LEARNER ASSESSMENT SUBMISSION FRONT SHEET

Learner Name	Dan Yavorskyi
Assessor Name	Neil Wickham

Unit	8 - Mobile Apps Development
Assignment Title	3 - Develop, test and Review a Mobile App

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 made my alfabet program for kids who are learning letters.

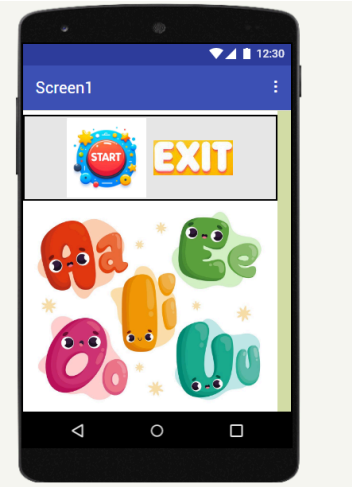
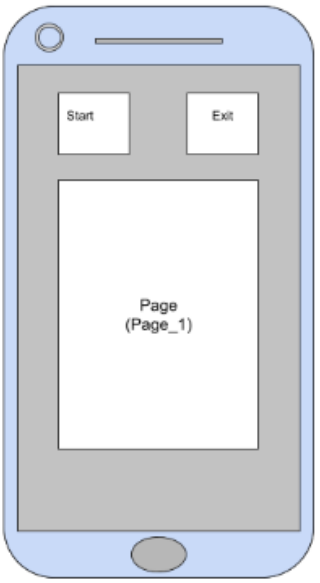
Completed/updated asset log

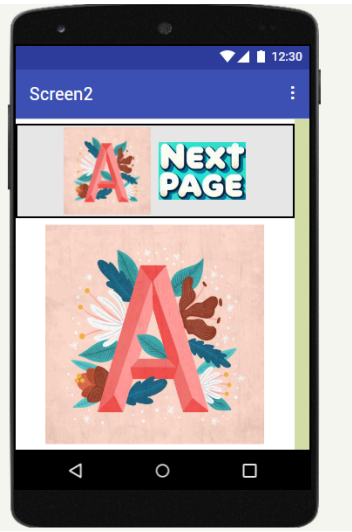
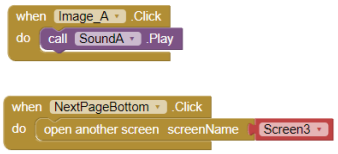
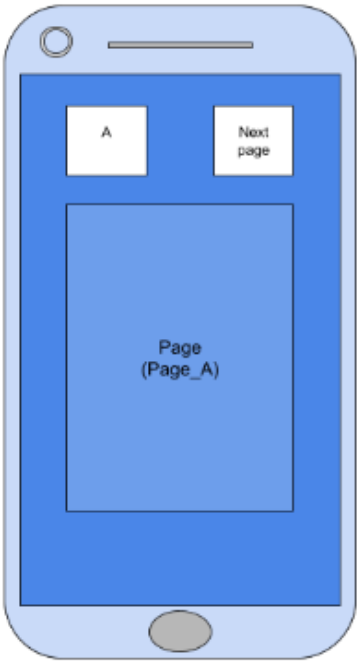
Description of asset	File name	Source	Modifications made	Where used
	Image“A”	https://www.freepik.com/free-vector/creative-letter-alphabet_7085170.htm#query=letter%20a&position=6&from_view=keyword&track=ais&uuid=eea22c0f-8ecf-4299-92a9-8528102b3eea		**2 page**
	Image“B”	https://www.freepik.com/free-psd/concrete-neon-light-alphabet-b-transparent-background_41549084.htm#query=B&position=3&from_view=search&track=sph&uuid=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&uuid=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&from_view=sea		**5 page**

		rch&track=sph&uuid=94aafa80-b36d-460e-b2b2-0a61c09af18f		
	Image“E”	https://www.freepik.com/free-vector/floral-letter-e_12459333.htm#query=e&position=0&from_view=search&track=sph&uuid=b9a843e8-fe1e-4697-8502-02567793ab7c		**6 page**
	Image“F”	https://www.freepik.com/free-psd/3d-alphabet-transparent-background_58814594.htm#query=F&position=48&from_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**

