



LEARNER ASSESSMENT SUBMISSION FRONT SHEET

Learner Name	Dan Yavorskyi
Assessor Name	Neil Wickham

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

My Literacy Targets
Upgrade my english and IT skills

My Numeracy Targets
Upgrade my expressing opinions

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 assessment I make a detailed plan how things are done and how my program will work.

In this assignment I show my skills and use all the information that I study.

Purpose

Design a prototype interactive app that will help children learn the alphabet

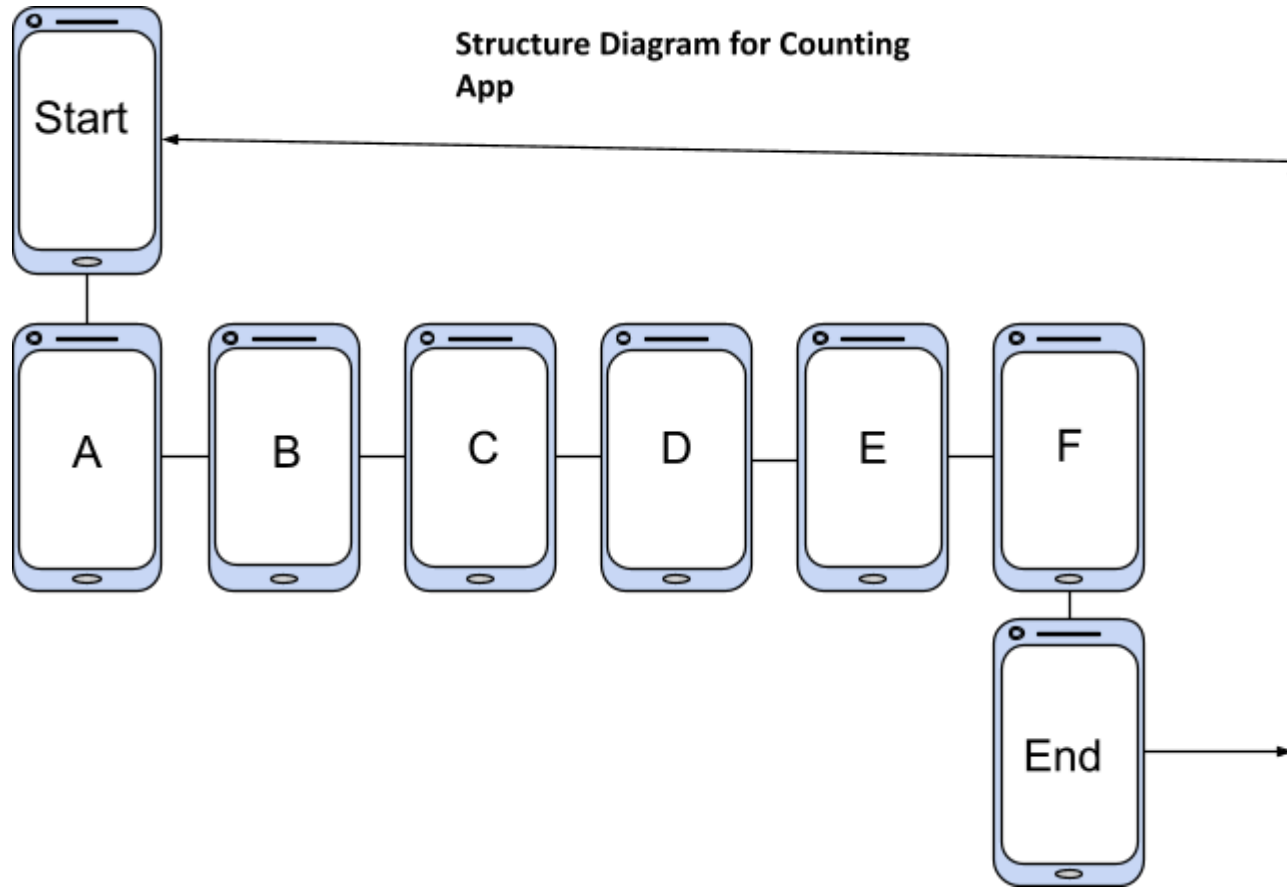
User Requirements

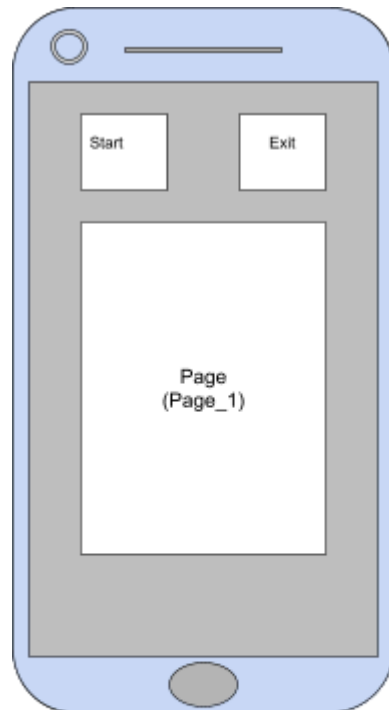
The users of the App will be between 3 & 7 years old, so the user interface should be appealing to this age range and be simple to use

The app will help the users recognise the shapes and sounds of letters of the alphabet

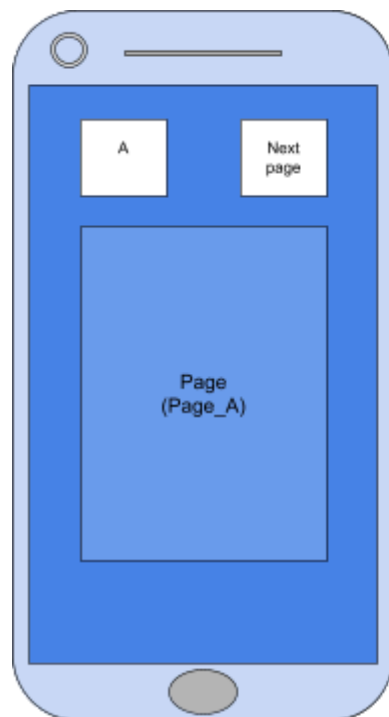
There will be no requirement for achievements to be graded or recorded as the client wants the app to be fun to use without the risk of the children getting demotivated by negative feedback

