Introduction

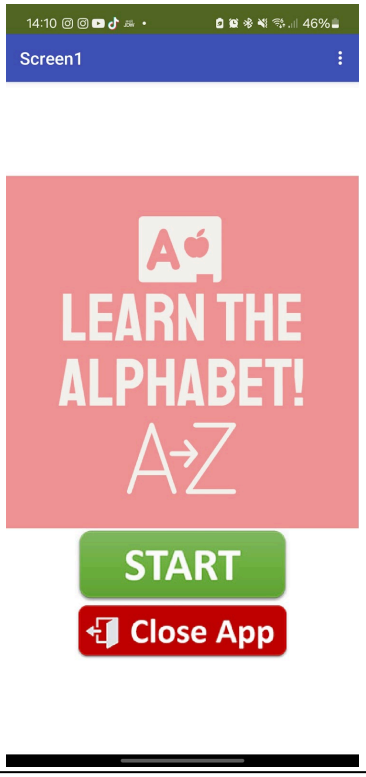
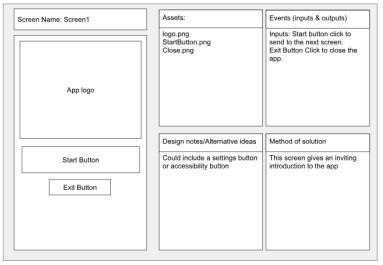
In this assignment i will be developing, testing and reviewing a mobile app for Cambria Creative to help children learn the alphabet.

Asset/Sources Log

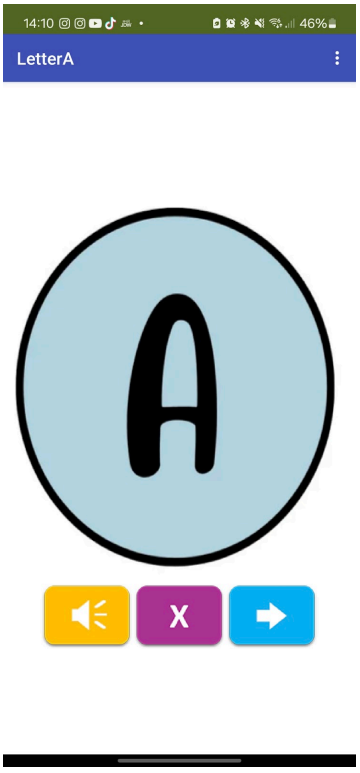
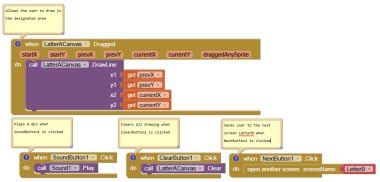
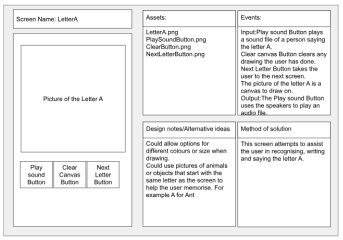
Description of asset	File name	Source	Modifications made	Where used
App logo showing name of app 'Learn the Alphabet!'	logo.png	Original	Renamed	Screen1 Complete
Big green start button	StartButton.png	MIT App inventor	Renamed	Screen1
Large image of the letter A	LetterA.png	https://marketplace.canva.com/EAFrKIHYO7c/1/0/1600w/canva-alphabet-letters-a-z-circle-flashcards-in-colorful-bold-style-xrMHc8dndSg.jpg	Renamed	LetterA
Large image of the letter B	LetterB.png	https://marketplace.canva.com/EAFrKIHYO7c/1/0/1600w/canva-alphabet-letters-a-z-circle-flashcards-in-colorful-bold-style-xrMHc8dndSg.jpg	Renamed	LetterB
Large image of the letter C	LetterC.png	https://marketplace.canva.com/EAFrKIHYO7c/1/0/1600w/canva-alphabet-letters-a-z-circle-flashcards-in-colorful-bold-style-xrMHc8dndSg.jpg	Renamed	LetterC
Large image of the letter D	LetterD.png	https://marketplace.canva.com/EAFrKIHYO7c/1/0/1600w/canva-alphabet-letters-a-z-circle-flashcards-in-colorful-bold-style-xrMHc8dndSg.jpg	Renamed	LetterD