Screenshot of completed app, blocks and designs for all screens

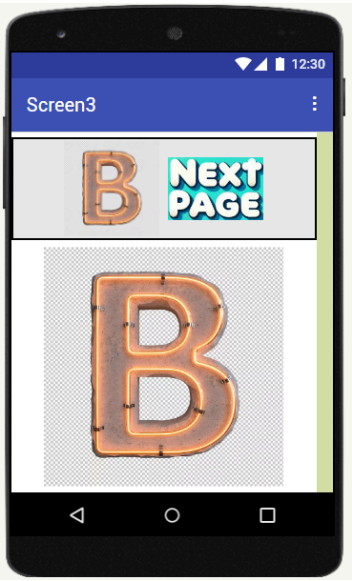
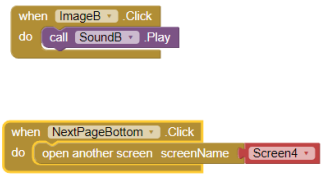
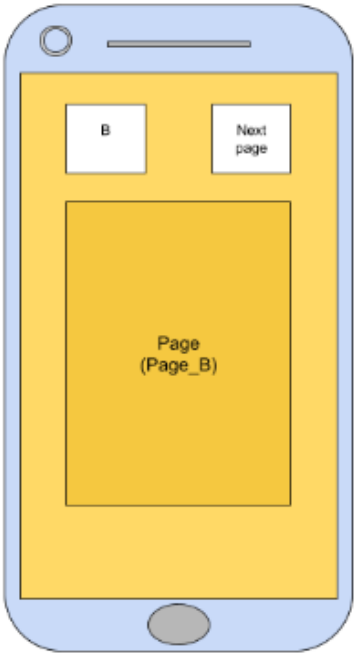
Screen 1		
Completed Screen	Blocks (with comments)	Initial plan/design

		
The initial interface I crafted aligns with both the users' needs and the app's intended function. My approach to the design was to keep it straightforward and intuitive, especially considering my target audience of children aged 3 to 7 years. The main image is vivid and engaging, fulfilling the criteria of being accessible and appealing to young users. It's important to them that the interface is not only visually pleasing but also user-friendly, ensuring their engagement and enjoyment. The play button is prominently displayed, enabling easy and quick game initiation. I prioritised a clean and orderly code structure with just a single block for this screen to maintain simplicity. The interface remains uncluttered and to the point. Additionally, it offers an interactive element where children can trace letter shapes, enhancing memorization.		

Screen 2		
Completed Screen	Blocks (with comments)	Initial plan/design
		
The initial layout I developed matches both the needs of the users and the purpose of the app. In designing it, I aimed for simplicity and ease of use, keeping in mind that my main audience is children aged 3 to 7		

years. The primary image is colourful and captivating, designed to be both accessible and attractive to young users. It's crucial that the interface is not only visually appealing but also easy to navigate, to keep the kids engaged and entertained. The play button is clearly visible, making it straightforward for children to start playing the game. I focused on keeping the code structure clean and minimal, with a single block for this particular screen to ensure simplicity. The layout is free from clutter and straight to the point. Furthermore, it includes an interactive feature where kids can practise drawing letter shapes, aiding in their learning.

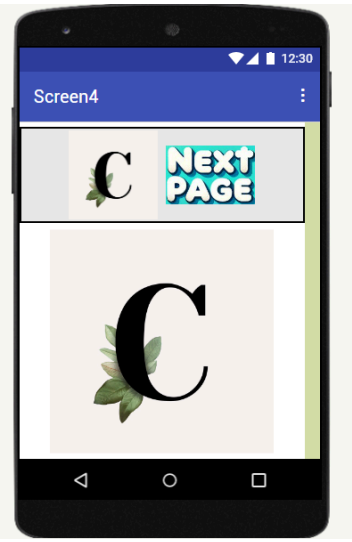
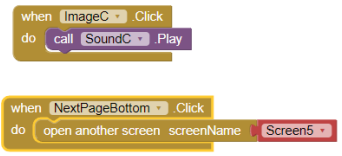
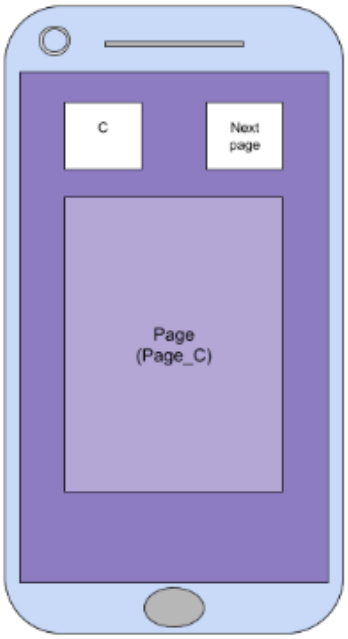
Screen 3

