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

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Introduction

In this assignment I will Designing my Mobile App for CambriaTek.
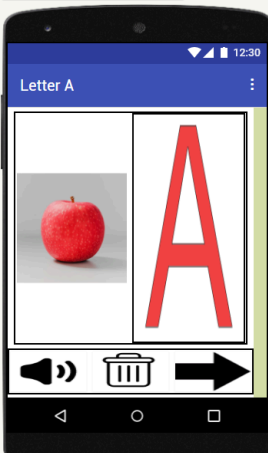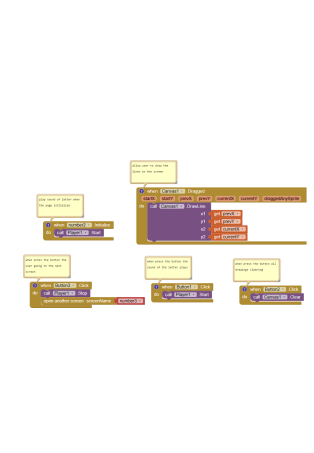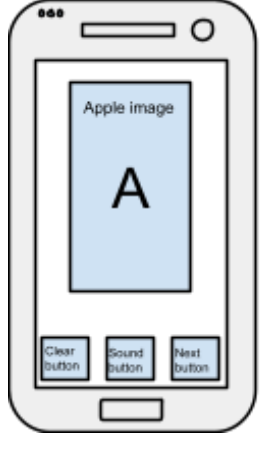
Completed asset log

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.jpg	https://unsplash.com/photos/brown-monkey-sitting-on-gray-concrete-floor-during-daytime-daC7ji1EMHM		at Screen M
letter M image	M.png	Made in photoshop		at Screen M
apple image	apple.png	https://unsplash.com/photos/red-apple-fruit-gDPaDDy6_WE		At screen A
Letter A image	A.png	Made in photoshop		At screen A
Image of horse	horse.png	https://unsplash.com/photos/brown-and-white-horse-head-cjSUZMA2iW8		At screen H
Letter H image	H.png	Made in photoshop		At screen H
image of octopus	octopus.png	https://unsplash.com/photos/brown-and-bl		At screen O

		ack-dragon-in-water-d W0gfo__uU8		
Letter O image	O.png	Made in photoshop		At screen O
image of Rabbit	rabbit.png	https://unsplash.com /photos/brown-rabbit -on-white-textile---SD X4KWIbA		At screen R
Letter R image	R.png	Made in photoshop		At screen R
image of goat	goat.png	https://unsplash.com /photos/white-cow-o n-green-grass-field-un der-white-clouds-and- blue-sky-during-dayti me-xB0e8bDV4ww		At screen G
Letter G image	G.png	Made in photoshop		At screen G
image of the cheering up image	cheerup.png	https://www.dreamst ime.com/cute-smiley- face-ok-like-icon-hap py-smiley-character-c artoon-vector-illustrat ion-isolated-white-ba ckground-cute-face-s miling-image18551755 8		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-a rrow_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=14&origin=search&related_id=2633860		At screen G
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

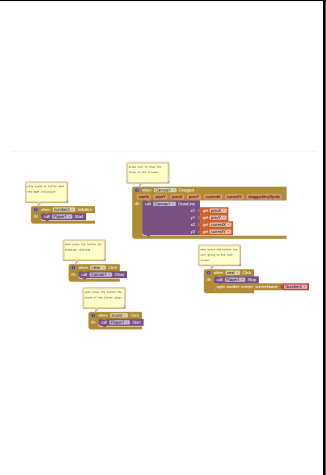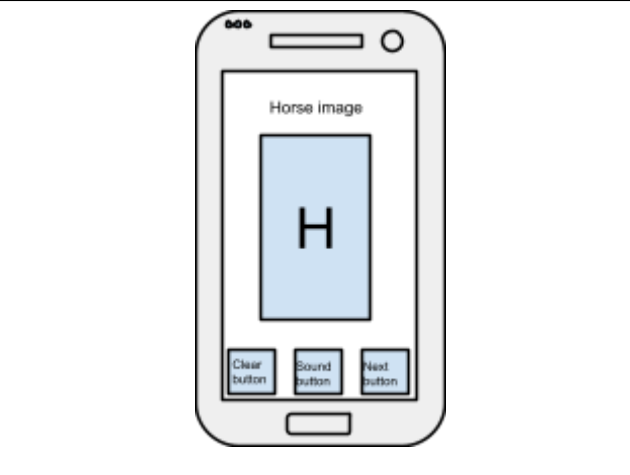|				
Sounds of letter O	Osound.mp3	https://jolly2.s3.amazonaws.com/british_english/group3/o.mp3		at Screen O
Sounds of letter R	Rsound.mp3	https://jolly2.s3.amazonaws.com/british_english/group2/r.mp3		at Screen R
Sounds of letter G	Gsound.mp3	https://jolly2.s3.amazonaws.com/british_english/group3/g.mp3		at Screen G
Cheer up	thumb.png			screen7