Structure Diagram for Counting App

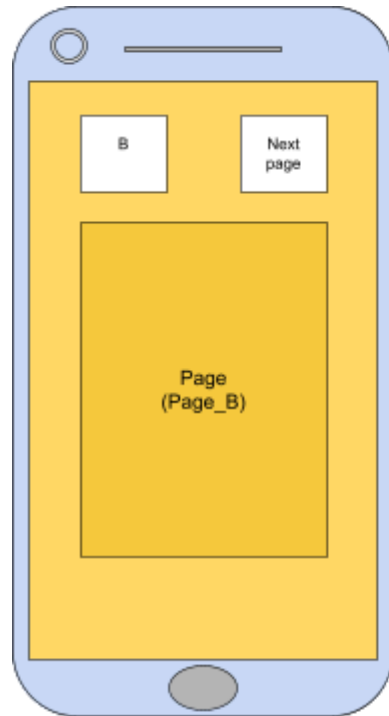




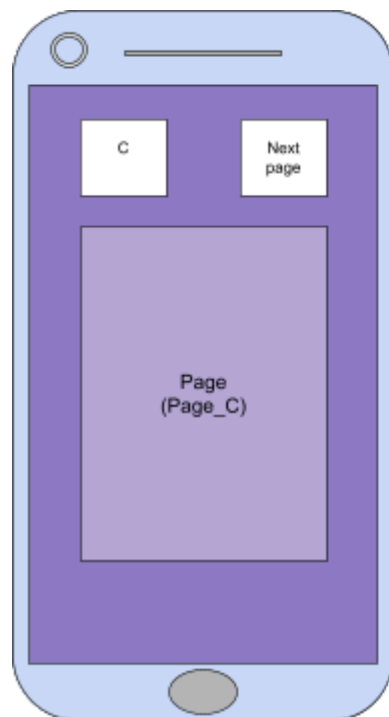
Assets	Events (Inputs & outputs)
<p>On this screen, you will see an image of the alphabet, displayed for easy viewing. Alongside, there are two buttons, each with a descriptive photo. The first button, marked with a 'Start' photo, indicates the beginning of an activity. The second button, featuring an 'Exit' photo, clearly signifies how to end the activity or leave the application. These buttons are designed for straightforward navigation and user convenience.</p>	<p>This screen will feature two main buttons: a launch button and an exit button. Each button will be accompanied by a corresponding photo to visually represent its function. The launch button, designed to initiate a process or activity, will have an image that suggests starting or beginning. Meanwhile, the exit button will have a photo indicating the option to leave or close the application or task. These visually distinct buttons are meant to enhance user interaction and ease of use.</p>
Design notes / Alternative device	Method of solution (What does this screen do ?)
<p>On this screen, the text will be displayed in the "Roboto" font, known for its clarity and modern appearance. The background color of the screen will be a neutral shade of grey, specifically "#c2c2c2", which provides a subtle and professional backdrop. The font size is set to 12, ensuring the text is easily readable while maintaining a sleek and uncluttered look. Lastly, the font color will be "#000000", a classic black, offering high contrast against the grey background for optimal legibility.</p>	<p>This page is designed as an inviting starter for learning the alphabet. It will feature a beautiful, eye-catching photo of the entire alphabet, arranged in a visually pleasing manner. In addition, there will be two user-friendly buttons: one to start the learning process, and another to exit the program. The layout of this page is intentionally simple and intuitive, making it easy for users to navigate. The aesthetic appeal of the alphabet photo, combined with the straightforward functionality of the buttons, aligns perfectly with the purpose of providing an engaging and efficient learning experience for users.</p>



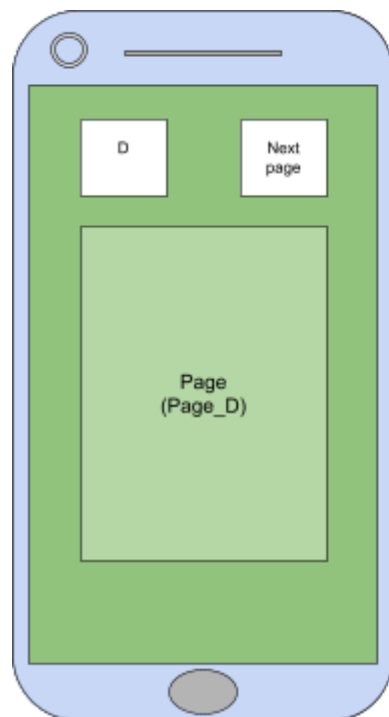
Assets	Events (Inputs & outputs)
