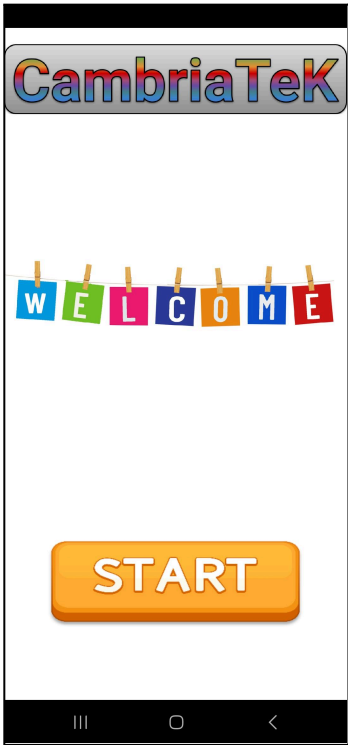
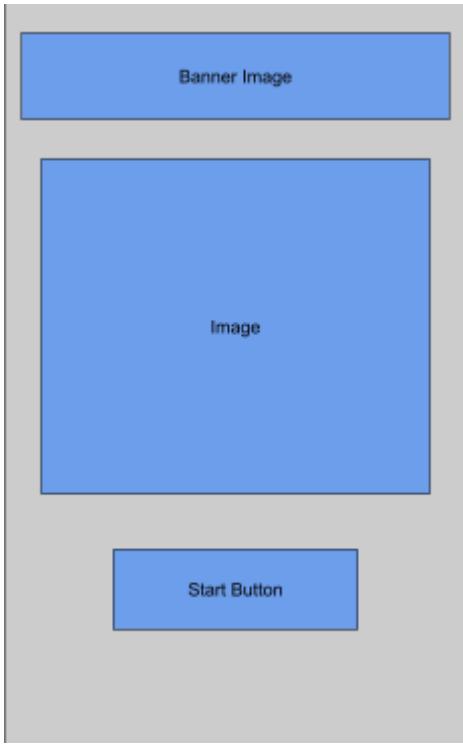
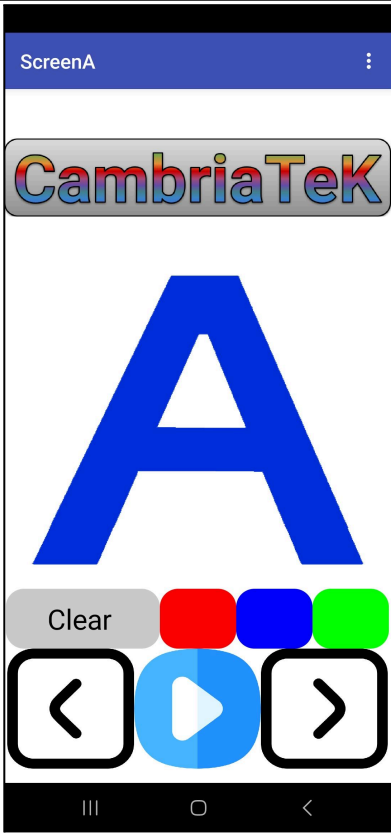
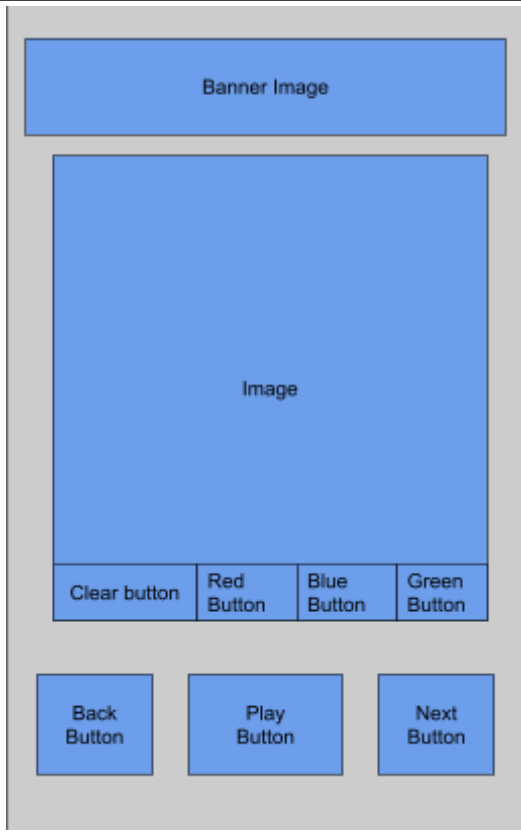
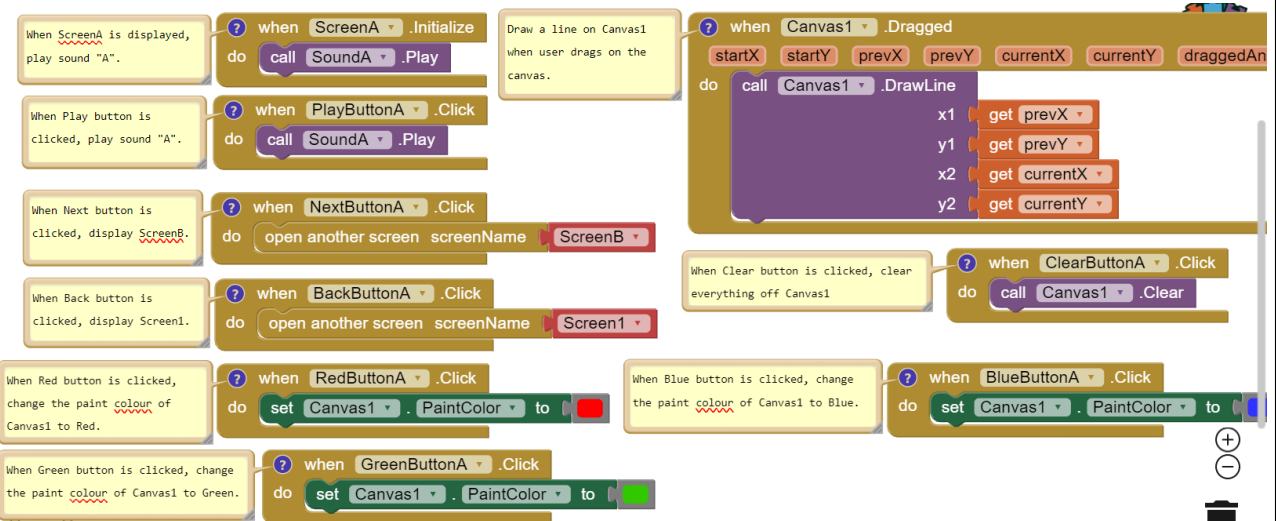