Screen no./name: Screen1		
Completed Screen	**Blocks (with comments)**	**Initial plan/design**

The first screen I developed is meeting the user requirements and meeting the purpose of the app as I've kept the design simple and easy to understand for my audience 3-7y.o. the banner and splash image is bright and colourful which meet the user requirements and being user-friendly for my audience, the screen is suitable for my audience as it's easy and bright which will grab their attention and make them happy to play , also the start button is really big which allows them to find the button quickly and start the game quickly, the code for the screen is pretty simple and organised, I've got just one block of code on this screen, and that's all the screen needs, also I've kept it simple and straightforward and also the screen has the possibility to draw the shape of the letter for better remembering.

Screen no./name:Number1		
Completed Screen	**Blocks (with comments)**	**Initial plan/design**

The second screen is called number 1, I developed the screen pretty simple to keep it suitable for my audience. The screen has an image of an animal which is associated with a letter the screen shows to the user. to keep it simple and suitable, user-friendly for my audience I made it with big buttons and images, the letter is big and has bright red colour so it's pretty easy to find it as it's pretty big as well. I made buttons simple and big so my audience will understand what they mean and what they do in the app. The screen is meeting the purpose of helping the user to remember and learn the alphabet. The screen meets the user requirements, as the screen has been kept simple and straightforward, it has animal pictures and bright big letters and also the possibility to draw the shape of the letter for better remembering.

Screen no./name: number2		
Completed Screen	Blocks (with comments)	Initial plan/design

The screen number2 is suitable for my audience because I've kept the design simple, which is user requirements. The screen is meeting the purpose of helping users to learn the alphabet. It shows the picture of the apple which is pretty simple to associate with letter A. the code is commented and meets the purpose, it's well organised and all of it used to improve usability of the app. Also I've added The possibility to draw the shape of the letter to remember it. I made it with big buttons and images, the letter is big and has bright red colour so it's pretty easy to find it as it's pretty big as well. I made buttons simple and big so my audience will understand what they mean and what they do in the app. I made the screen pretty easy to understand and simple to meet user requirements . By testing the app on my phone I realised that the sound of letter A has not any source to make a sound. I've done refinements to add the source and fix the problem.

Screen no./name: number3		
Completed Screen	Blocks (with comments)	Initial plan/design

The screen number3 which is named letter H, is pretty simple. The code is commented and meets the purpose, it's well organised and all of it used to improve usability of the app. There are 3 big buttons at the bottom which are well explained by images. The 1st one makes the sound of the letter , the second one clears all your drawings , and the last one transfers the user to the next screen. The screen was designed pretty and simple to meet the user requirements and make the design user-friendly to my audience.Also I've added The possibility to draw the shape of the letter to remember it. I made buttons simple and big so