<p>The image above represents the screen you described. It includes a photo of the uppercase and lowercase letter "A" and two buttons. The first button is designed with the letter "A" and is meant to play the sound of the letter when pressed. The second button, labeled "Next," allows progression to the next part of the program. This design is colorful and engaging, making it suitable for educational purposes, especially for young learners beginning to learn the alphabet.</p>	<p>On this screen, you'll find two main features. The first is a sound button for the letter "A". When pressed, it will play the sound of the letter "A", helping users learn its pronunciation. This button will be accompanied by an appropriate photo that represents the letter "A" or sound. The second feature is a button labeled "Next", designed to take the user to the following page or letter in the sequence. This button will also have an attached photo, clearly indicating its purpose to move forward in the learning process. Both buttons are designed to be user-friendly and visually appealing, enhancing the learning experience.</p>
Design notes / Alternative device	Method of solution (What does this screen do ?)
<p>Text Font. The chosen font is "Roboto", known for its modern and readable style, making it ideal for educational content.</p> <p>Background Color. The background will be a pleasant shade of blue, specifically "#4a86e8ff". This color is visually appealing and provides a calming backdrop for the learning material.</p> <p>Font Size. The font size will be set to 12. This size is optimal for readability, ensuring that the text is neither too small nor overwhelmingly large.</p> <p>Font Color. The color of the text will be "#000000", which is a solid black. This offers a strong contrast against the blue background, enhancing legibility and focus on the content.</p>	<p>This screen is thoughtfully designed to introduce the first letter of the alphabet. It features a gentle and user-friendly design, tailored to meet the needs and preferences of its audience. Emphasis is placed on creating an inviting and comfortable learning environment. The display of the letter "A" is done in a manner that is both visually appealing and easy to understand, making it ideal for learners at the beginning stages of alphabet education. The overall aesthetic is soft and approachable, ensuring that users of all ages find the screen engaging and accessible. This design aligns well with the goal of providing an effective and enjoyable educational experience.</p>