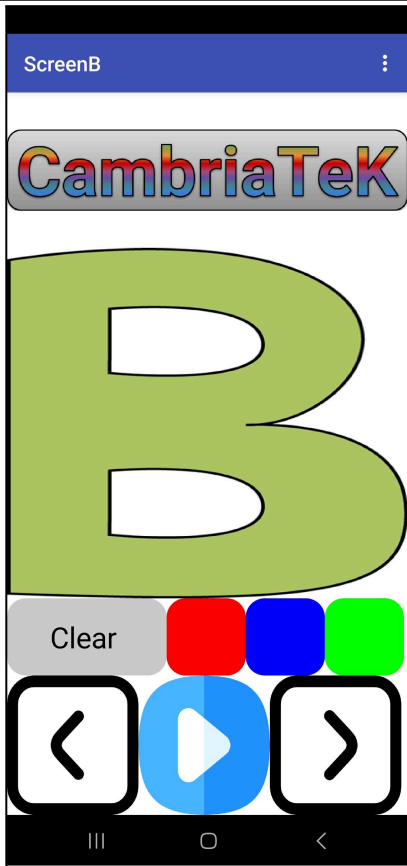
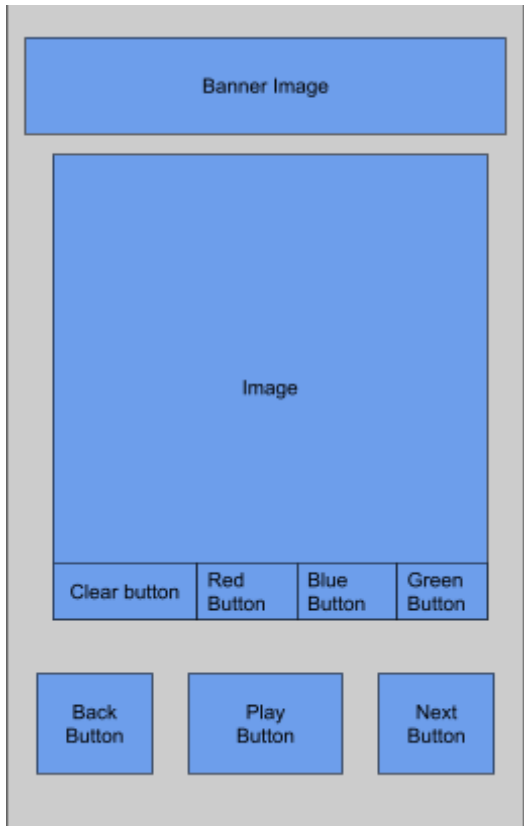
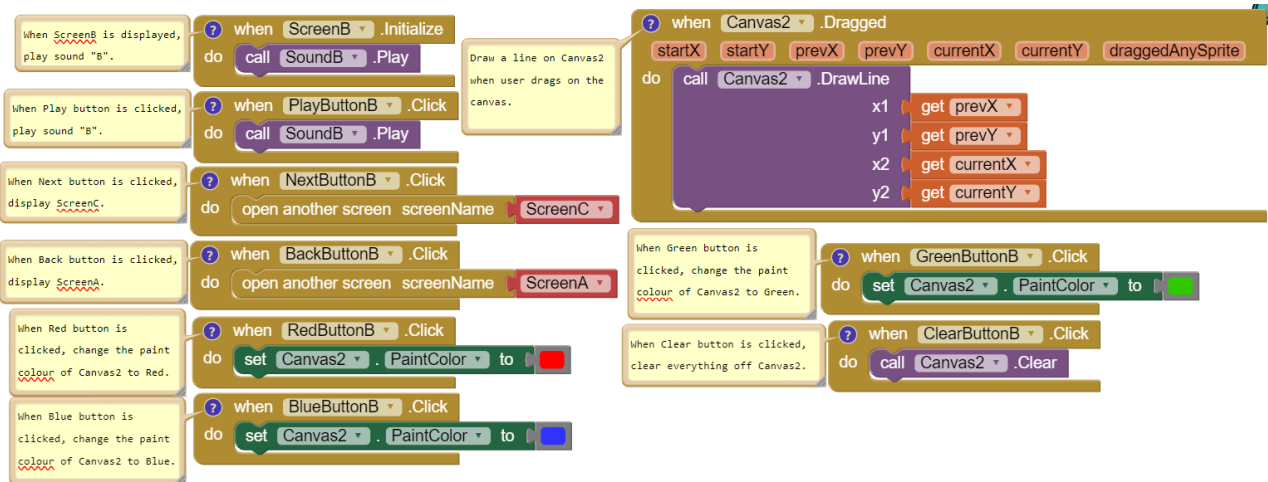
Asset/Source Log

