

LEARNER ASSESSMENT SUBMISSION FRONT SHEET

| | |
|----------------------|---------------|
| Learner Name | illia Slanina |
| Assessor Name | Neil Wickham |

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

| My Literacy Targets |
|--|
| extracting text Listening Read Write Spell Grammar Punctuate |

| My Numeracy Targets |
|--|
| Finding parts Not visited Fractions |

| 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. |
| 22116081@cambria.ac.uk |

Introduction

Using my experience from my investigation, I'm going to design an app for children to help them with alphabet learning.

Purpose and User requirements

- Purpose

The purpose is to make the design of the app which will help children to learn the alphabet.

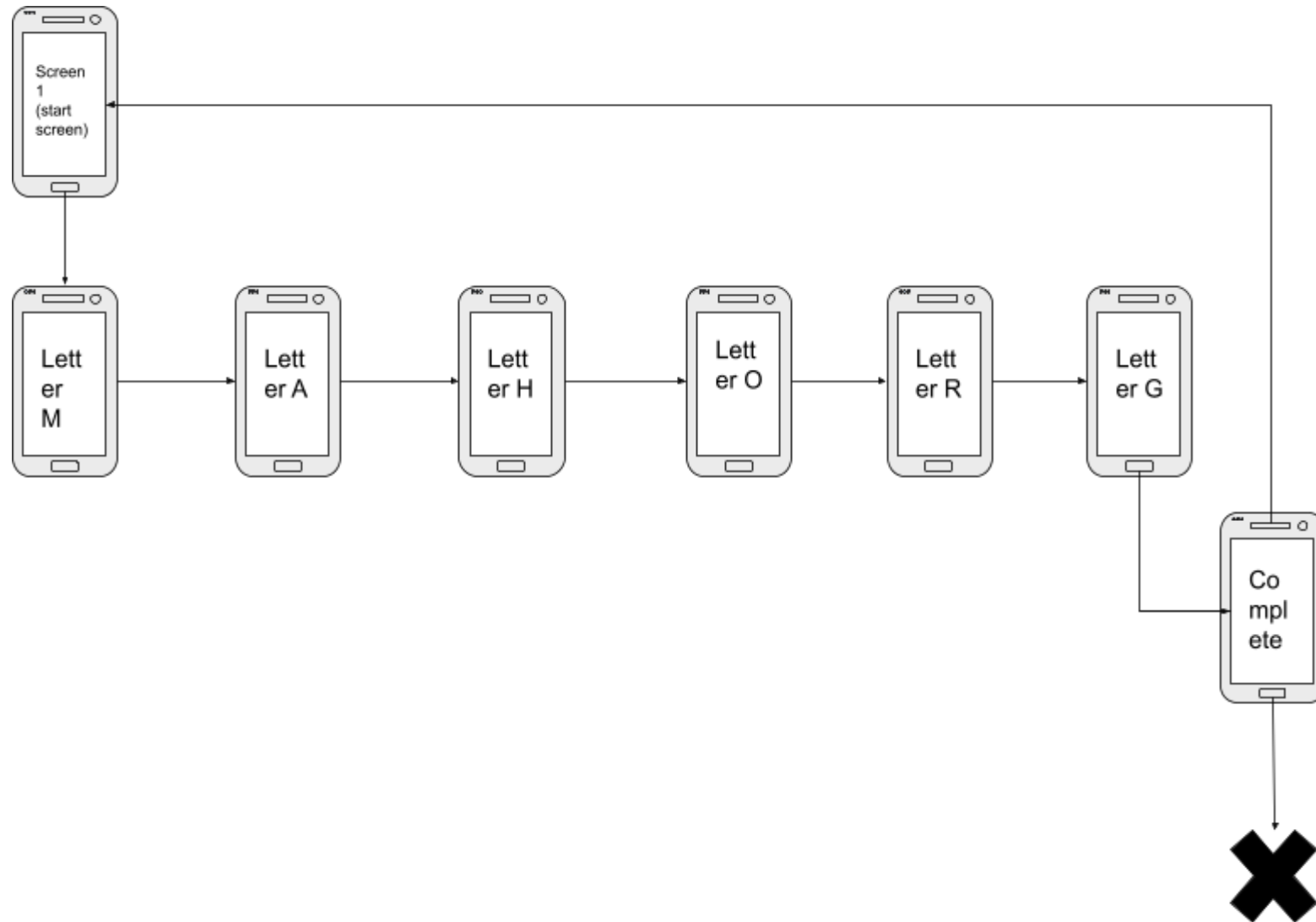
- User Requirements

The main audience of the App will be children between 3 & 7 years old, so the interface of the app should be very easy to use and be clear and simple, the design should be appealing to this age range.