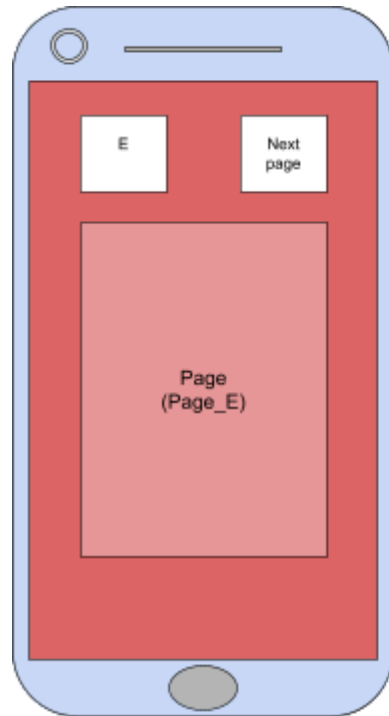
Assets	Events (Inputs & outputs)
<p>It includes a photo of the uppercase and lowercase letter "B" and two buttons. The first button is designed with the letter "B" and is meant to play the sound of the letter when pressed. The second button, labeled "Next," allows progression to the next part of the program. This design is engaging, making it suitable for educational purposes, especially for young learners beginning to learn the alphabet.</p>	<p>On this screen, you'll find two main features. The first is a sound button for the letter "B". When pressed, it will play the sound of the letter "B", helping users learn its pronunciation. This button will be accompanied by an appropriate photo that represents the letter "B" and sound. The second feature is a button labeled "Next", designed to take the user to the following page or letter in the sequence. This button will also have an attached photo, clearly indicating its purpose to move forward in the learning process. Both buttons are designed to be user-friendly and visually appealing, enhancing the learning experience.</p>
Design notes / Alternative device	Method of solution (What does this screen do ?)
<p>Text Font. The chosen font is "Roboto", known for its modern and readable style, making it ideal for educational content.</p> <p>Background Color. The background will be a pleasant shade of yellow, specifically "#f5c840". This color is visually appealing and provides a calming backdrop for the learning material.</p> <p>Font Size. The font size will be set to 12. This size is optimal for readability, ensuring that the text is neither too small nor overwhelmingly large.</p> <p>Font Color. The color of the text will be "#000000", which is a solid black. This offers a strong contrast against the blue background, enhancing legibility and focus on the content.</p>	<p>This screen is thoughtfully designed to introduce the second letter of the alphabet. It features a gentle and user-friendly design, tailored to meet the needs and preferences of its audience. Emphasis is placed on creating an inviting and comfortable learning environment. The display of the letter "B" is done in a manner that is both visually appealing and easy to understand, making it ideal for learners at the beginning stages of alphabet education. The overall aesthetic is soft and approachable, ensuring that users of all ages find the screen engaging and accessible. This design aligns well with the goal of providing an effective and enjoyable educational experience.</p>