Description of asset	File name	Source	Modifications made	Where used
A banner displaying the name "CambriaTeK".	cambriatek_banner.png	Self made in Google Drawing	None made	All Screens
Image of start button.	start.png	https://lovepik.com/image-401228855/start-button.html	None made	Screen1
Image displaying welcome in different colours.	welcome.png	https://lovepik.com/image-380235871/welcome-clip-art-sign-brand.html	Cropped the image down to 1200 x 310 px	Screen1
Sound of the alphabet song	alphabetsong.mp3	https://www.dreamenglish.com/abctraditional	Reduced the length of the audio to only include the letters of the alphabet	Screen1
Image of a play button	play.png	https://www.freepik.com/icon/video-player_9973485#fromView=search&term=play+button&track=ais&page=1&position=46&uuid=e3c7a999-c76f-4abb-a60e-b2fc3b797d55	None made	Screen A-F
Image of a back button	back.png	https://www.freepik.com/icon/angle-square-left_10406913#fromView=resource_detail&position=81	None made	Screen A-F
Image of a next button	next.png	https://www.freepik.com/icon/angle-square-right_10406915#fromView=resource_detail&position=80	None made	Screen A-F
Image of the letter "A"	letter_a.png	https://clipart-library.com/clipart/letter-a-clipart_6.htm	Resized image to 500px, 585px	ScreenA
Sound of the letter "A"	sound_a.mp3	https://ttsfree.com	None Made	ScreenA
Image of the letter "B"	letter_b.png	https://clipart-library.com/clipart/pT5oEenac.htm	None Made	ScreenB

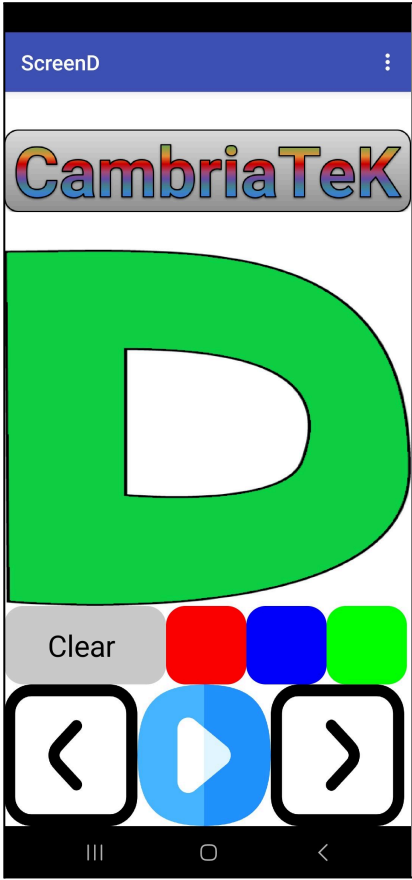
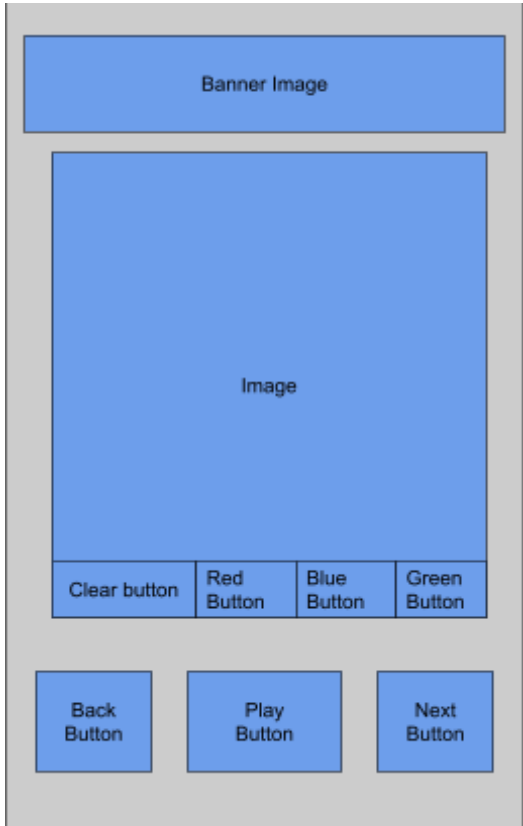
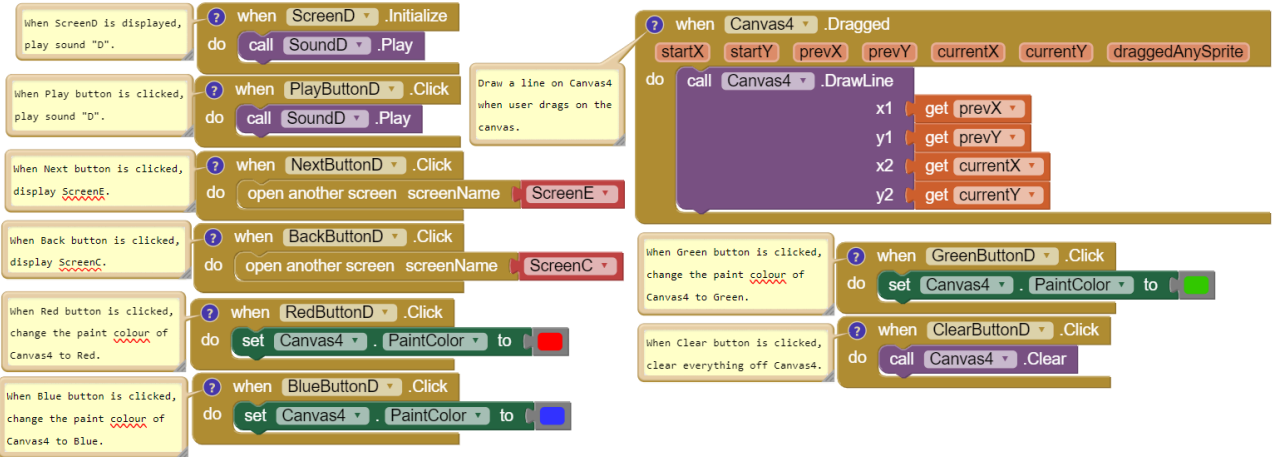
Sound of the letter "B"	sound_b.mp3	https://ttsfree.com	None Made	ScreenB
Image of the letter "C"	letter_c.png	https://clipart-library.com/clipart/gieEeKEkT.htm c	Changed the colour from Blue to Red	ScreenC
Sound of the letter "C"	sound_c.mp3	https://ttsfree.com	None Made	ScreenC
Image of the letter "D"	letter_d.png	https://clipart-library.com/clipart/BTaEa5zGc.htm	Change the colour from Blue to Green	ScreenD
Sound of the letter "D"	sound_d.mp3	https://ttsfree.com	None Made	ScreenD
Image of the letter "E"	letter_e.png	https://clipart-library.com/clipart/letter-e-clipart-3.htm	Changed the colour from Blue to Orange	ScreenE
Sound of the letter "E"	sound_e.mp3	https://ttsfree.com	None Made	ScreenE
Image of the letter "F"	letter_f.png	https://clipart-library.com/clipart/letter-f-clipart-6.htm	Changed the colour from Light Green to Purple	ScreenF
Sound of the letter "F"	sound_f.mp3	https://ttsfree.com	None Made	ScreenF
Image of an end button	finish.png	https://uxwing.com/end-button-icon/	None Made	FinishScreen
Image of "well done"	welldone.png	https://clipart-library.com/clipart/done-clipart_18.html	Converted file type from .JFIF to .PNG	FinishScreen
Sound of "yay"	yay.mp3	https://pixabay.com/sound-effects/yay-6120/	None Made	FinishScreen
Image of letter "E"	letter_e2.png	https://www.mycutegraphics.com/graphics/alphabet/green-alphabet-letter-e.html	Changed the colour from Green to Orange	ScreenE