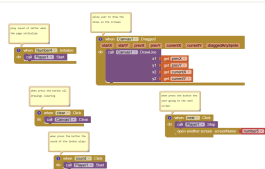my audience will understand what they mean and what they do in the app. I made the design of the screen pretty simple to meet the user requirements.
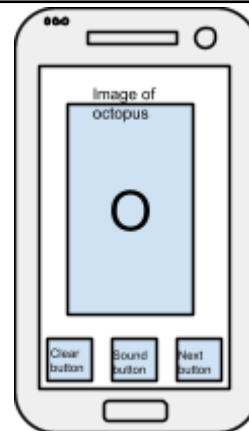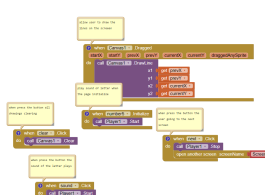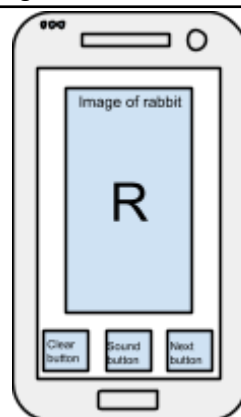
Screen no./name: number4		
Completed Screen	Blocks (with comments)	Initial plan/design
The screen number4 which is named letter O, is pretty simple. The code is commented and meets the purpose, it's well organised and all of it used to improve usability of the app. There are 3 big buttons at the bottom which are well explained by images. The 1st one makes the sound of the letter , the second one clears all your drawings , and the last one transfers the user to the next screen. The screen was designed pretty and simple to meet the user requirements and make the design user-friendly to my audience.Also I've added The possibility to draw the shape of the letter to remember it. I made buttons simple and big so my audience will understand what they mean and what they do in the app. I made the design of the screen pretty simple to meet the user requirements.		

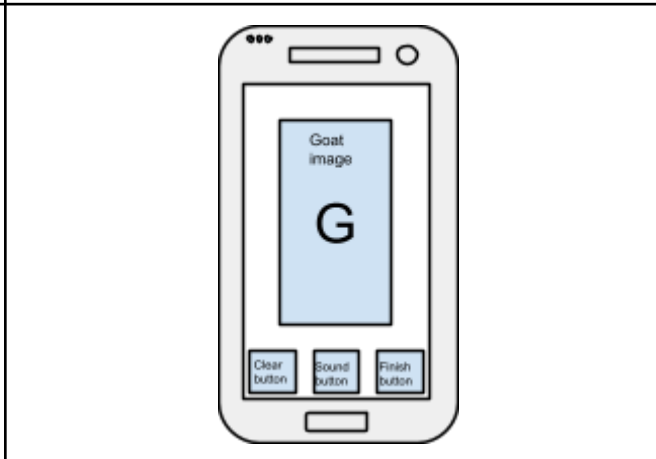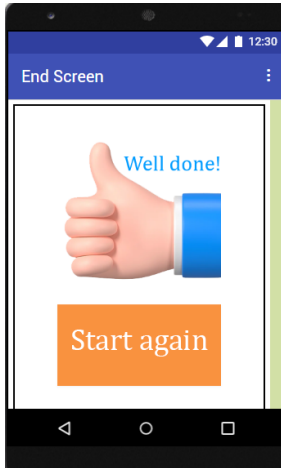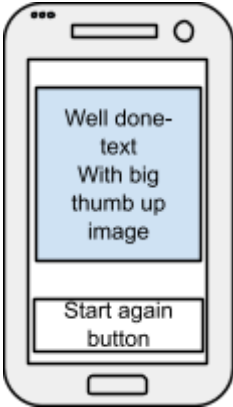| Screen no./name: number5		
Completed Screen	Blocks (with comments)	Initial plan/design
The number 5 screen , I made it pretty simple to meet user requirements. The screen is suitable for the audience because the screen has a really easy control panel at the bottom, also the image which helps users to associate letters with the image and learn it faster. Also the possibility to draw on the screen to learn the shape of the letter also to help learn the alphabet and meet the purpose of the app. The design of the app is pretty simple to meet the user requirements. The code is organised and I've committed to		
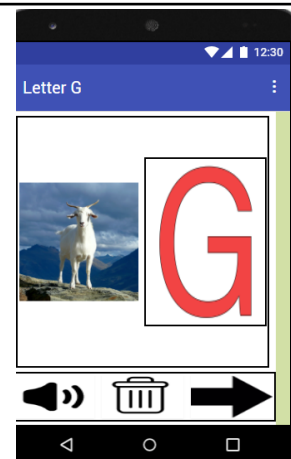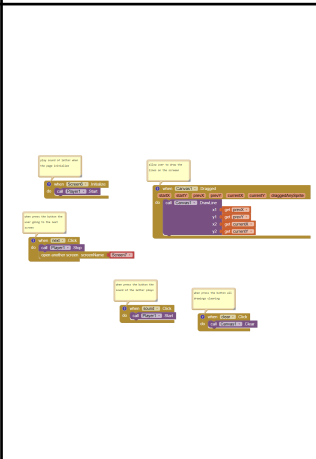
each to keep it organised. The refinements I made are helped the app to be more easier to use the app, to meet the user requirements and purpose of the app I've change the font and moved the picture to the left, feedback of Neil and Tim helped me to realise my faults.
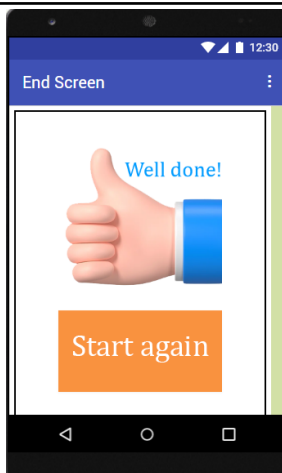
Screen no./name: Screen6		
Completed Screen	Blocks (with comments)	Initial plan/design

