LEARNER ASSESSMENT SUBMISSION FRONT SHEET

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Assessor Name	Neil Wickham

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

My Literacy Targets

Grammar and Punctuation

My Numeracy Targets

Shapes and Angles

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 assignment I will be designing a interactive app that will help children learn the alphabet
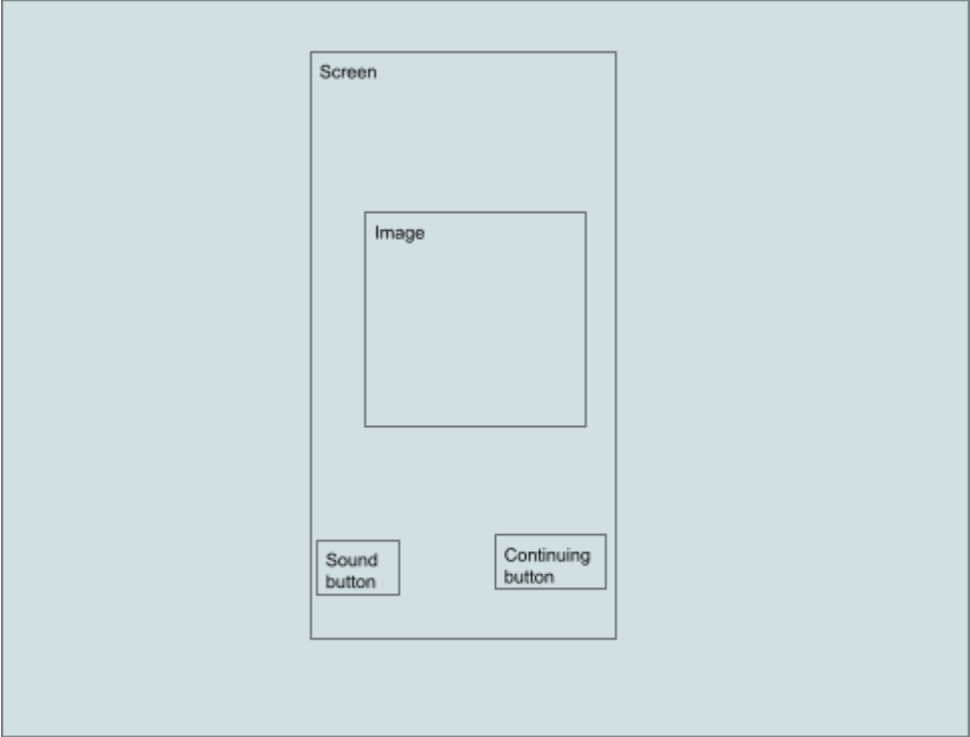
Purpose and User requirements