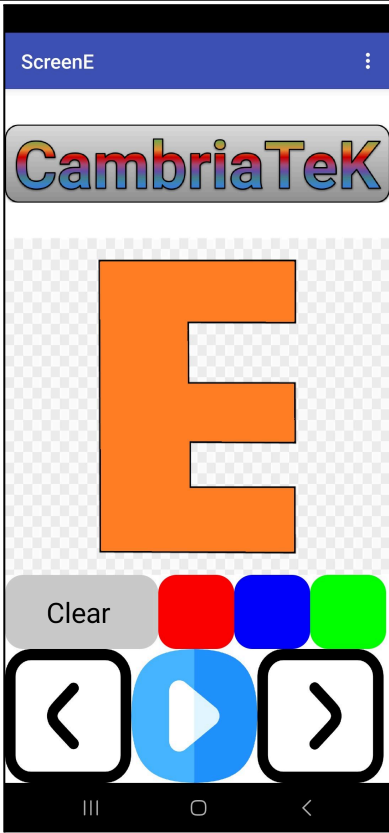
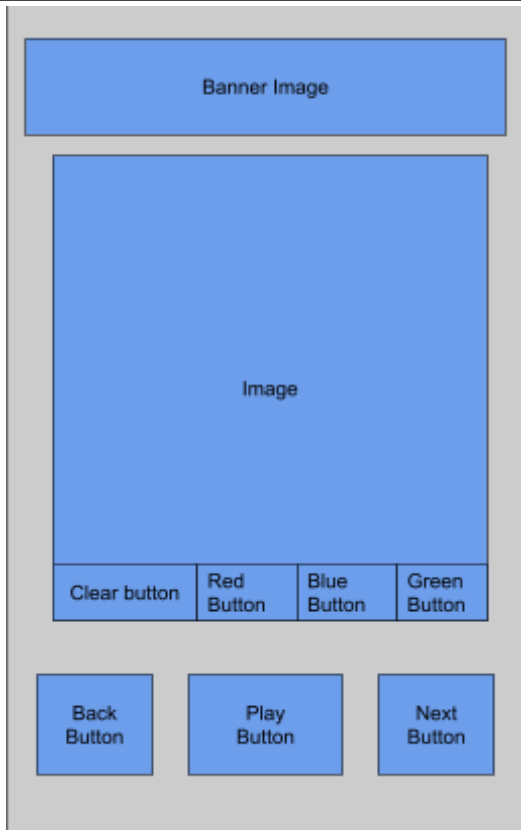
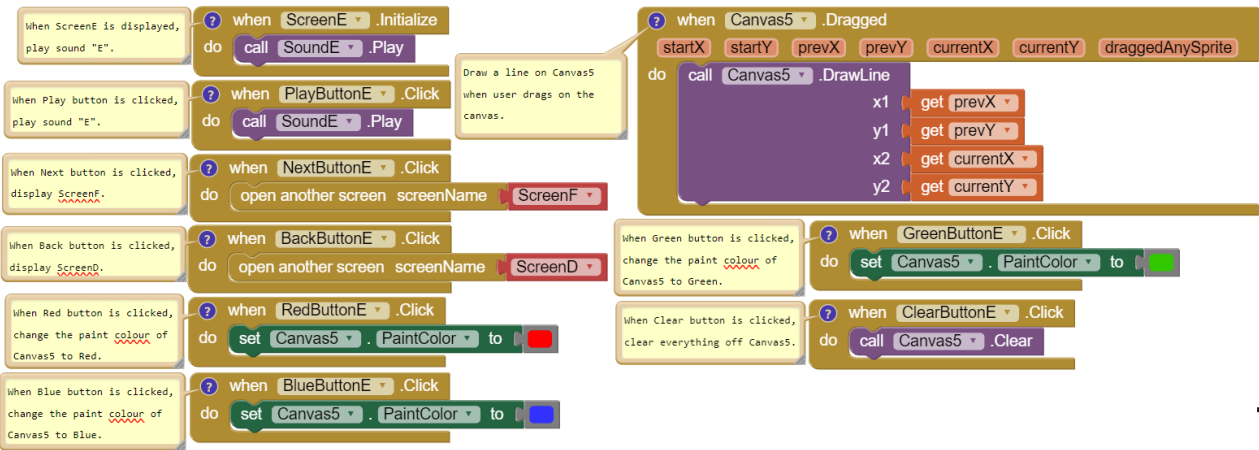
Screen no./name: Screen1	
Completed Screen	Initial plan/design
	