The screen6 which is named letter G, is pretty simple. The code is commented and meets the purpose, it's well organised and all of it used to improve usability of the app. There are 3 big buttons at the bottom which are well explained by images. The 1st one makes the sound of the letter , the second one clears all your drawings , and the last one transfers the user to the next screen. The screen was designed pretty and simple to meet the user requirements and make the design user-friendly to my audience.Also I've added The possibility to draw the shape of the letter to remember it. I made buttons simple and big so my audience will understand what they mean and what they do in the app. I made the design of the screen pretty simple to meet the user requirements. I've done some refinements and found some problems with the code, I've changed it to meet the user requirements and purpose of the app.

Screen no./name: screen7		
Completed Screen	Blocks (with comments)	Initial plan/design

Test plan & Log

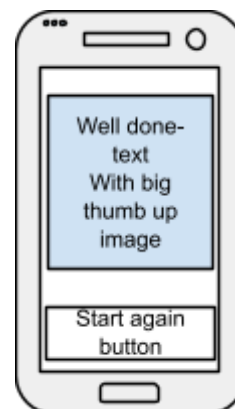Developer Name: Illia Slanina   Application: Happy letters, alphabet learning

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	The screen displays images and buttons good	
2	Screen 1	Press start button	Letter M screen displays	the letter M is displayed well and is visible	
3	Screen M	Display Screen M	Letter M screen displays and all images and buttons are displayed and fully visible	All images are displayed correctly and the buttons are work	the monkey image was on letter A as well
4	Screen M	Press sound button	'Msound.mp3' sound file is played and heard clearly	The sound button works well and properly	
5	Screen M	Press clear button	All drawn lines are cleared from the screen	the clear button works properly	
6	Screen M	Press next button	letter A screen is displayed	the letter A displayed good and is visible	

7	Screen A	Display Number2 screen	A screen displays and all images and buttons	The buttons and images are correct and work good	The A sound didn't appear
8			are displayed and fully visible		
9	Screen A	Press sound button	'Asound.mp3' sound file is played and heard clearly	The sound button is work good and properly	
10	Screen A	Press clear button	All drawn lines are cleared from screen	the clear button work properly	the size of the draw line was smaller than on others screens and the line was different colour
11	Letter A	Press next button	Letter H screen is displayed	the letter H screen is displayed good	
12	letter H	Display letter H screen	Letter H screen displays and all images and buttons are displayed and fully visible	The buttons and images are correct and work good	After the pressing next on this screen , the A screen opened , which was the problem
13	Letter H	Press sound button	'Hsound.mp3' sound file is played and heard clearly	The sound button is work good and properly	

14	Letter H	Press clear button	All drawn lines are cleared from screen	the clear button work properly	
15	Letter H	Press next button	Letter O screen is displayed	the letter O screen is displayed good	The images and buttons were displayed on the left side on in the centre