The app will need to help users to learn sounds and shapes of letters of the alphabet, help to recognise letters and their sounds, and remember them


There will be no requirement for grades, achievements or something that is competitive because the client wants the app to be easy, simple and fun, so children will like to learn and to decrease the chance of the children getting demotivated by negative feedback or competition.

Structure Diagram for an Alphabet App

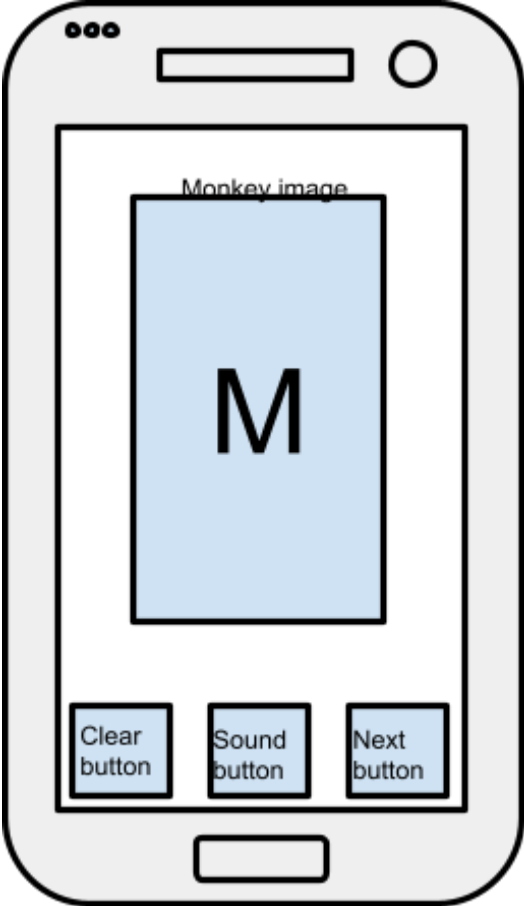


Storyboards

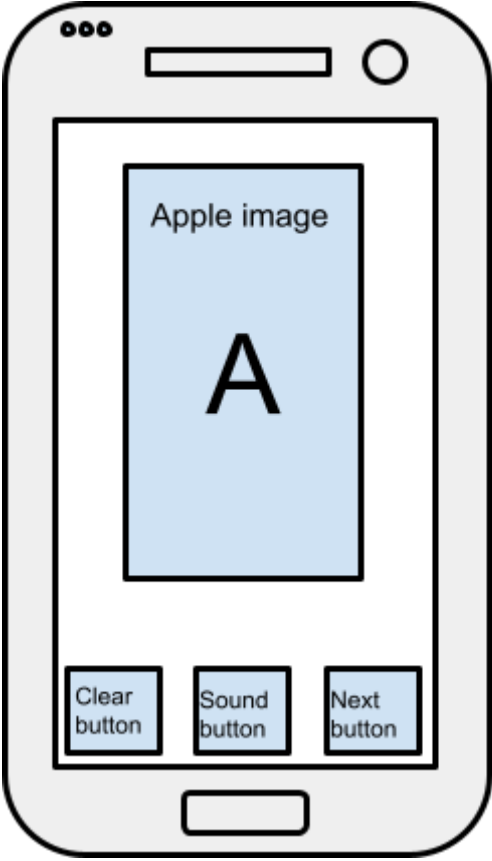
Screen name: Screen 1

|  | Assets | Events (inputs & outputs) |
|--|--|--|
| | banner.png start.png start1.mp3 | input: Start button, make the game start by simply getting user on the next page of the game Output: Sound mp3 that make sound (press button to start the game) |
| | Design notes/Alternative ideas | Method of solution (what does this screen do?) |
| | The button is start.png background background-colour:white banner made with background with different letters start word- black colour, 20px-size, arial- font-style. As an Alternative Idea i would replace the start button to make it not square but round. | This screen provides the main information about the game to user , as them being 3-7 years old in the game there a big button to start, banner made bright to present user the name of the game and to get their attention, to meet user requirements also on this screen sound which help user to get to the game, the screen made pretty simple to make it more usable for the user and more clear. |