The purpose of the app is to help children learn the alphabet.The user requirements are that users must be 3 to 7 years old, the user interface should be appealing to this range and to be simple to use.The app will need to help the users recognise the shapes and sounds of the letters of the alphabet.There isn't any requirements because the client wants the app to be fun to use without the risk of the children getting demotivated by negative feedback.
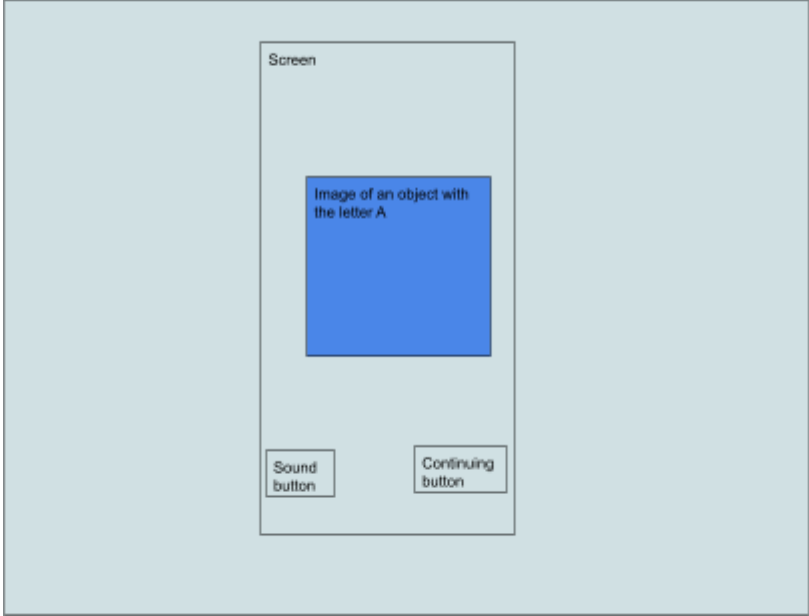
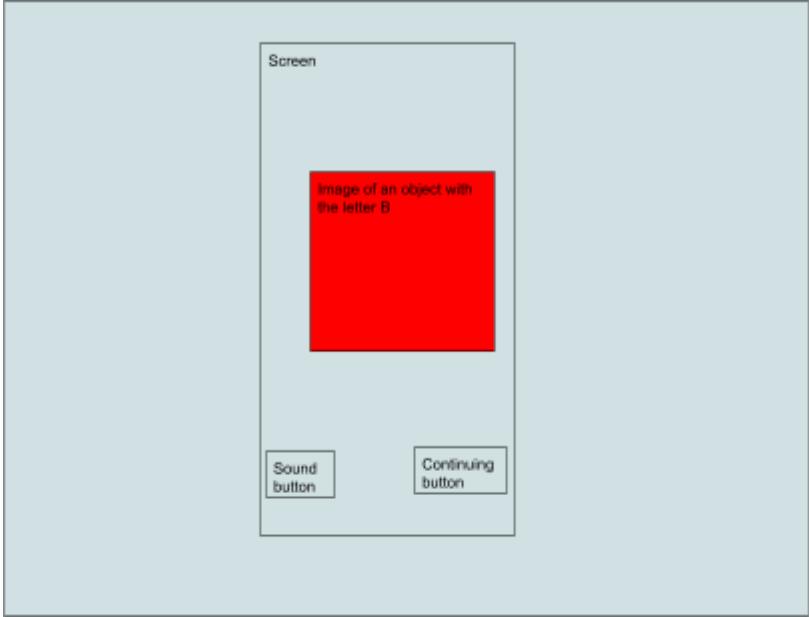**Structure Diagram for Counting App**
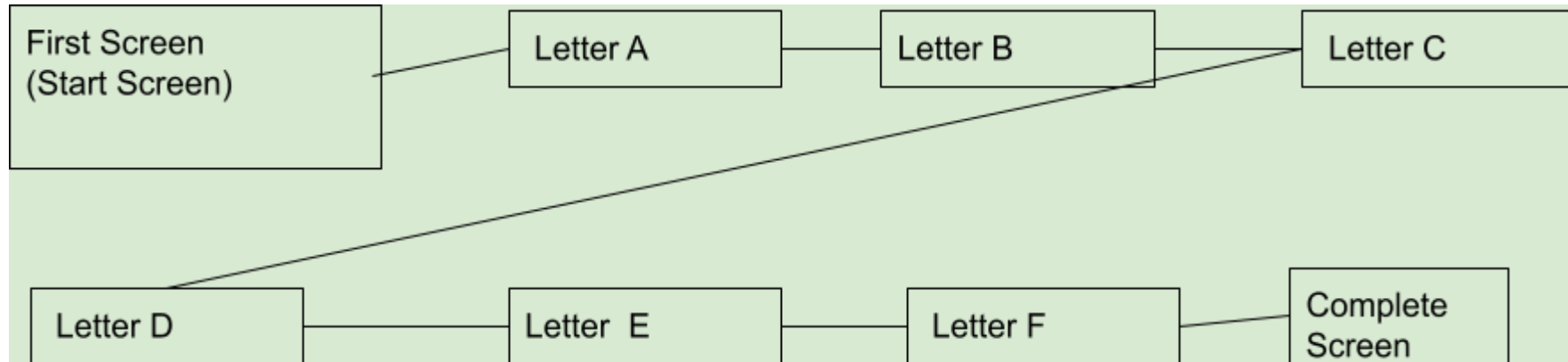
Storyboards