Large image of the letter E	LetterE.png	https://marketplace.canva.com/EAFrKIHYO7c/1/0/1600w/canva-alphabet-letters-a-z-circle-flashcards-in-colorful-bold-style-xrMHc8dndSg.jpg	Renamed	LetterE
Large image of the letter F	LetterF.png	https://marketplace.canva.com/EAFrKIHYO7c/1/0/1600w/canva-alphabet-letters-a-z-circle-flashcards-in-colorful-bold-style-xrMHc8dndSg.jpg	Renamed	LetterF
“A” sound file	A.mp3	Original	Renamed	LetterA
“B” sound file	B.mp3	Original	Renamed	LetterB
“C” sound file	C.mp3	Original	Renamed	LetterC
“D” sound file	D.mp3	Original	Renamed	LetterD
“E” sound file	E.mp3	Original	Renamed	LetterE
“F” sound file	F.mp3	Original	Renamed	LetterF
Small blue button with a speaker button	PlaySoundButton.png	MIT App Inventor	Renamed	LetterA, LetterB, LetterC, LetterD, LetterE, LetterF
Big green “Start Again” button	StartAgain.png	MIT App Inventor	Renamed	Complete
Big red ‘Close App’ again button	Close.png	MIT App Inventor	Renamed	Screen1, Complete
Splash image showing a face winking with thumbs up and displaying Well Done	CompleteSplash.png	https://t3.ftcdn.net/jpg/01/08/84/82/360_F_108848216_xDD3H6mIBxMueyBoMEQS9ThKHeTalBaY.jpg	Renamed	Complete
Small orange button with an arrow pointing right	NextButton.png	MIT App Inventor	Renamed	LetterA, LetterB, LetterC, LetterD, LetterE, LetterF
Small red button with an “X”	ClearButton.png	MIT App Inventor	Renamed	LetterA, LetterB, LetterC, LetterD,

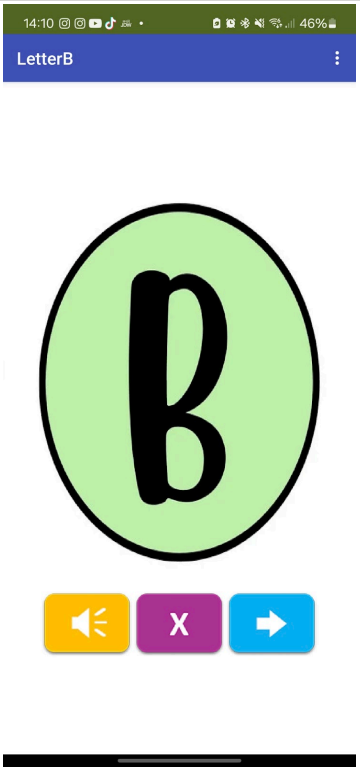
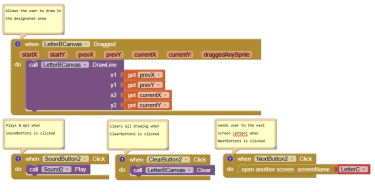
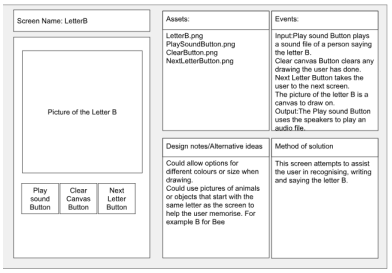
				LetterE, LetterF

Screen no 1 Start Screen		
Completed Screen	Blocks (with comments)	Initial plan/design
		
The screen has been developed to match my plan almost exactly. The screen is suitable for the audience as even if the child can't read very well yet most kids recognise that green is go and red is leave/stop. The code is very simple to avoid bugs in more complex code and can be maintained very easily.		

Screen no 2 LetterA		
Completed Screen	Blocks (with comments)	Initial plan/design

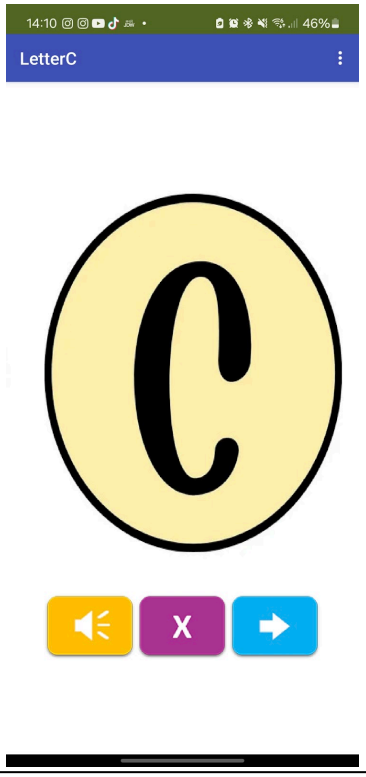
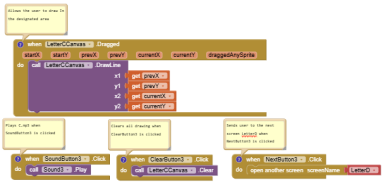
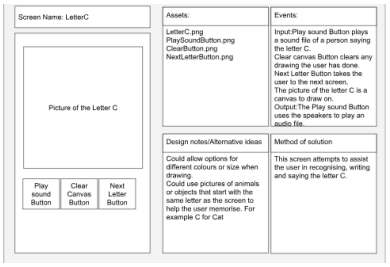
		
The screen is exactly what I was aiming for in my design. The buttons on this page are simple and easy to understand as I have just used simple symbols rather than words. The code is very simple to avoid bugs in more complex code and can be maintained very easily.		