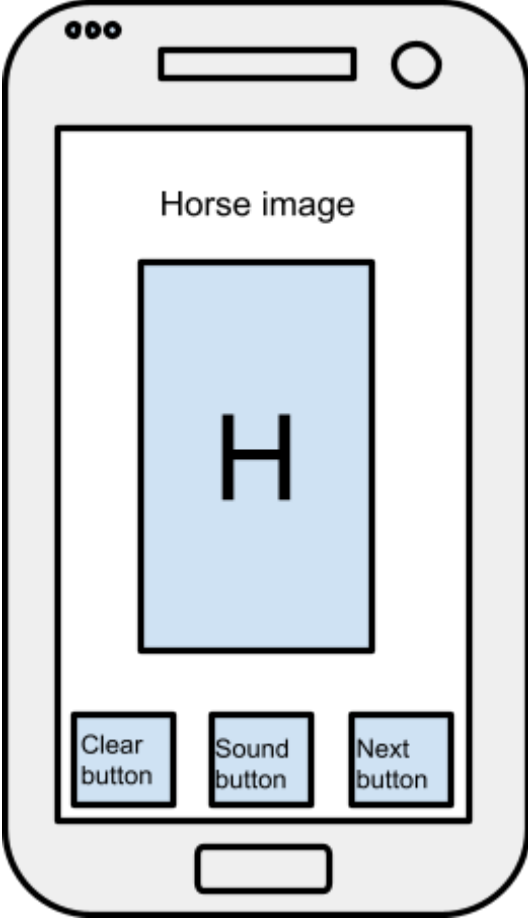
Screen name: Letter M

|  | Assets | Events (inputs & outputs) |
|--|--|--|
| | <p>M.png msound.mp3 monkey.png Clear.png sound.png next.png</p> | <p>Input- clear button , allows user to clear all drawings that users made improve usability of the app sound button- to make sound of letter to help user to learn the letter better and easier for user improve usability of the app and its presentation. Next button - helps to get to the next letter improves usability of the app and presentation as has an image that helps with that.</p> <p>allowance to make drawings over letters to learn their shape better output: when you press button sound, there is a sound of letter A</p> |
| | Design notes/Alternative ideas | Method of solution (what does this screen do?) |
| | <p>background-colour-white, background image of letter M - Monkey.png,</p> <p>Colour of M letter is black, font- Arial, 36px , M.png clear button is with the clear.png image on the background, sound button with the sound.png background, next button with next.png on the background. The sound on the sound button is msound.mp3.</p> | <p>Shows to the user letter M and monkey image, improving presentation with that and showing user the image of letter M meets the purpose of the app as it purpose is to help user to learn alphabet, allow user to draw on the screen to learn shape of the letter and make association with the letter and background image which helps user to remember the letter faster, made pretty clear so user can use it in their pretty young age.</p> |