Screen Name: Start Page
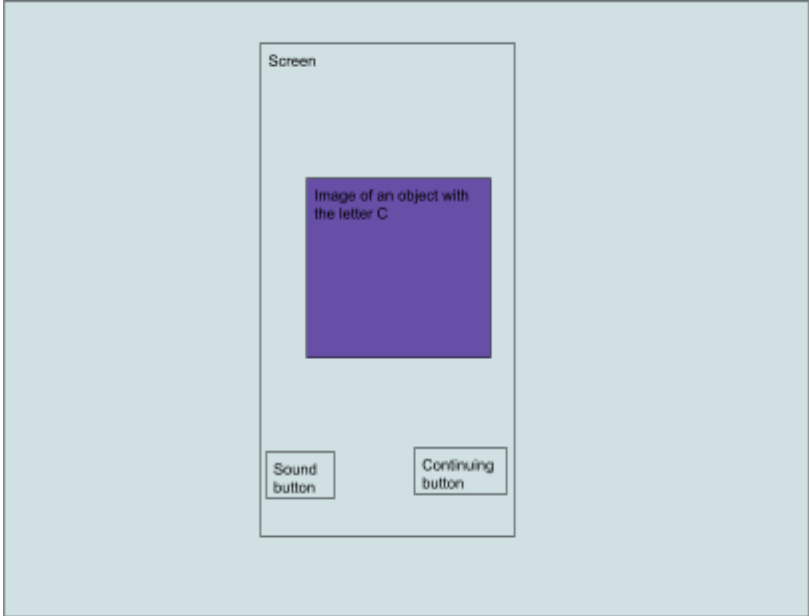
Storyboard	Assets	Events(inputs and outputs)
 Screen Image Sound button Continuing button	The banner as a start screen	There is a button that says to continue using the app
	Design notes/Alternative ideas	**Method of solution(what does this screen do?)**
		This screen has a Image of the banner and there is a continue button so you can start using the app.

Screen Name: Letter A

Storyboard	Assets	Events(inputs and outputs)
Screen Image of an object with the letter A Sound button Continuing button	Image of an object beginning with the letter A the sound of letter A	There is a sound button and a next button on the left and right sides of the screen
	Design notes/Alternative ideas	**Method of solution(what does this screen do?)**
	I think that kids like farms so I was thinking that the background should be a farm with animals on it and place it as a background for every screen. Each letter will have a unique colour	The screen shows an object with the letter A and you can click the sound button to hear what the letter sound like

Screen Name: Letter B

Storyboard	Assets	Events(inputs and outputs)
Screen Image of an object with the letter B Sound button Continuing button	Image of an object beginning with the letter B the sound of letter B	There is a sound button and a next button on the left and right sides of the screen
	Design notes/Alternative ideas	**Method of solution(what does this screen do?)**
	Each letter will have a unique colour	The screen shows an object with the letter B and you can click the sound button to hear what the letter sound like

Screen Name:Letter C

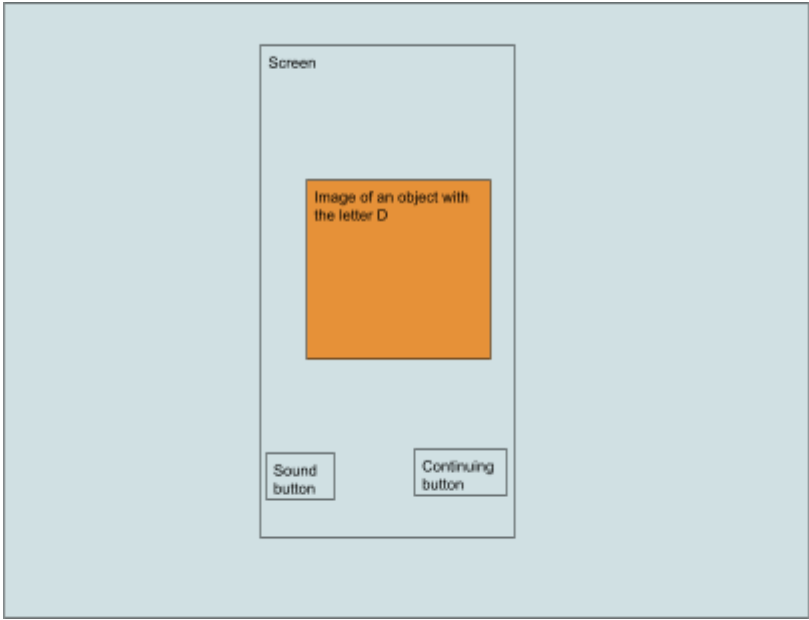| Storyboard	Assets	Events(inputs and outputs)
Screen Image of an object with the letter C Sound button Continuing button	Image of an object beginning with the letter C the sound of letter C	There is a sound button and a next button on the left and right sides of the screen
	Design notes/Alternative ideas	**Method of solution(what does this screen do?)**
	Each letter will have a unique colour	The screen shows an object with the letter C and you can click the sound button to hear what the letter sound like