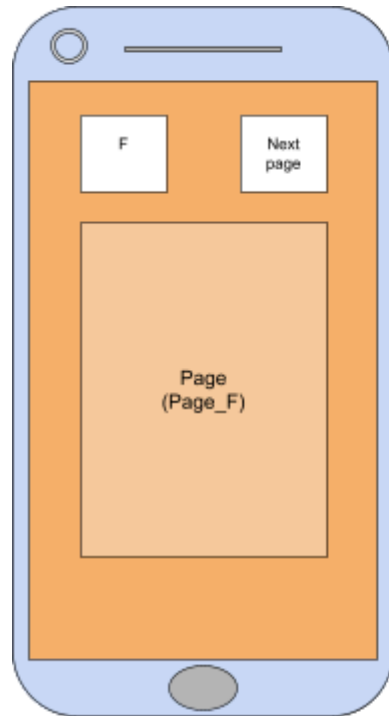
Assets	Events (Inputs & outputs)
<p>It includes a photo of the uppercase and lowercase letter "C" and two buttons. The first button is designed with the letter "C" and is meant to play the sound of the letter when pressed. The second button, labeled "Next," allows progression to the next part of the program. This design is engaging, making it suitable for educational purposes, especially for young learners beginning to learn the alphabet.</p>	<p>On this screen, you'll find two main features. The first is a sound button for the letter "C". When pressed, it will play the sound of the letter "C", helping users learn its pronunciation. This button will be accompanied by an appropriate photo that represents the letter "C" and sound. The second feature is a button labeled "Next", designed to take the user to the following page or letter in the sequence. This button will also have an attached photo, clearly indicating its purpose to move forward in the learning process. Both buttons are designed to be user-friendly and visually appealing, enhancing the learning experience.</p>
Design notes / Alternative device	Method of solution (What does this screen do ?)
<p>Text Font. The chosen font is "Roboto", known for its modern and readable style, making it ideal for educational content.</p> <p>Background Color. The background will be a pleasant shade of yellow, specifically "#8e7cc3ff". This color is visually appealing and provides a calming backdrop for the learning material.</p> <p>Font Size. The font size will be set to 12. This size is optimal for readability, ensuring that the text is neither too small nor overwhelmingly large.</p> <p>Font Color. The color of the text will be "#000000", which is a solid black. This offers a strong contrast against the blue background, enhancing legibility and focus on the content.</p>	<p>This screen is thoughtfully designed to introduce the third letter of the alphabet. It features a gentle and user-friendly design, tailored to meet the needs and preferences of its audience. Emphasis is placed on creating an inviting and comfortable learning environment. The display of the letter "C" is done in a manner that is both visually appealing and easy to understand, making it ideal for learners at the beginning stages of alphabet education. The overall aesthetic is soft and approachable, ensuring that users of all ages find the screen engaging and accessible. This design aligns well with the goal of providing an effective and enjoyable educational experience.</p>