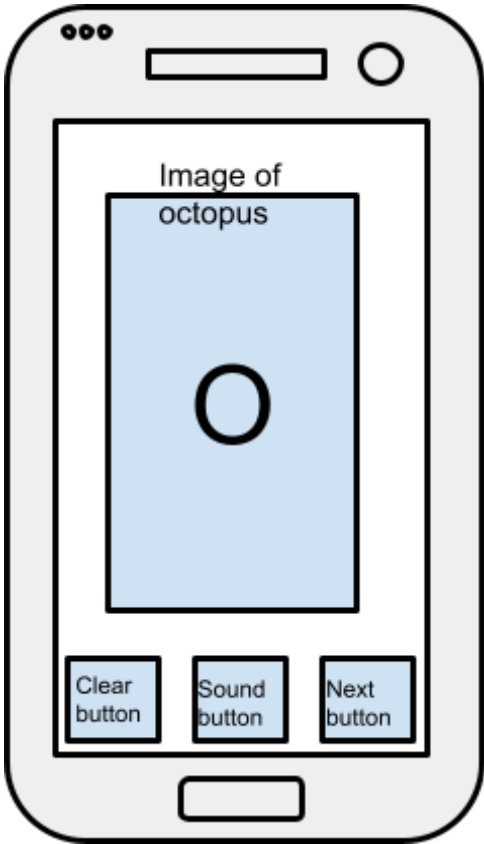
Screen name: Letter A

|  | Assets | Events (inputs & outputs) |
|--|---|--|
| | <p>A.png Asound.mp3 Apple.png Clear.png sound.png next.png</p> | <p>Input- clear button , allows user to clear all drawings that users made improve usability of the app sound button- to make sound of letter to help user to learn the letter better and easier for user improve usability of the app and its presentation. Next button - helps to get to the next letter improves usability of the app and presentation as has an image that helps with that.</p> <p>allowance to make drawings over letters to learn their shape better output: when you press button sound, there is a sound of letter A</p> |
| | Design notes/Alternative ideas | Method of solution (what does this screen do?) |
| | <p>background-colour-white, background image of letter A - Apple.png,</p> <p>Colour of A letter is black, font- Arial, 36px , A.png clear button is with the clear.png image on the background, sound button with the sound.png background, next button with next.png on the background. The sound on the sound button is Asound.mp3.</p> | <p>Shows to the user letter A and Apple image, improving presentation with that and showing user the image of letter A meets the purpose of the app as it purpose is to help user to learn alphabet, allow user to draw on the screen to learn shape of the letter and make association with the letter and background image which helps user to remember the letter faster.</p> |

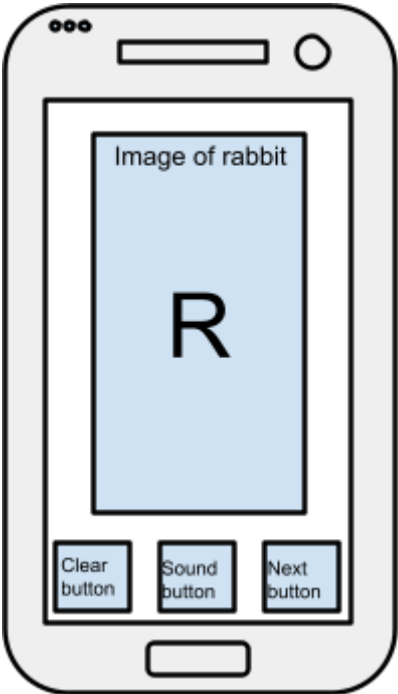
Screen name: Letter H

|  | Assets | Events (inputs & outputs) |
|--|---|---|
| | <p>H.png Hsound.mp3 Horse.png Clear.png sound.png next.png</p> | <p>Input- clear button , allows user to clear all drawings that users made improve usability of the app sound button- to make sound of letter to help user to learn the letter better and easier for user improve usability of the app and its presentation. Next button - helps to get to the next letter improves usability of the app and presentation as has an image that helps with that. allowance to make drawings over letters to learn their shape better output: when you press button sound, there is a sound of letter H</p> |
| | Design notes/Alternative ideas | Method of solution (what does this screen do?) |
| | <p>background-colour-white, background image of letter H - horse.png,</p> <p>Colour of H letter is black, font- Arial, 36px , H.png clear button is with the clear.png image on the background, sound button with the sound.png background, next button with next.png on the background. The sound on the sound button is Hsound.mp3.</p> <p>As Alternative idea I would put Hamster image instead of horse but I think horse is more clear to understand</p> | <p>Shows to the user letter H and Horse image, improving presentation with that and showing user the image of letter H meets the purpose of the app as it purpose is to help user to learn alphabet, allow user to draw on the screen to learn shape of the letter and make association with the letter and background image which helps user to remember the letter faster.</p> |