Screen mane: Letter D

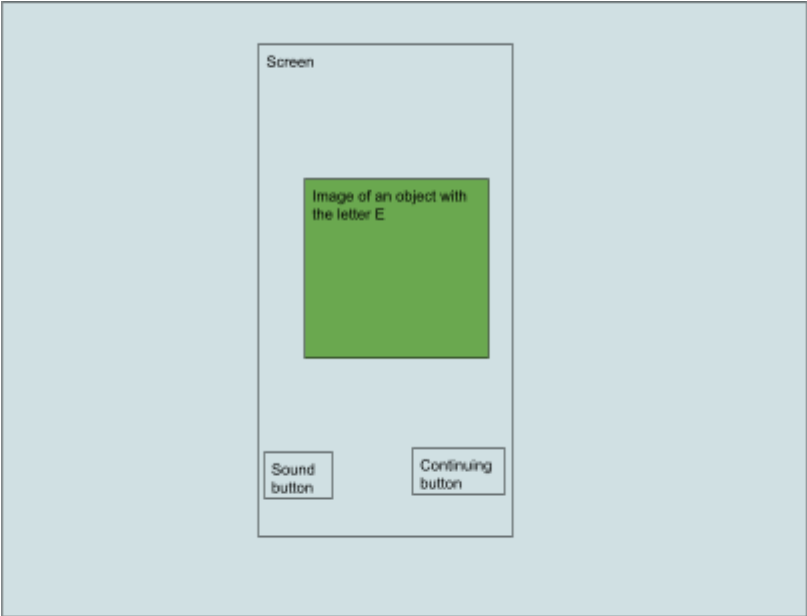| Storyboard	Assets	Events(inputs and outputs)
Screen Image of an object with the letter D Sound button Continuing button	Image of an object beginning with the letter D the sound of letter D	There is a sound button and a next button on the left and right sides of the screen
	Design notes/Alternative ideas	**Method of solution(what does this screen do?)**
	Each letter will have a unique colour	The screen shows an object with the letter D and you can click the sound button to hear what the letter sound like

Screen Name: Letter E

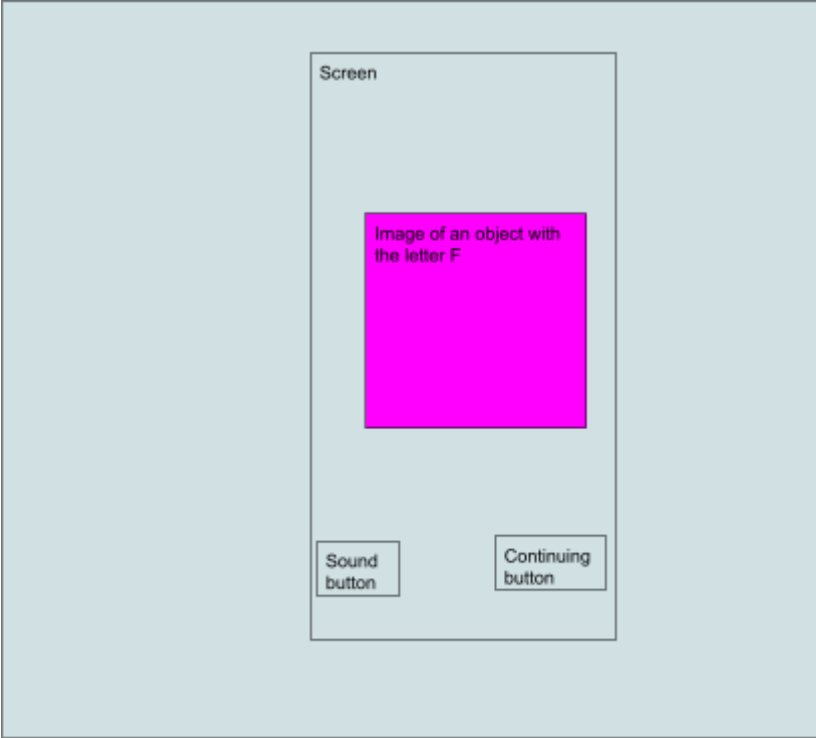| Storyboard	Assets	Events(inputs and outputs)
	Image of an object beginning with the letter E the sound of letter E	There is a sound button and a next button on the left and right sides of the screen
	Design notes/Alternative ideas	**Method of solution(what does this screen do?)**
	Each letter will have a unique colour	The screen shows an object with the letter E and you can click the sound button to hear what the letter sound like