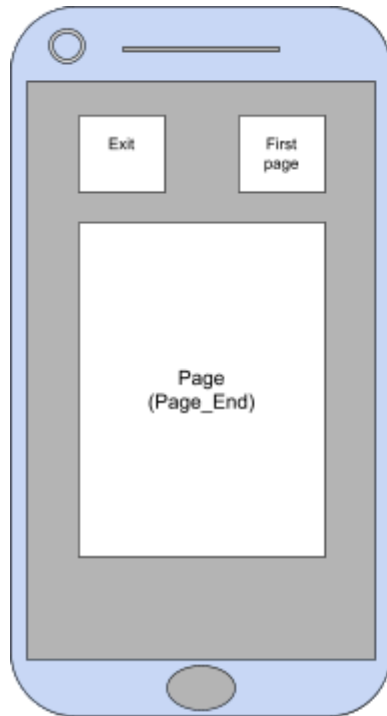
Assets	Events (Inputs & outputs)
<p>It includes a photo of the uppercase and lowercase letter "D" and two buttons. The first button is designed with the letter "D" and is meant to play the sound of the letter when pressed. The second button, labeled "Next," allows progression to the next part of the program. This design is engaging, making it suitable for educational purposes, especially for young learners beginning to learn the alphabet.</p>	<p>On this screen, you'll find two main features. The first is a sound button for the letter "D". When pressed, it will play the sound of the letter "D", helping users learn its pronunciation. This button will be accompanied by an appropriate photo that represents the letter "D" and sound. The second feature is a button labeled "Next", designed to take the user to the following page or letter in the sequence. This button will also have an attached photo, clearly indicating its purpose to move forward in the learning process. Both buttons are designed to be user-friendly and visually appealing, enhancing the learning experience.</p>
Design notes / Alternative device	Method of solution (What does this screen do ?)
<p>Text Font. The chosen font is "Roboto", known for its modern and readable style, making it ideal for educational content.</p> <p>Background Color. The background will be a pleasant shade of yellow, specifically "#93c47dff". This color is visually appealing and provides a calming backdrop for the learning material.</p> <p>Font Size. The font size will be set to 12. This size is optimal for readability, ensuring that the text is neither too small nor overwhelmingly large.</p> <p>Font Color. The color of the text will be "#000000", which is a solid black. This offers a strong contrast against the blue background, enhancing legibility and focus on the content.</p>	<p>This screen is thoughtfully designed to introduce the fourth letter of the alphabet. It features a gentle and user-friendly design, tailored to meet the needs and preferences of its audience. Emphasis is placed on creating an inviting and comfortable learning environment. The display of the letter "D" is done in a manner that is both visually appealing and easy to understand, making it ideal for learners at the beginning stages of alphabet education. The overall aesthetic is soft and approachable, ensuring that users of all ages find the screen engaging and accessible. This design aligns well with the goal of providing an effective and enjoyable educational experience.</p>



Assets	Events (Inputs & outputs)
<p>It includes a photo of the uppercase and lowercase letter "E" and two buttons. The first button is designed with the letter "E" and is meant to play the sound of the letter when pressed. The second button, labeled "Next," allows progression to the next part of the program. This design is engaging, making it suitable for educational purposes, especially for young learners beginning to learn the alphabet.</p>	<p>On this screen, you'll find two main features. The first is a sound button for the letter "E". When pressed, it will play the sound of the letter "E", helping users learn its pronunciation. This button will be accompanied by an appropriate photo that represents the letter "E" and sound. The second feature is a button labeled "Next", designed to take the user to the following page or letter in the sequence. This button will also have an attached photo, clearly indicating its purpose to move forward in the learning process. Both buttons are designed to be user-friendly and visually appealing, enhancing the learning experience.</p>
Design notes / Alternative device	Method of solution (What does this screen do ?)
<p>Text Font. The chosen font is "Roboto", known for its modern and readable style, making it ideal for educational content.</p> <p>Background Color. The background will be a pleasant shade of yellow, specifically "#e06666ff". This color is visually appealing and provides a calming backdrop for the learning material.</p> <p>Font Size. The font size will be set to 12. This size is optimal for readability, ensuring that the text is neither too small nor overwhelmingly large.</p> <p>Font Color. The color of the text will be "#000000", which is a solid black. This offers a strong contrast against the blue background, enhancing legibility and focus on the content.</p>	<p>This screen is thoughtfully designed to introduce the fifth letter of the alphabet. It features a gentle and user-friendly design, tailored to meet the needs and preferences of its audience. Emphasis is placed on creating an inviting and comfortable learning environment. The display of the letter "E" is done in a manner that is both visually appealing and easy to understand, making it ideal for learners at the beginning stages of alphabet education. The overall aesthetic is soft and approachable, ensuring that users of all ages find the screen engaging and accessible. This design aligns well with the goal of providing an effective and enjoyable educational experience.</p>