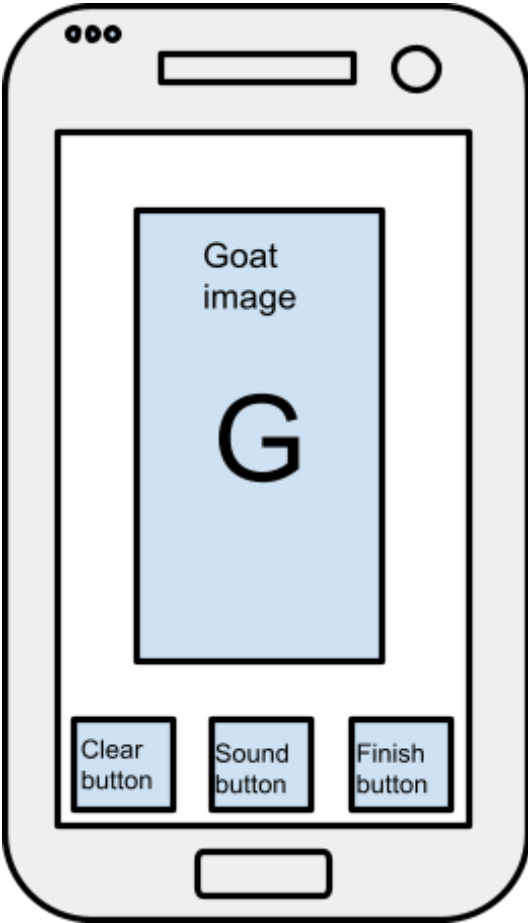
Screen name: Letter O

|  | Assets | Events (inputs & outputs) |
|--|---|--|
| | <p>O.png osound.mp3 octopus.png Clear.png sound.png next.png</p> | <p>Input- clear button , allows user to clear all drawings that users made improve usability of the app sound button- to make sound of letter to help user to learn the letter better and easier for user improve usability of the app and its presentation. Next button - helps to get to the next letter improves usability of the app and presentation as has an image that helps with that.</p> <p>allowance to make drawings over letters to learn their shape better output: when you press button sound, there is a sound of letter o</p> |
| | Design notes/Alternative ideas | Method of solution (what does this screen do?) |
| | <p>background-colour-white, background image of letter O - Octopus.png,</p> <p>Colour of O letter is black, font- Arial, 36px , A.png clear button is with the clear.png image on the background, sound button with the sound.png background, next button with next.png on the background. The sound on the sound button is osound.mp3.</p> | <p>Shows to the user letter O and octopus image, improving presentation with that and showing user the image of letter O meets the purpose of the app as it purpose is to help user to learn alphabet, allow user to draw on the screen to learn shape of the letter and make association with the letter and background image which helps user to remember the letter faster.</p> |

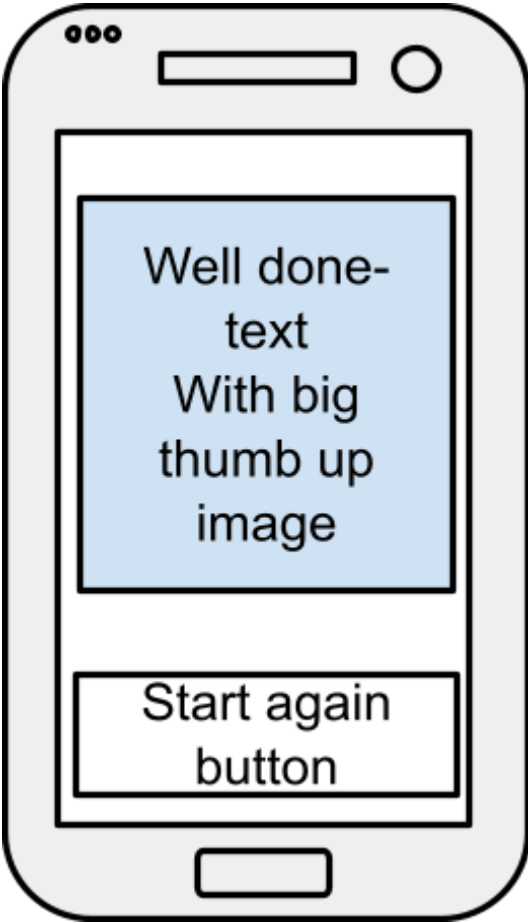
Screen name: Letter R

| | | | |
|--|---|--|--|
|  | Assets | | Events (inputs & outputs) |
| | R.png rsound.mp3 Rabbit.png Clear.png sound.png next.png | | Input- clear button , allows user to clear all drawings that users made improve usability of the app sound button- to make sound of letter to help user to learn the letter better and easier for user improve usability of the app and its presentation. Next button - helps to get to the next letter improves usability of the app and presentation as has an image that helps with that. allowance to make drawings over letters to learn their shape better output: when you press button sound, there is a sound of letter R |
| | Design notes/Alternative ideas | | Method of solution (what does this screen do?) |
| | background-colour-white, background image of letter R - Rabbit.png, Colour of R letter is black, font- Arial, 36px , A.png The clear button is with the clear.png image on the background, sound button with the sound.png background, next button with next.png on the background.The sound on the sound button is Rsound.mp3. | | Shows to the user letter R and rabbit image, improving presentation with that and showing user the image of letter R meets the purpose of the app as it purpose is to help user to learn alphabet, allow user to draw on the screen to learn shape of the letter and make association with the letter and background image which helps user to remember the letter faster. |