In the storyboard image:
- Screen
- Image of an object with the letter E
- Sound button
- Continuing button

Screen Name:Letter F

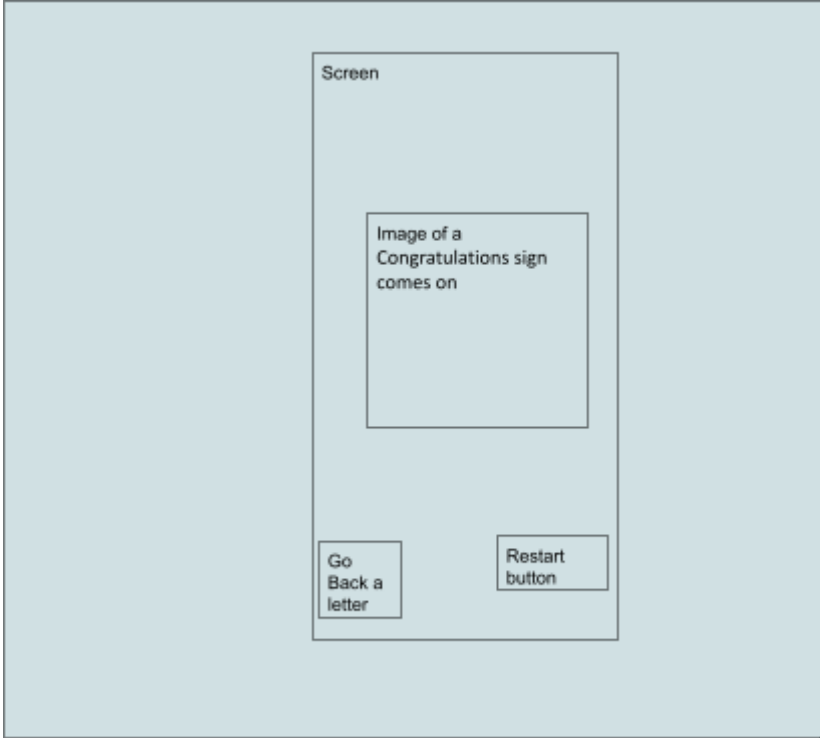| Storyboard	Assets	Events(inputs and outputs)
	Image of an object beginning with the letter F the sound of letter F	There is a sound button and a next button on the left and right sides of the screen
	Design notes/Alternative ideas	**Method of solution(what does this screen do?)**
	Each letter will have a unique colour	The screen shows an object with the letter F and you can click the sound button to hear what the letter sound like

Within the storyboard image:

Screen

Image of an object with the letter F

Sound button

Continuing button
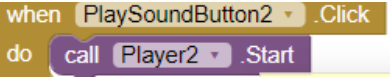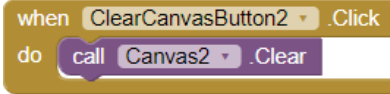
Screen Name:Congratulations Screen

Storyboard	Assets	Events(inputs and outputs)
Screen Image of a Congratulations sign comes on Go Back a letter Restart button	Image of a congratulations appears when you have went through every letter	There is go back button to the previous letter. There is also a Restart button which puts you on Screen 1
	Design notes/Alternative ideas	Method of solution(what does this screen do?)
	This screen will have a congratulations sign	The screen shows a image that says congratulations sign and you can go back or restart and do the app again.

Pseudocode

Screen	Screen 1	Letter A	Letter B	Letter C	Letter D	Letter E	Letter F	End Screen
Pseudocode	If Start button pressed display Letter A Screen.	If Sound button pressed play Letter A sound. If finger drag across canvas draw line. If clear button pressed clear Canvas. If next button pressed display Letter B screen.	If Sound button pressed play Letter B sound. If finger drag across canvas draw line. If clear button pressed clear Canvas. If next button pressed display Letter C screen.	If Sound button pressed play Letter Csound. If finger drag across canvas draw line. If clear button pressed clear Canvas. If next button pressed display Letter D screen.	If Sound button pressed play Letter D sound. If finger drag across canvas draw line. If clear button pressed clear Canvas. If next button pressed display Letter E screen.	If Sound button pressed play Letter E sound. If finger drag across canvas draw line. If clear button pressed clear Canvas. If next button pressed display Letter F screen.	If Sound button pressed play Letter F sound. If finger drag across canvas draw line. If there is a clear button.If next button pressed display completed screen.	If Restart button pressed display Screen1. If Quit button pressed Close app.