Blocks (with comments)	
<p>When the Start button is clicked, stop playing <u>ABCSong</u>, and display <u>ScreenA</u>.</p> <pre> ? when StartButton1 .Click do call PlayerABCSong .Stop open another screen screenName ScreenA </pre> <p>When Screen1 is displayed, play <u>ABCSong</u>.</p> <pre> ? when Screen1 .Initialize do call PlayerABCSong .Start </pre>	
<p>This is the home screen of the app and no changes were made to the final design. When the app is opened and this home screen is displayed, the alphabet song is played to attract the audience to the app, users then can access the content on other screens within the app by pressing the start button. The maintainability of the code for this screen is very easy because the code is very simple and basic.</p>	

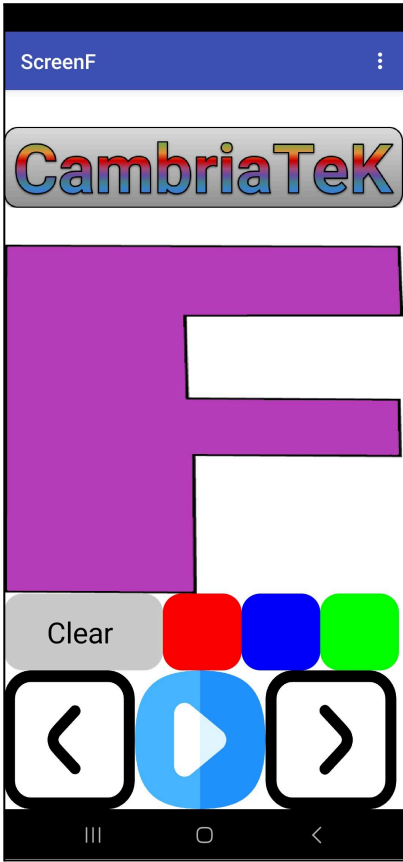
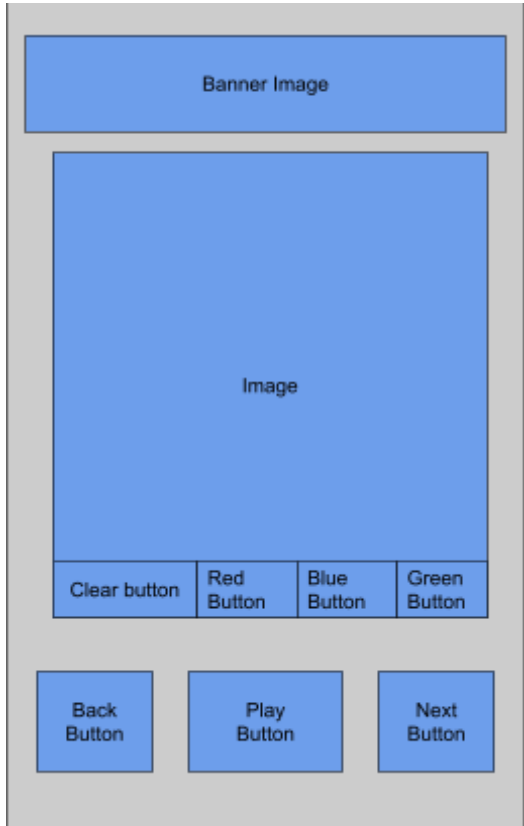
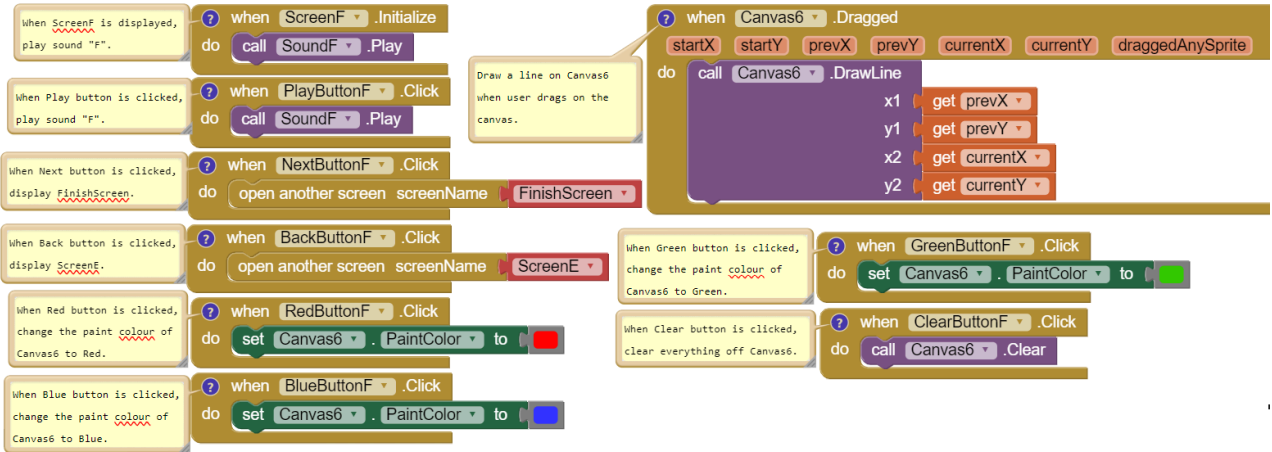
Screen no./name: ScreenA	
Completed Screen	Initial plan/design
	