Screen name: Letter G

|  | Assets | Events (inputs & outputs) |
|--|---|--|
| | <p>G.png Gsound.mp3 Goat.png Clear.png sound.png finish.png</p> | <p>Input- clear button , allows user to clear all drawings that users made improve usability of the app sound button- to make sound of letter to help user to learn the letter better and easier for user improve usability of the app and its presentation. finish button - provides the user the possibility to get to the end screen and start the game again. allowance to make drawings over letters to learn their shape better</p> <p>output: when you press button sound, there is a sound of letter G</p> |
| | Design notes/Alternative ideas | Method of solution (what does this screen do?) |
| | <p>background-colour-white, background image of letter G - goat.png,</p> <p>Colour of A letter is black, font- Arial, 36px , G.png</p> <p>The clear button is with the clear.png image on the background, the sound button with the sound.png background, and the finish button with finish.png on the background. The sound on the sound button is Gsound.mp3.</p> <p>As alternative idea I would make a finish button is like Win button maybe it will attract more users as they would feel that win</p> | <p>Shows to the user letter G and goat image, improving presentation with that and showing user the image of letter G meets the purpose of the app as it purpose is to help user to learn alphabet, allow user to draw on the screen to learn shape of the letter and make association with the letter and background image which helps user to remember the letter faster.</p> |

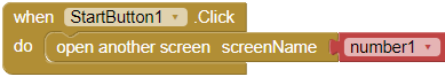

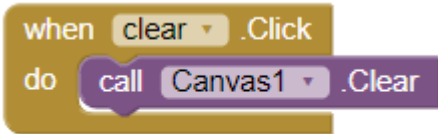
Screen name: complete screen

|  | Assets | Events (inputs & outputs) |
|--|---|---|
| | Startag.png congsound.mp3 cheerup.png congratulations.mp3 | input Start again button - allows users to start the game again. output congratulations sound when you came up to the end screen |
| | Design notes/Alternative ideas | Method of solution (what does this screen do?) |
| | Background Colour - white welldone text- 20px, arial, black big thumb up image: cheerup.png congratulations sound as a congsound.mp3 | The screen is the ending game and allows users to start the game again, cheering them up with congratulations sound and well done image and text, that attracts users and makes them want to play the game again. |

Pseudocode

| Screen | Screen 1 | Screen M | Screen A | Screen H | Screen O | Screen R | Screen G | Screen Complete |
|------------|--|--|--|--|--|--|--|---|
| Pseudocode | button start getting you to the Screen M, to the next screen, if pressed | button sound - make the sound of letter M when pressed, button clear is clearing all drawings when pressed button next getting you to the next page of the app to the Screen A when pressed | button sound - make the sound of letter A when pressed, button clear is clearing all drawings when pressed button next getting you to the next page of the app to the Screen H when pressed | button sound - make the sound of letter H when pressed, button clear is clearing all drawings when pressed button next getting you to the next page of the app to Screen O when pressed | button sound - make the sound of letter O when pressed, button clear is clearing all drawings when pressed button next getting you to the next page of the app to Screen R when pressed | button sound - make the sound of letter R when pressed, button clear is clearing all drawings when pressed button next getting you to the next page of the app to Screen G when pressed | button sound - make the sound of letter R when pressed, button clear is clearing all drawings when pressed button Finish getting you to the next page of the app to the Screen Complete page if pressed | button start again getting you to the screen 1, to if pressed to start game again |

Pre-defined Code

| | | | |
|---------------|--|--|---|
| Code (Blocks) |  |  |  |
| Taken from | This block taken from number app used to go to the next screen which is first screen to start playing https://classroom.google.com/c/NjQ5MzAxMDgxOTQw/a/NjU0OTM0NDM0MTMx/details | This block taken from number app used to make the sound of numbers by pressing the button https://classroom.google.com/c/NjQ5MzAxMDgxOTQw/a/NjU0OTM0NDM0MTMx/details | This block is taken from the number app used to clear the drawings the user used by pressing it. https://classroom.google.com/c/NjQ5MzAxMDgxOTQw/a/NjU0OTM0NDM0MTMx/details |
| Used for | In the alphabet game I used it to start the game as well to transfer users to the next screen which is first screen M. | In the alphabet game I used it to make the sound of letters by pressing it and helping users to find out the sound of letters. | in the alphabet this block used to clear drawings users made in there by pressing the button. |