Completed Screen	Blocks (with comments)	Initial plan/design
		

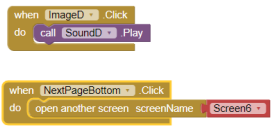
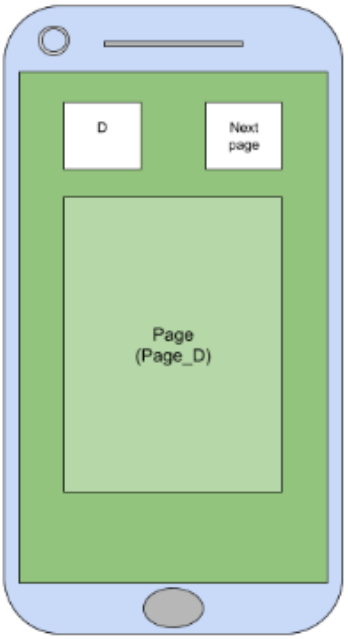
The initial design I put together addresses both what the users need and the app's objectives. My goal was to maintain a clear and user-friendly design tailored for children between the ages of 3 to 7. The introductory graphic is vibrant and inviting, ensuring it's both approachable and appealing to a young audience. It's essential for the interface to not only catch the eye but also be straightforward for navigation, which will keep the children interested and delighted. The play button stands out, making it easy for the kids to locate and press to begin their game. I've made sure that the coding for this part of the app is uncluttered and well-organised, with everything contained in a single block for this screen, keeping it uncomplicated. The interface is designed to be clear-cut and direct. Additionally, it features an interactive aspect that allows children to trace letters, which helps with their memory retention.

Screen 4

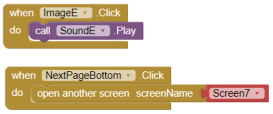
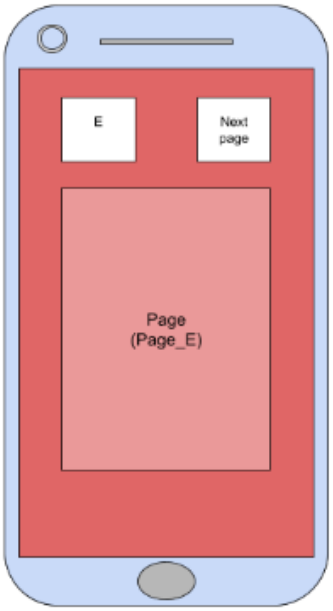
Completed Screen	Blocks (with comments)	Initial plan/design

	 	
The design I created successfully meets the users' needs as well as the app's goals. I focused on a clean and intuitive design specifically for kids aged 3 to 7 years. The main visual is lively and welcoming, making it both accessible and attractive to the younger users. It's vital that the interface is eye-catching yet easy to use to maintain the kids' attention and enjoyment. The play button is prominent, ensuring it's easy for children to find and engage with to start their gaming experience. I've ensured that the programming for this interface is tidy and streamlined, consolidating all necessary elements into a single section of the screen for simplicity. The design is straightforward and focused. Moreover, there is an engaging feature where kids can interactively trace letter shapes, which supports their learning and memory.		