Pre-defined Code

Code (Blocks)			
Taken from	MIT App Inventor-Number App	MIT App Inventor-Number App	MIT App Inventor-Number App
Used for	Opens a new screen in a multiple screen app	Plays media.If it was previously paused the playing is resumed.If it was previously stopped it will start from the beginning.	Clears anything drawn on this canvas but not any background colour or image.

Asset/Sources Log

Developer Name:

Description Of Asset	Filename	Source	Modifications Made	Whereused
App banner showing name of app 'Learn the alphabet'	LTABanner.jpg	https://docs.google.com/drawings	N/A	Screen 1
Large image of blue Letter A	A.jpg	Google Images	N/A	Letter A Screen
Large image of red Letter B	B.jpg	Google Images	N/A	Letter B Screen
Large image of red Letter C	C.jpg	Google Images	N/A	Letter C Screen
Large image of red Letter D	D.jpg	Google Images	N/A	Letter D Screen

Large image of red Letter E	E.jpg	Google Images	N/A	Letter E Screen
Large image of red Letter F	F.jpg	Google Images	N/A	Letter F Screen
'A' sound file	A.mp3	https://www.jollylearning.co.uk/	N/A	Letter A Screen
'B' sound file	B.mp3	https://www.jollylearning.co.uk/	N/A	Letter B Screen
'C' sound file	C.mp3	https://ttsfree.com/	N/A	Letter C Screen
'D' sound file	D.mp3	https://www.jollylearning.co.uk/	N/A	Letter D Screen
'E' sound file	E.mp3	https://www.jollylearning.co.uk/	N/A	Letter E Screen
'F' sound file	F.mp3	https://www.jollylearning.co.uk/	N/A	Letter F Screen

Test Plan & Log

Developer Name: Application:

TestNo	Screen	TestExpectedOutcome	Actual Outcome	Comments
1	Screen 1	Letter A displays and all images and buttons are displayed and fully visible		
2	Letter A	Letter A screen displays		
3	Letter A	Letter A screen displays and all images and buttons are displayed and fully visible		
4	Letter A	Pink line is drawn on screen		
5	Letter A	'A' sound file is played and heard clearly		
6	Letter A	All drawn lines are cleared from screen		

7	Letter A	Letter B screen is displayed		
8	Letter B	Letter B screen displays and all images and buttons are displayed and fully visible		
9	Letter B	Pink line is drawn on screen		
10	Letter B	'B' sound file is played and heard clearly		
11	Letter B	All drawn lines are cleared from screen		
12	Letter B	Letter C screen is displayed		
13	Letter C	Letter C Screen displays and all images and buttons are displayed and fully visible		
14	Letter C	Orange line is drawn on screen		

15	Letter C	'C' sound file is played and heard clearly		
16	Letter C	All drawn lines are cleared from screen		
17	Letter C	Letter D screen is displayed		
18	Letter D	Letter D screen displays and all images and buttons are displayed and fully visible		
19	Letter D	Green line is drawn on screen		
20	Letter D	'D' sound file is played and heard clearly		
21	Letter D	All drawn lines are cleared from screen		
22	Letter D	Letter E screen is displayed		

23	Letter E	Letter E screen displays and all images and buttons are displayed and fully visible		
24	Letter E	Dark grey line is drawn on screen		
25	Letter E	'E' sound file is played and heard clearly		
26	Letter E	All drawn lines are cleared from screen		
27	Letter E	Letter F screen is displayed		
28	Letter F	Letter F screen displays and all images and buttons are displayed and fully visible		
29	Letter F	'F' sound file is played		

		and heard clearly		
30	Letter F	All drawn lines are cleared from screen		
31	Letter F	Complete screen is displayed		
32	Complete	Complete screen displays and all images and buttons are displayed and fully visible		
33	Complete	Screen is displayed		
34	Complete	App closes		

Justification & Constraints

Landscape portrait

lack of skills

Resolution of the device you are using tablets/phones

My design meets the user requirements because it is simple to use.

The colours are user friendly and the images are made for children which could make them more interested in using the app.

The sounds are British/English so it makes sense for children in the UK and because it has to be British/English it's easier to acquire from different sources.

I can make different blocks of code,so I can add more functions and make it more usable.This will also make it more attractive for the kids.For example I could add the sound of the letter and an object that starts with that letter.