Asset/sources log

developer:Illia Slanina

| Description Asset | File name | Source | Modifications made | Where used |
|-----------------------|-------------|---|--------------------|-------------|
| Image os start button | start.png | made in photoshop | | at screen 1 |
| banner image | banner.png | made in photoshop | | at screen 1 |
| monkey image | monkey.png | https://unsplash.com/photos/brown-monkey-sitting-on-gray-concrete-floor-during-daytime-daC7ji1EMHM | | at Screen M |
| apple image | apple.png | https://unsplash.com/photos/red-apple-fruit-gDPaDDy6_WE | | At screen A |
| Image of horse | horse.png | https://unsplash.com/photos/brown-and-white-horse-head-cjSUZMA2iW8 | | At screen H |
| image of octopus | octopus.png | https://unsplash.com/photos/brown-and-black-dragon-in-water-dW0gfo__uU8 | | At screen O |
| image of Rabbit | rabbit.png | https://unsplash.com/photos/brown-rabbit-on-white-textile---SDX4KWibA | | At screen R |
| image of goat | goat.png | https://unsplash.com/photos/white-cow-on-green-grass-field-under-white-clouds-and-b | | At screen G |

| | | | | |
|--------------------------------|-------------|---|--|--|
| | | lue-sky-during-daytime-xB0e8bDV4ww | | |
| image of the cheering up image | cheerup.png | https://www.dreamstime.com/cute-smiley-face-ok-like-icon-happy-smiley-character-cartoon-vector-illustration-isolated-white-background-cute-face-smiling-image185517558 | | At screen Complete |
| start again image | Startag.png | made in photoshop | | At screen Complete |
| image of next button | next.png | https://www.flaticon.com/free-icon/next-arrow_20927 | | at Screen M At screen A At screen H At screen O At screen R |
| image of clear button | clear.png | https://www.flaticon.com/free-icon/delete_1214428 | | at Screen M At screen A At screen H At screen O At screen R At screen G |
| image of sound button | sound.png | https://www.flaticon.com/free-icon/volume_4196786?term=sound+button&page=1&position=1&origin=search&related_id=4196786 | | at Screen M At screen A At screen H At screen O At screen R At screen G |
| Image of finish button | finish.png | https://www.flaticon.com/free-icon/finish-flag_2633860?term=finish+button&page=1&position=1&origin=search&related_id=2633860 | | At screen G |

| | | | | |
|--------------------|------------|---|--|-------------|
| | | osition=14&origin=search&related_id=2633860 | | |
| Sounds of letter M | Msound.mp3 | https://jolly2.s3.amazonaws.com/british_english/group2/m.mp3 | | at Screen M |
| Sounds of letter A | Asound.mp3 | https://jolly2.s3.amazonaws.com/british_english/group1/a.mp3 | | at Screen A |
| Sounds of letter H | Hsound.mp3 | https://jolly2.s3.amazonaws.com/british_english/group2/h.mp3 | | at Screen H |
| Sounds of letter O | Osound.mp3 | https://jolly2.s3.amazonaws.com/british_english/group3/o.mp3 | | at Screen O |
| Sounds of letter R | Rsound.mp3 | https://jolly2.s3.amazonaws.com/british_english/group2/r.mp3 | | at Screen R |
| Sounds of letter G | Gsound.mp3 | https://jolly2.s3.amazonaws.com/british_english/group3/g.mp3 | | at Screen G |

Test plan & Log

Developer Name: Illia Slanina

Application: Happy letters, alphabet learning

| 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 | Screen 1 | Press start button | Letter M screen displays | | |
| 3 | Screen M | Display Screen M | Letter M screen displays and all images and buttons are displayed and fully visible | | |
| 4 | Screen M | Press sound button | 'Msound.mp3' sound file is played and heard clearly | | |
| 5 | Screen M | Press clear button | All drawn lines are cleared from screen | | |
| 6 | Screen M | Press next button | letter A screen is displayed | | |
| 7 | Screen A | Display Number2 screen | A screen displays and all images and buttons | | |