Screen 5		
Completed Screen	Blocks (with comments)	Initial plan/design

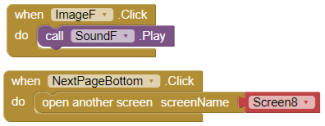
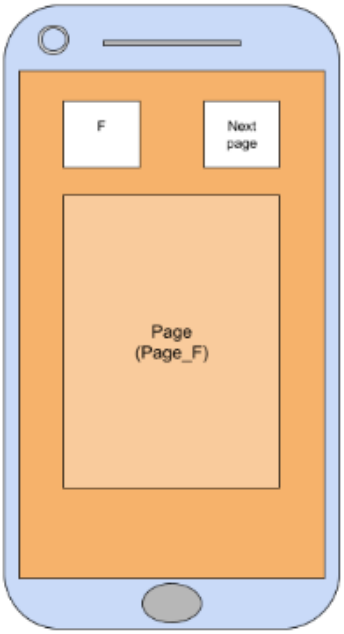
		
I crafted the initial interface with the app's goals and user needs in mind, ensuring it was transparent and effortless to use for my intended demographic, children 3 to 7 years old. The primary visual element is designed to be bright and welcoming, tailored to be both user-friendly and engaging for a youthful demographic. The interface is designed to be visually striking yet simple to navigate, which is key to keeping the kids captivated and content. The start button is designed to be conspicuous, facilitating the children's ability to easily find it and get the game underway. The programming behind this screen is kept neat and orderly, with all elements condensed into one section for the sake of simplicity. The interface itself is purposefully straightforward and unambiguous. It also incorporates an educational touch, enabling children to trace out letters, thus aiding their cognitive development.		

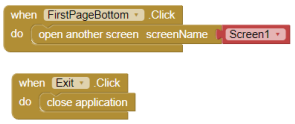
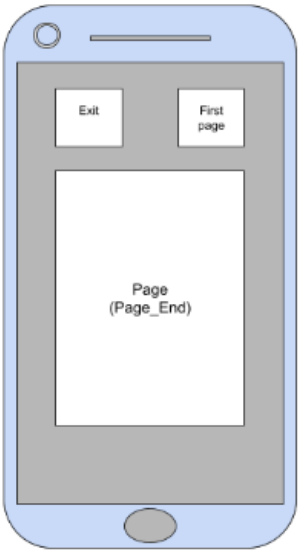
Screen 6		
Completed Screen	Blocks (with comments)	Initial plan/design

The foundational design I established caters to the app's intended functionality and the preferences of its young users, who are between the ages of three and seven. The main display is lively and warm, crafted to be inviting and easy to interact with for children. It's imperative that the interface stands out and is user-friendly, to sustain the little ones' engagement and pleasure. The button to begin the game is made obvious, so that kids can effortlessly locate it and kick off their playtime. I have streamlined the programming for this screen to be orderly and minimalistic, incorporating all the necessary components into a single, manageable segment to preserve straightforwardness. The design is intentionally direct and clear. Plus, it includes a hands-on feature for children to trace alphabetic characters, promoting their learning and recall abilities.

Screen 7		
Completed Screen	Blocks (with comments)	Initial plan/design

		
The prototype I've designed serves both the app's intentions and the needs of its young users aged 3 to 7. The introductory visual is cheerful and attractive, fashioned to be user-friendly and appealing for the kids. The layout's goal is to be attention-grabbing yet uncomplicated to manoeuvre, ensuring that the children remain engaged and happy. The button to start the game is made to be easily noticeable, so kids can quickly identify it and commence their game. I've crafted the coding of this interface to be neat and efficient, encapsulating all essential functions into one straightforward segment on the screen. The overall design is unambiguous and precise. It also includes an interactive component that encourages children to trace letters, enhancing their learning and memory.		

Screen 8		
Completed Screen	Blocks (with comments)	Initial plan/design
		

The design I have constructed responds to both the needs of the children who are our target audience, aged 3 to 7, and the functional aims of the app. The leading graphic radiates energy and warmth, conceived to be both inviting and easy for young users to engage with. The user interface has been crafted to be visually appealing while remaining easy to navigate, to ensure that it keeps the children's interest and brings them joy. The main button for game initiation is deliberately placed to be quickly noticeable and accessible, allowing children to easily begin their play. In terms of development, I've ensured the screen's code is tidy and rational, with all elements compactly integrated into one clear section for ease of use. The design prioritises clarity and conciseness. Additionally, it features an interactive element that allows kids to practise letter tracing, which supports their educational development.

Test Plan & log

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**	**Switch to fourth**		

		“Next page”	**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 “F”**	**The bottom 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**		