Assets	Events (Inputs & outputs)
<p>It includes a photo of the uppercase and lowercase letter "F" and two buttons. The first button is designed with the letter "F" and is meant to play the sound of the letter when pressed. The second button, labeled "Next," allows progression to the next part of the program. This design is engaging, making it suitable for educational purposes, especially for young learners beginning to learn the alphabet.</p>	<p>On this screen, you'll find two main features. The first is a sound button for the letter "F". When pressed, it will play the sound of the letter "F", helping users learn its pronunciation. This button will be accompanied by an appropriate photo that represents the letter "F" and sound. The second feature is a button labeled "Next", designed to take the user to the following page or letter in the sequence. This button will also have an attached photo, clearly indicating its purpose to move forward in the learning process. Both buttons are designed to be user-friendly and visually appealing, enhancing the learning experience.</p>
Design notes / Alternative device	Method of solution (What does this screen do ?)
<p>Text Font. The chosen font is "Roboto", known for its modern and readable style, making it ideal for educational content.</p> <p>Background Color. The background will be a pleasant shade of yellow, specifically "#f6b26b". This color is visually appealing and provides a calming backdrop for the learning material.</p> <p>Font Size. The font size will be set to 12. This size is optimal for readability, ensuring that the text is neither too small nor overwhelmingly large.</p> <p>Font Color. The color of the text will be "#000000", which is a solid black. This offers a strong contrast against the blue background, enhancing legibility and focus on the content.</p>	<p>This screen is thoughtfully designed to introduce the sixth letter of the alphabet. It features a gentle and user-friendly design, tailored to meet the needs and preferences of its audience. Emphasis is placed on creating an inviting and comfortable learning environment. The display of the letter "F" is done in a manner that is both visually appealing and easy to understand, making it ideal for learners at the beginning stages of alphabet education. The overall aesthetic is soft and approachable, ensuring that users of all ages find the screen engaging and accessible. This design aligns well with the goal of providing an effective and enjoyable educational experience.</p>





Assets	Events (Inputs & outputs)
<p>Exit Button A button labeled "Exit" will be present. This button is designed to terminate the application session when pressed.</p> <p>First Page Button A button labeled "First Page" will also be included, allowing users to quickly navigate back to the introductory screen of the app for a new learning session.</p>	<p>Exit Button Triggers the application to close and end the session.</p> <p>First Page Button Redirects the user back to the first page of the application, allowing them to start a new learning journey or revisit previous content.</p>
Design notes / Alternative device	Method of solution (What does this screen do ?)
<p>Text Font "Roboto" is used consistently throughout the application for its readability and modern appearance.</p> <p>Background Color A calming shade of neutral gray ("#c2c2c2") will be the backdrop for the finish screen, providing a subtle cue to the user that they have reached the end of the current section or activity.</p> <p>Font Size Maintaining a font size of 12 across the application ensures uniformity and eases readability.</p> <p>Font Color A standard black ("#000000") font color will be used for any text or button labels, offering a stark contrast against the gray background for enhanced visibility.</p> <p>Button Design The "Exit" and "First Page" buttons will have a simple and intuitive design, keeping the user experience straightforward and efficient.</p>	<p>This screen serves as a conclusion or transitional point within the app. The "Exit" button provides a clear and immediate way to close the application, respecting the user's time and decision to end the session. The "First Page" button offers a quick return to the start without the need to backtrack through previously viewed content, streamlining the user experience for repeated use or the start of a new learning sequence.</p>

Pseudocode

Screen	Initial Screen	First Main Screen	Second Main Screen	Third Main Screen	Fourth Main Screen	Fifth Main Screen	Sixth Main Screen	Seventh Main Screen	Final Screen
Pseudo code	Features a start button. Upon interaction, the user is directed to the first main screen of the program.	Contains two buttons. The first button plays the sound of the letter "A". The second button takes the user to the next screen.	Hosts two buttons. The first button plays the sound of the letter "B". The second button leads to the third screen.	Equipped with two buttons. The first button plays the sound of the letter "C". The second button navigates to the fourth screen.	Presents two buttons. The first button plays the sound of the letter "D". The second button progresses to the fifth screen.	Offers two buttons. The first button plays the sound of the letter "E". The second button moves to the sixth screen.	Features two buttons. The first button plays the sound of the letter "F". The second button goes to the seventh screen.	Includes two buttons. The first button plays the sound of the letter "G". The second button takes the user to the final screen.	Contains an exit button, which closes the program, and a back button, which returns the user to the initial screen.