Blocks (with comments)	
	
<p>This screen has been developed to match the plan. No changes were made.</p> <p>When the screen is displayed, an audio file of “A” is played, users can then press the Play button (image with play icon) to repeat the “A” sound. With the other 5 screens of the alphabet letters, this helps meet the purpose of the app. The simple and colourful layout, as well as the easy to use design makes the screen appeal to the target audience. The code for this screen is also basic and easy to maintain and modify.</p>	


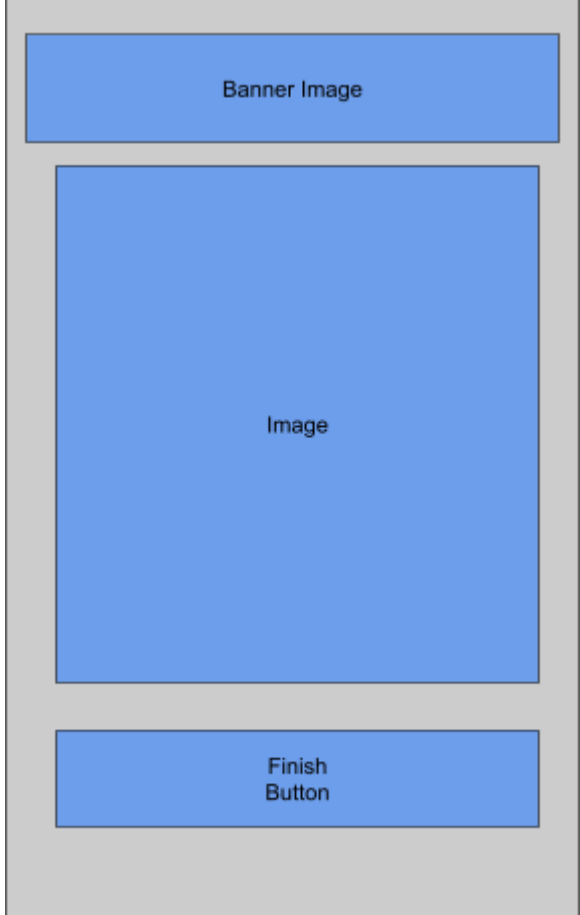
Screen no./name: ScreenB	
Completed Screen	Initial plan/design
	
	<p>Blocks (with comments)</p> 
<p>This screen has been developed to match the plan. The screen has the same design, layout and code as ScreenA to make each screen that has a letter of the alphabet look and feel consistent. This means that the suitability of the screen and quality of the code is the same as ScreenA.</p> <p>After the feedback I've received, I have fixed the issue of vertically stretched button images which made the screen look inconsistent compared to ScreenA.</p>	

Screen no./name: ScreenC	
Completed Screen	Initial plan/design
Blocks (with comments)	
<p>This screen has been developed to match the plan. The screen has the same design, layout and code as ScreenA to make each screen that has a letter of the alphabet look and feel consistent. This means that the suitability of the screen and quality of the code is the same as ScreenA.</p> <p>After the feedback I've received, I have fixed the issue of vertically stretched button images which made the screen look inconsistent compared to ScreenA.</p>	

Screen no./name: ScreenD	
Completed Screen	Initial plan/design
	
	
Blocks (with comments)	
	
<p>This screen has been developed to match the plan. The screen has the same design, layout and code as ScreenA to make each screen that has a letter of the alphabet look and feel consistent. This means that the suitability of the screen and quality of the code is the same as ScreenA.</p> <p>After the feedback I've received, I have fixed the issue of vertically stretched button images which made the screen look inconsistent compared to ScreenA.</p>	

Screen no./name: ScreenE	
Completed Screen	Initial plan/design
	
Blocks (with comments)	
	