Screen no 3 LetterB

Completed Screen	Blocks (with comments)	Initial plan/design
		
The screen is exactly what I was aiming for in my design.		

The buttons on this page are simple and easy to understand as I have just used simple symbols rather than words.
The code is very simple to avoid bugs in more complex code and can be maintained very easily.

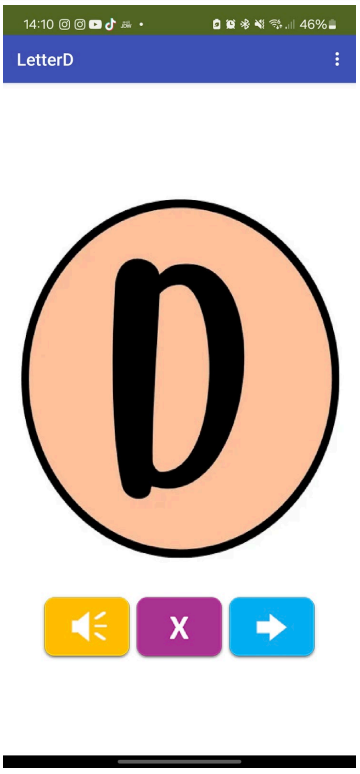
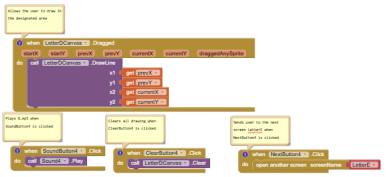
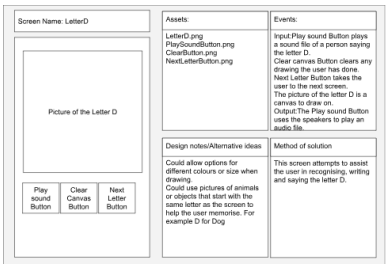
Screen no 4 LetterC

Completed Screen	Blocks (with comments)	Initial plan/design
		

The screen is exactly what I was aiming for in my design.
The buttons on this page are simple and easy to understand as I have just used simple symbols rather than words.
The code is very simple to avoid bugs in more complex code and can be maintained very easily.

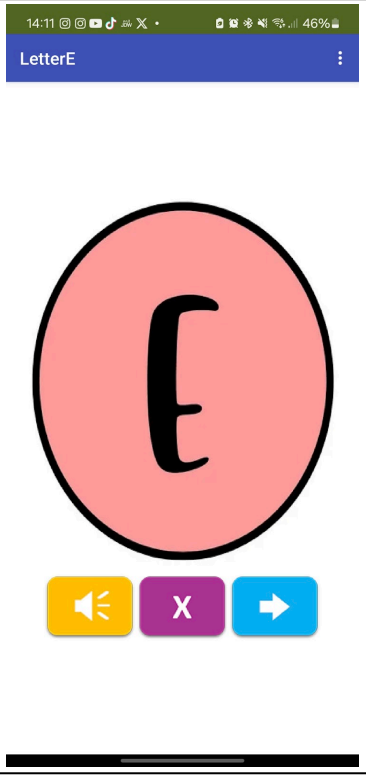
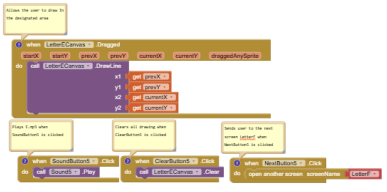
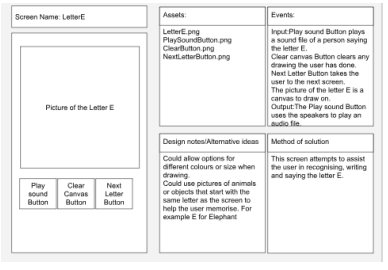
Screen 5 LetterD

Completed Screen	Blocks (with comments)	Initial plan/design

Completed Screen	Blocks (with comments)	Initial plan/design
		

The screen is exactly what I was aiming for in my design.
The buttons on this page are simple and easy to understand as I have just used simple symbols rather than words.
The code is very simple to avoid bugs in more complex code and can be maintained very easily.