| | | | | | |
|----|----------|-------------------------|---|--|--|
| 8 | | | are displayed and fully visible | | |
| 9 | Screen A | Press sound button | 'Asound.mp3' sound file is played and heard clearly | | |
| 10 | Screen A | Press clear button | All drawn lines are cleared from screen | | |
| 11 | Letter A | Press next button | Letter H screen is displayed | | |
| 12 | letter H | Display letter H screen | Letter H screen displays and all images and buttons are displayed and fully visible | | |
| 13 | Letter H | Press sound button | 'Hsound.mp3' sound file is played and heard clearly | | |
| 14 | Letter H | Press clear button | All drawn lines are cleared from screen | | |
| 15 | Letter H | Press next button | Letter O screen is displayed | | |

| | | | | | |
|----|----------|-------------------------|---|--|--|
| 16 | Letter O | Display Letter O screen | letter O screen displays and all images and buttons are displayed and fully visible | | |
| 17 | letter O | Press sound button | 'Osound.mp3' sound file is played and heard clearly | | |
| 18 | letter O | Press clear button | All drawn lines are cleared from screen | | |
| 19 | Letter O | Press next button | Letter R screen is displayed | | |
| 20 | Letter R | Display Letter R screen | Letter R screen displays and all images and buttons are displayed and fully visible | | |
| 21 | Letter R | Press sound button | 'Rsound.mp3' sound file is played and heard clearly | | |
| 22 | Letter R | Press clear button | All drawn lines are cleared from screen | | |

| | | | | | |
|----|----------|-------------------|------------------------------|--|--|
| 23 | Letter R | Press next button | letter G screen is displayed | | |
|----|----------|-------------------|------------------------------|--|--|

| | | | | | |
|----|----------|--------------------------|---|--|--|
| 24 | letter G | Display Letter G screen | Letter G screen displays and all images and buttons are displayed and fully visible | | |
| 25 | Letter G | Press sound button | 'Gsound.mp3' sound file is played and heard clearly | | |
| 26 | Letter G | Press clear button | All drawn lines are cleared from screen | | |
| 27 | Letter G | Press finish button | Complete screen is displayed | | |
| 28 | Complete | Display Complete screen | Complete screen displays and all images and buttons are displayed and fully visible | | |
| 29 | Complete | Press Start Again button | Screen1 is displayed | | |

Constraints

I would make more different blocks of code, to add more functions, more usability to the application, make it cooler more attractive to the user, for example I would add a firework animations which are works if user drew the right shape of the letter he can see on the screen, that would improve overall expressions of user about the game, but because of the lack of my skills, unfortunately I can't do that, I need to learn more to do more things which will justify and attract the user and hold them more in the game.

I would make more letters to make the game more interesting and I would add more details on the screen such as different animations and different images. If I would have more time and more place on the screen as well, if it was bigger resolution of the screen I would make more different things which possibly could improve presentation and usability and attract users to stay longer in the game, but unfortunately I haven't got that resolution and that much of time to learn that and use.

I would make the design of the app more detailed if I had more time, knowledge and experience about different applications. but unfortunately I have limited time, the lack of knowledge and skill. And I couldn't do the design as detailed as I wanted, but I will learn more about apps and their design to get more knowledge and skills and I will practise my skills by myself at home to improve them.

Justification

The design meet the purpose because it has 6 new letters for the user to learn and remember the shape of it [which covers user requirements](#), it has really bright colours but doesn't hurt the eye when you look on them, also there big buttons which is cover requirements and purpose [also improving the user experience and the usability of the app and presentation](#) to help users 3-7 y.o. to learn alphabet so big buttons will make the game interface clear to them and simple to use, [to improve usability and to cover the user requirements, meet the purpose as the purpose is make the design of the game usable and simple for users 3-7y.o.](#) The sounds which are made to help them to remember the letters, meeting the purpose because they help users to remember the pronunciation of letters, [making improvements for usability, covering user requirements, and improving accessibility of the app.](#) There are big letters in the middle of the screen and also allowance and possibility to draw on the screen to help users with writing and remembering the shape as physical memory is better than visible [meeting the purpose of the app to help users with alphabet learning, make the study easy and simple for them, joyful and](#). Also there is an Association with different objects like animals and fruits, to help users to remember letters with their favourite animals and food, [which covers user requirements and meets the purpose of the app as it helps people to learn the letters and be easy and simple for the users.](#) The design is very easy and usable for the users, covering user requirements and meeting the purpose by being simple, the design covered user requirements as helping to learn the alphabet easily with images, big buttons.