<p>This screen has been developed to match the plan. The screen has the same design, layout and code as ScreenA to make each screen that has a letter of the alphabet look and feel consistent. This means that the suitability of the screen and quality of the code is the same as ScreenA.</p> <p>After receiving feedback I've used a different image of the letter E because of the chequered background and have fixed the issue of vertically stretched button images which made the screen look inconsistent compared to ScreenA.</p>	

Screen no./name: ScreenF	
Completed Screen	Initial plan/design
	
Blocks (with comments)	
	
<p>This screen has been developed to match the plan and no changes were made. The screen has the same design, layout and code as ScreenA to make each screen that has a letter of the alphabet look and feel consistent. This means that the suitability of the screen and quality of the code is the same as ScreenA.</p> <p>After the feedback I've received, I have fixed the issue of vertically stretched button images which made the screen look inconsistent compared to ScreenA.</p>	

Screen no./name: FinishScreen	
Completed Screen	Initial plan/design
	
Blocks (with comments)	
<div> <div> When <u>FinishScreen</u> is displayed, play "yay" sound effect. </div> <div> when <u>FinishScreen</u> .Initialize do call <u>SoundYay</u> .Play </div> </div> <div> <div> When Finish button is clicked, display Screen1. </div> <div> when <u>FinishButton1</u> .Click do open another screen <u>screenName</u> <u>Screen1</u> </div> </div>	
<p>This is the final screen of the app and no changes were made to the final design. When this screen is displayed, a sound effect “yay” is played to praise the user which can make the app feel fun and a positive experience. Users can click on the Finish button (big red end image) to return to the home screen, they then have the option to go through the app again or if they are not interested, they can manually close down the app. Each screen makes the app suitable for the target audience because it is easy to use and the design is clear and simple. The maintainability of the code for this screen is very easy because the code is very simple and basic.</p>	

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.	Screen1 is displayed with all images and buttons, alphabetsong.mp4 is played clearly.	None Made
2	Screen1	Press Start Button	ScreenA displays.	ScreenA is displayed	None Made
3	ScreenA	Display ScreenA	Displays ScreenA with all images and buttons, plays sound_a.mp4 clearly.	ScreenA is displayed with all images and buttons, sound_a.mp4 is played clearly.	None Made
4	ScreenA	Press Play Button	Plays sound_a.mp4 clearly.	sound_a.mp4 is played clearly.	None Made
5	ScreenA	Press Back Button	Displays Screen1.	Screen1 is displayed	None Made

6	ScreenA	Press NextButton	Displays ScreenB.	ScreenB is displayed	None Made
7	ScreenB	Display ScreenB	Displays ScreenB with all images and buttons, plays sound_b.mp4 clearly.	ScreenB is displayed with all images and buttons, sound_b.mp4 is played clearly.	None Made
8	ScreenB	Press Play Button	Plays sound_b.mp4 clearly.	sound_b.mp4 is played clearly.	None Made
9	ScreenB	Press Back Button	Displays ScreenA.	ScreenA is displayed	None Made
10	ScreenB	Press NextButton	Displays ScreenC.	ScreenC is displayed	None Made
11	ScreenC	Display ScreenC	Displays ScreenC with all images and buttons, plays sound_c.mp4 clearly.	ScreenC is displayed with all images and buttons, sound_c.mp4 is played clearly.	None Made

12	ScreenC	Press Play Button	Plays sound_c.mp4 clearly.	sound_c.mp4 is played clearly.	None Made
13	ScreenC	Press Back Button	Displays ScreenB.	ScreenB is displayed	None Made
14	ScreenC	Press NextButton	Displays ScreenD.	ScreenD is displayed	None Made
15	ScreenD	Display ScreenD	Displays ScreenD with all images and buttons, plays sound_d.mp4 clearly.	ScreenD is displayed with all images and buttons, sound_d.mp4 is played clearly.	None Made
16	ScreenD	Press Play Button	Plays sound_d.mp4 clearly.	sound_d.mp4 is played clearly.	None Made
17	ScreenD	Press Back Button	Displays ScreenC.	ScreenC is displayed	None Made

18	ScreenD	Press NextButton	Displays ScreenE.	ScreenE is displayed	None Made
19	ScreenE	Display ScreenE	Displays ScreenE with all images and buttons, plays sound_e.mp4 clearly.	ScreenE is displayed with all images and buttons, sound_e.mp4 is played clearly.	None Made
20	ScreenE	Press Play Button	Plays sound_e.mp4 clearly.	sound_e.mp4 is played clearly.	None Made
21	ScreenE	Press Back Button	Displays ScreenD.	ScreenD is displayed	None Made
22	ScreenE	Press NextButton	Displays ScreenF.	ScreenF is displayed	None Made
23	ScreenF	Display ScreenF	Displays ScreenF with all images and buttons, plays sound_f.mp4 clearly.	ScreenF is displayed with all images and buttons, sound_f.mp4 is played clearly.	None Made

24	ScreenF	Press Play Button	Plays sound_f.mp4 clearly.	sound_f.mp4 is played clearly.	None Made
25	ScreenF	Press Back Button	Displays ScreenE.	ScreenE is displayed	None Made
26	ScreenF	Press NextButton	Displays FinishScreen.	FinishScreen is displayed	None Made
27	FinishScreen	Display FinishScreen	Displays FinishScreen with all images and buttons, plays yay.mp4 clearly.	FinishScreen is displayed with all images and buttons, yay.mp4 is played clearly.	None Made
28	FinishScreen	Press Finish Button	Displays Screen1.	Screen1 is displayed	None Made
29	Screen A-F	Dragging on Canvas	A line is drawn on the canvas	A line is drawn on the canvas	None made
30	Screen A-F	Press Red Button	Change canvas paint colour to red.	Paint colour changes to red	None made