16	Letter O	Display Letter O screen	letter O screen displays and all images and buttons are displayed and fully visible	The buttons and images are correct and work good	
17	letter O	Press sound button	'Osound.mp3' sound file is played and heard clearly	The sound button is work good and properly	The next button image was setted up wrong
18	letter O	Press clear button	All drawn lines are cleared from screen	the clear button work properly	
19	Letter O	Press next button	Letter R screen is displayed	the letter R screen is displayed good	
20	Letter R	Display Letter R screen	Letter R screen displays and all images and buttons are displayed and fully visible	The buttons and images are correct and work good	The clear button was not sized correctly
21	Letter R	Press sound button	'Rsound.mp3' sound file is played and	The sound button is work	

			heard clearly	good and properly	
22	Letter R	Press clear button	All drawn lines are cleared from screen	the clear button work properly	

23	Letter R	Press next button	letter G screen is displayed	the letter G screen is displayed good	
24	letter G	Display Letter G screen	Letter G screen displays and all images and buttons are displayed and fully visible	The buttons and images are correct and work good	
25	Letter G	Press sound button	'Gsound.mp3' sound file is played and heard clearly	The sound button is work good and properly	
26	Letter G	Press clear button	All drawn lines are cleared from screen	the clear button work properly	
27	Letter G	Press finish button	Complete screen is displayed	The end complete screen has shown correctly	
28	Complete	Display Complete screen	Complete screen displays and all images and buttons are displayed and fully visible	all images and buttons displayed and work correctly	

| 29 | Complete | Press Start Again button | Screen1 is displayed | the start screen displayed correctly | |

Feedback Forms

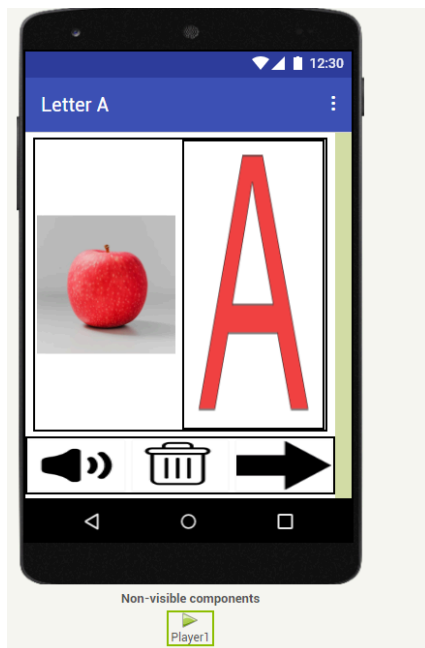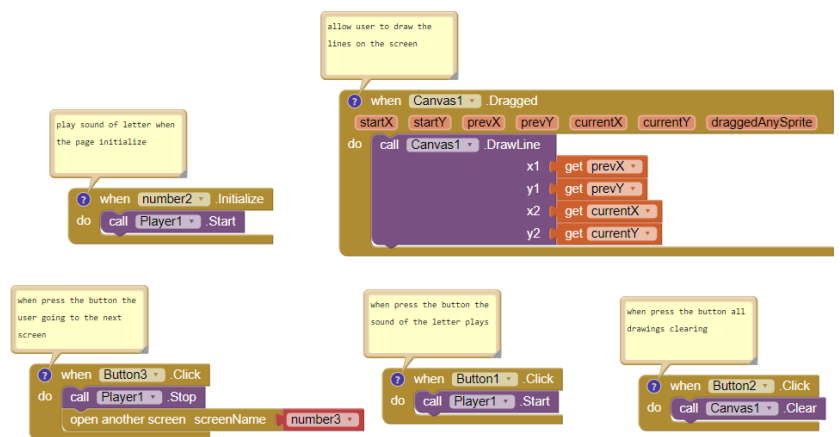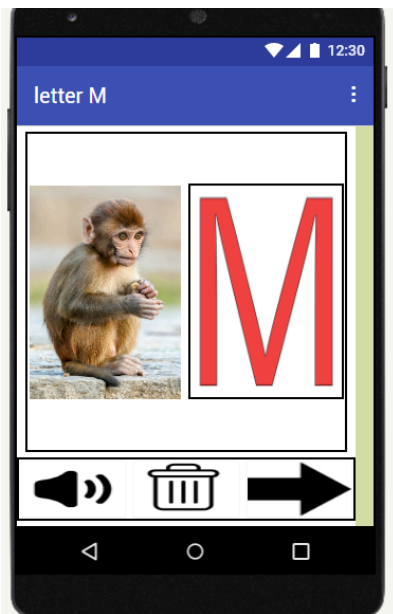| Mobile App developed by	Illia Slanina