Pre-defined Code

Code (Blocks)			
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Taken from	ai2.appinventor	source	
Used for	Playing a sound when a button is clicked	Go to the next slide	

Asset/Sources Log

Developer name:

Description of asset	File name	Source	Modifications made	Where used
	Image“A”	https://www.freepik.com/free-vector/creative-letter-alphabet_7085170.htm#query=letter%20a&position=6&from_view=keyword&track=ais&uid=eea22c0f-8ecf-4299-92a9-8528102b3eea		2 page
	Image“B”	https://www.freepik.com/free-psd/concrete-neon-light-alphabet-b-transparent-background_41549084.htm#query=B&position=3&from_view=search&track=sph&uid=dfec619a-1894-4f30-b116-04dbb2f83cd7		3 page
	Image“C”	https://www.freepik.com/free-vector/botanical-font-letter-c_4122022.htm#query=C&position=43&from_view=search&track=sph&uid=030fc0d3-327d-4e52-bd42-f23481e90940		4 page
	Image“D”	https://www.freepik.com/free-vector/botanical-capital-letter-d-vector_26981778.htm#query=D&position=42&fr		5 page

		om_view=search&track=sph &uuid=94aafa80-b36d-460e- b2b2-0a61c09af18f		
	Image“E”	https://www.freepik.com/fr ee-vector/floral-letter-e_124 59333.htm#query=e&positio n=0&from_view=search&trac k=sph&uuid=b9a843e8-fe1e- 4697-8502-02567793ab7c		6 page
	Image“F”	https://www.freepik.com/fr ee-psd/3d-alphabet-transpar ent-background_58814594.h tm#query=F&position=48&fr om_view=search&track=sph &uuid=b7003444-77c7-4c2c- 90a2-0d9a870ec0d4		7 page
	Bottom_image “Next page”	My self		1,2,3,4,5,6,7 page
	Bottom_image “Exit”	My self		1,8 page
	Bottom image_“First_page”	My self		8 page
	Sound_“A”	My self		2 page
	Sound_“B”	My self		3 page
	Sound_“C”	My self		4 page
	Sound_“D”	My self		5 page
	Sound_“E”	My self		6 page

	Sound_“F”	My self		7 page
	Page_1	https://www.freepik.com/free-vector/hand-drawn-vowels-illustration_37451816.htm#fromView=search&page=1&position=0&uuid=61086de7-935f-44ef-a199-e973dc8ad0c5		1 page
	Image_End	https://m.facebook.com/22909219037/posts/10158696633514038/?_rdr		
	Bottom_image “Start”	My self		1 page
	Page_End	https://www.freepik.com/free-vector/get-well-soon-letting_7437180.htm#fromView=search&page=1&position=0&uuid=aea38a2e-391c-4db3-8b8c-ab81da0555ef		

Test Plan & Log

Developer name:

Test No	Screen	Test	Expected Outcome	Actual Outcome	Comments
1	Page 1	Open app	Open first page and all work successful		
2	Page 1	Pess bottom "Next page"	Switch to second page		
3	Page 2	Press bottom "A"	The bottom make sound accompaniment letter "A"		
4	Page 2	Pess bottom "Next page"	Switch to third page		
5	Page 3	Press bottom "B"	The bottom make sound accompaniment letter "B"		
6	Page 3	Pess bottom "Next page"	Switch to fourth page		
7	Page 4	Press bottom "C"	The bottom make sound accompaniment letter "C"		
8	Page 4	Pess bottom "Next page"	Switch to fifth page		
9	Page 5	Press bottom "D"	The bottom make sound accompaniment letter "D"		
10	Page 5	Pess bottom "Next page"	Switch to sixth page		
11	Page 6	Press bottom "E"	The bottom make sound accompaniment letter "E"		
12	Page 6	Pess bottom "Next page"	Switch to seventh page		
13	Page 7	Press bottom	The bottom		

		"F"	make sound accompaniment letter "F"		
14	Page 7	Pess bottom "Next page"	Switch to eighth page		
15	Page 8	Press bottom "First page"	Switch to first page		
16	Page 8	Press bottom "Exit"	Close the app		