31	Screen A-F	Press Blue Button	Change canvas paint colour to blue.	Paint colour changes to blue	None made
32	Screen A-F	Press Green Button	Change canvas paint colour to green.	Paint colour changes to green	None made

Feedback

Mobile App Review/Feedback Form

Mobile App developed by	Daniel Zhang
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Does the app open and work on a mobile device?	Yes it works on a mobile device.
Is the app easy to use <u>with clear</u> and consistent layout?	The app is clear and easy to use, but not consistent.
Is all text correctly spelt with good grammar?	Yes, all text is correctly spelt with proper grammar
Are all images and content relevant to my audience of 3-7 year olds?	Yes, all images are relevant to the target audience.

Please comment on the overall look of the app.	The UI is clean, although from letter B onward, there is visible vertical stretching.
Please comment on the usability of the app.	The app works perfectly. The draw tool is good too.
Do you think the app is suitable for my intended audience of 3-7 year olds?	Yes. Easy to understand and use for children. As well as the content of the app.
Suggestions for improvement to the app.	<ul style="list-style-type: none">Fix the screen stretchingE has a <u>checker-background pattern</u> (not transparent image)The colour swatches don't tell you that its for drawing (needs indication)

Review completed by	James H	Date	22/02/24
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I agree with all the feedback, So I will fix the vertical stretching on each screen from the letter B onwards, I will also change the image for ScreenE because it makes the app look slightly inconsistent and finally, I will include a small indicator in the different colours the users can select to hint that you're able to draw on the image.

Mobile App Review/Feedback Form

Mobile App developed by	Daniel Zhang
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Does the app open and work on a mobile device?	Yes
Is the app easy to use <u>with clear</u> and consistent layout?	Mostly, some of the buttons change size when switching between screens (A screen is good but all others look a bit squashed)
Is all text correctly spelt with good grammar?	Yes
Are all images and content relevant to my audience of 3-7 year olds?	Yes

Please comment on the overall look of the app.	Clean and simple look that will be suitable for target audience when issue with consistency is sorted
Please comment on the usability of the app.	Intuitive and easy to use
Do you think the app is suitable for my intended audience of 3-7 year olds?	Yes, when issue are sorted
Suggestions for improvement to the app.	- Make sure all screens have a consistent look and layout

Review completed by	N Wickham	Date	23/02/24
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The feedback I have received talks about the same issue with the screen stretching. I will fix the inconsistency in each screen from the letter B onwards.

Review

The app meets the purpose and user requirements which are:

1. To educate young children about the alphabet
2. Help the user recognise the shapes and sounds of the alphabet
3. To be easy to use
4. Process shouldn't be recorded and graded to make the app fun to use
5. Appeal to children between the ages 3-7

First of all, the completed app followed the plan and had no changes made to the layout of each feature. The content within screen A-F are designed to meet No.1 and No.2 of the purpose and user requirements by having an image of the alphabet letter, users are also able to draw on the image because it's a canvas both of which can help the user memorise the shape of the letter.

The sound of the letter is played when the screen is displayed, and when the play button is pressed. This helps the user recognise the sounds of the alphabet. All the features are designed to educate children about the alphabet.

The layout of screen A-F is the same to allow for consistency and on each screen there are Back and Next buttons to allow for easy navigation on each screen, which makes the app user friendly which meets No.3 of the user requirement. The learning process is not recorded nor graded so no negative feedback is given to the user and images used are colourful and kid-friendly, which helps the app meet user requirement No.4 and No.5.

For consistency, all the code in Screens A-F are identical because the layout and purpose for each screen is the same. Overall the code used in the app is very simple and basic, each block of code contains comments describing what they do which makes it easier to maintain. All assets are labelled/named appropriately to allow for efficient and easier coding, examples are "PlayButtonA" and "GreenButtonB".

Changes made

I've resize the image for letter A down to 500px, 585px, this was to make the image more suitable when displayed on the screen

I have changed the colours of letters B-F all to different colours to make each letter different and unique, this was to appeal to the target audience and keep their attention.

Initially there were no changes made to the, however after receiving feedback I have changed the following:

- I have used a different image of the letter E on ScreenE to remove the chequered background of the old image due to the fact that it would make the screen inconsistent compared to others.
- I have added white text to the 3 different colour buttons on Screen A-F to indicate to the user that they're able to draw on the image, this is to make the canvas more user friendly.
- I have fixed the issue of the stretched button images, Screen B-F had the height "Fill parent" which made the Next, Back and play button look vertically stretched so it made each screen after ScreenA look inconsistent.

Constraints

While developing the app I came across an issue, the audio source for PlayerABCsong would be played and when continuing to the next screen the audio would still be played since it was looped, and if you went back to Screen1 the audio would play again along with the previous one. This issue was solved later on.

Due to time constraints I couldn't include 20 other letters of the alphabet and couldn't include examples for each letter.

Improvements

Some improvements that could be made in the future can be:

1. Add the rest of the letters of the alphabet because then the app can fulfil its purpose of teaching the alphabet to young children.
2. Include examples that begin with the same letter (such as A - Apple, B - Banana) to enhance the learning process.
3. To remove the “CambriaTeK” banner from Screen A-F, due to the fact that the banner is not needed to meet the user requirement or purpose. This would free up a lot of space on the screen and the space could be used for improvement No.2.