Does the app open and work on a mobile device?	Yes
Is the app easy to use with a clear and consistent layout?	No, letters get lost in the background image
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.	Easy to see what you have to do, but the letters get lost in the image backgrounds for each letter
Please comment on the usability of the app.	Mostly easy to use, but there is an issue with the sounds continuing to play when you move to the next screen. There is no sound on the Letter A screen
Do you think the app is suitable for my intended audience of 3-7 year olds?	No
Suggestions for improvement to the app.	- Consider removing background images from the letters as they make the letters hard to see and have no relevance to the related sounds. - Have sounds stop when you leave each screen - A serif font has been used which may exclude some users, sans-serif fonts are more suitable for the target audience.

Review completed by	N Wickham	Date	23/02/2024

Thank you Neil for the great review you made for me, I am grateful, and I made some changes. I've changed the font to sans-serif, so the font will be better for my audience, also I moved images from the background to the left side so they are not messing up with the letters! I've also changed the block code in the app so the sound of the previous letter screen will be stopped as the next button is pressed to meet user requirements and make the app easy to use and usable! I solved the problem with the sounds so they

don't play the sounds of the previous page when the user goes to the next page. Letters are not lost in the background because I moved the images to the left side. Solved the problem with the Letter A sound.

letter M

allow user to draw the lines on the screen

```
when Canvas1 .Dragged
    startX  startY  prevX  prevY  currentX  currentY  draggedAnySprite
do  call Canvas1 .DrawLine
                        x1  get prevX
                        y1  get prevY
                        x2  get currentX
                        y2  get currentY
```

play sound of letter when the page initialize

```
when number2 .Initialize
do  call Player1 .Start
```

when press the button the user going to the next screen

```
when Button3 .Click
do  call Player1 .Stop
    open another screen screenName  number3
```

when press the button the sound of the letter plays

```
when Button1 .Click
do  call Player1 .Start
```

when press the button all drawings clearing

```
when Button2 .Click
do  call Canvas1 .Clear
```


Letter A

Non-visible components
Player1

There are screenshots of evidence that I've made the changes on the comments from the feedback Neil and Timothy have done for me.

Properties

Player1 (Player)

▼ Behavior

Loop ?
☐

PlayOnlyInForeground ?
☐

Source ?
a.mp3...

Volume ?
50
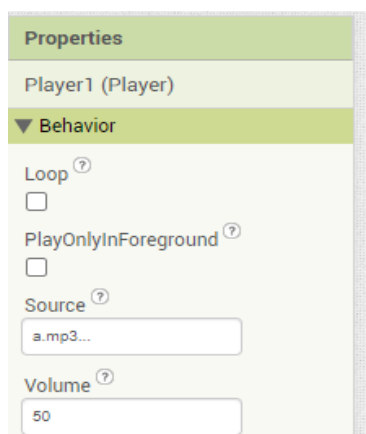
Mobile App Review/Feedback Form

Mobile App developed by	Illia Slanina

Does the app open and work on a mobile device?	Yes
Is the app easy to use with a clear and consistent layout?	yes
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.	The overall look of the app is an engaging one that will draw in the young target audience.
Please comment on the usability of the app.	This app is a breeze to use and can be easily used by people of all ages.
Do you think the app is suitable for my intended audience of 3-7 year olds?	Some of the background images make the letters hard to read and could better appeal to the audience.
Suggestions for improvement to the app.	I suggest perhaps changing some of the background images so they clash less with the letters. I would also consider using a wider range of drawing colours, so as to be more engaging for the target audience.

