FinishScreen		
27	FinishScreen	Display FinishScreen	Displays FinishScreen with all images and buttons, plays yay.mp4 clearly		
28	FinishScreen	Press Finish Button	Displays Screen1		