Review completed by	Timothy Backhouse	Date	23/02/2024

Thank you Timothy for that great review, i've done changes and moved images to the left side from the background , so they doesn't messing up with the letters.I also changed different colours of drawings for each page of the app to meet the user

requirements to make it joyful and interesting for the main audience, to meet the purpose to create the app which is interesting for the audience 3-7 y.o.
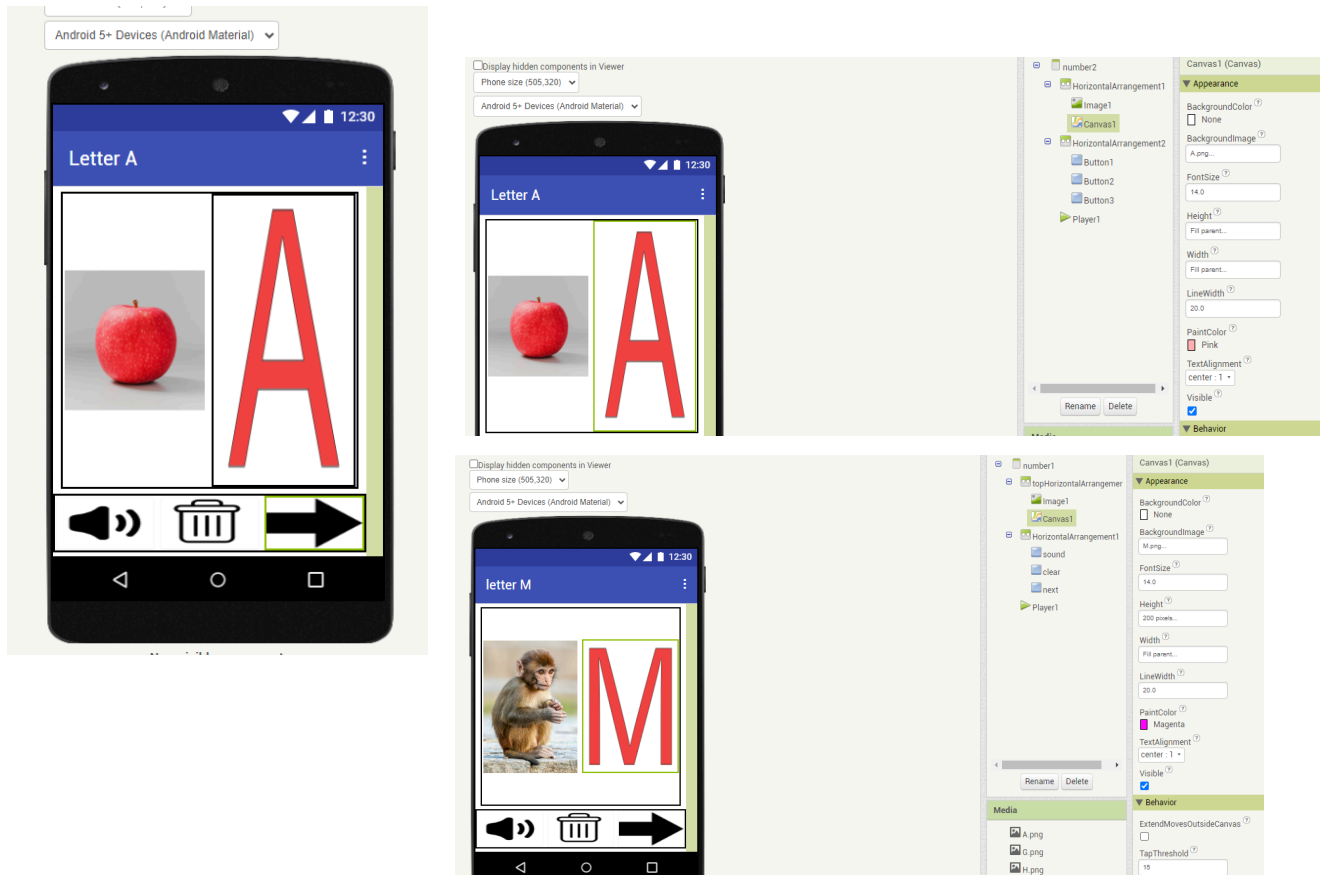
Final review

The app is suitable for the main audience as it is easy to use, meeting the purpose to help users learn the alphabet. Meet the user requirements as it has big images and buttons, and has a big interface. I've decided to change the background to white from the other background, to keep it more simple.
I would make more detailed app if I had more time and skills with knowledge, I wanted to add animated background in the start page of the app but unfortunately, i have no skills to do that, also I would do more functions as to cheer up the user with congratulations animation, I also wanted to add cheering up message if the user have draw the shape of the letter right, but because of the lack of my skills, I couldn't fulfil my wantings. In the future I'd learn more about app development.