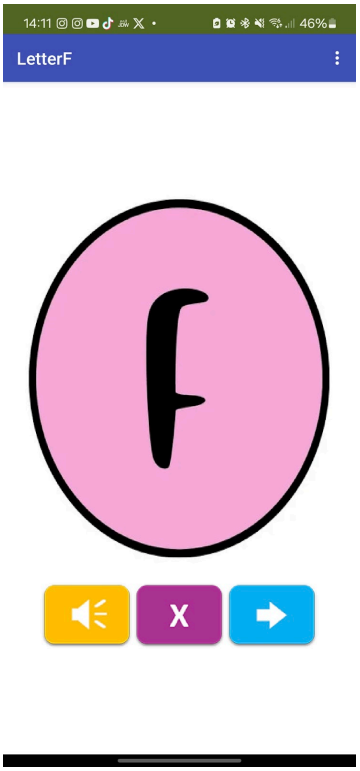
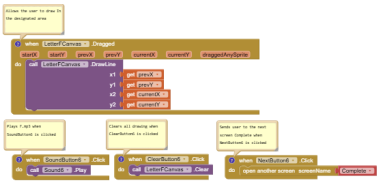
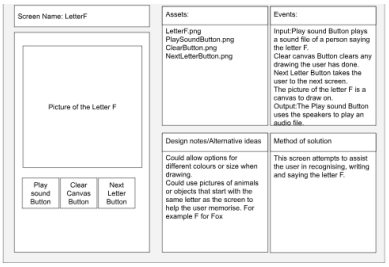
Screen no 6 LetterE

Completed Screen	Blocks (with comments)	Initial plan/design
		

The screen is exactly what I was aiming for in my design.

The buttons on this page are simple and easy to understand as I have just used simple symbols rather than words.
The code is very simple to avoid bugs in more complex code and can be maintained very easily.

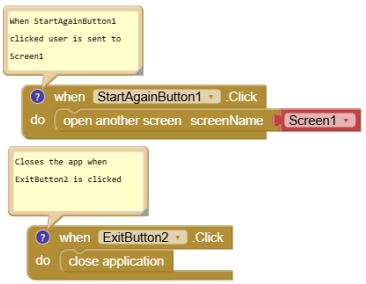
Screen no 7 LetterF

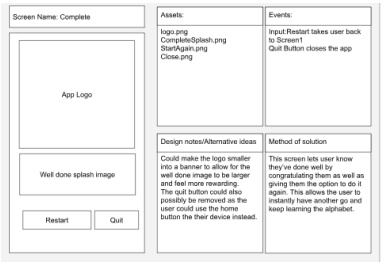
Completed Screen	Blocks (with comments)	Initial plan/design
		

The screen is exactly what I was aiming for in my design.
The buttons on this page are simple and easy to understand as I have just used simple symbols rather than words.
The code is very simple to avoid bugs in more complex code and can be maintained very easily.

Screen no 8 Complete

Completed Screen	Blocks (with comments)	Initial plan/design





The screen is exactly what I was aiming for in my design.
The only buttons on this screen are very similar to the first screen so the user can use the same principles as before to use green and red to distinguish between what the buttons' purposes are.
The code on this screen is very simple and shouldn't need any maintenance as the code should be future proof.

Test Plan & Log

Test No	Screen	Test	Expected Outcome	Actual Outcome	Comments
1	Screen1	Open app	Screen 1 displays and all image and buttons are displayed and fully visible	Successful	
2	Screen1	Press start button	LetterA screen displays	Successful	
3	LetterA	Display LetterA Screen	LetterA screen displays and all images and buttons are displayed and fully visible	Successful	
4	LetterA	Trace LetterA on screen with finger	Line is drawn on screen	Successful	
5	LetterA	Press sound	“A.mp3” is played	Successful	Sound file

		button	and heard clearly		occasionally repeats for no known reason
6	LetterA	Press clear button	All lines drawn are cleared from screen	Successful	
7	LetterA	Press Next button	LetterB Screen is displayed	Successful	
8	LetterB	Display LetterB screen	LetterB screen displays and all images and button are displayed and fully visible	Successful	
9	LetterB	Trace LetterB on screen with finger	Line is drawn on screen	Successful	
10	LetterB	Press sound button	“B.mp3” is played and heard clearly	Successful	Sound file occasionally repeats for no known reason
11	LetterB	Press clear button	All lines drawn are cleared from screen	Successful	
12	LetterB	Press Next button	LetterC Screen is displayed	Successful	
13	LetterC	Display LetterC Screen	LetterC screen displays and all images and buttons are displayed and fully visible	Successful	
14	LetterC	Trace LetterC on screen with finger	Line is drawn on screen	Successful	
15	LetterC	Press sound button	“C.mp3” is played and heard clearly	Successful	Sound file occasionally repeats for no known reason
16	LetterC	Press clear button	All lines drawn are cleared from screen	Successful	
17	LetterC	Press Next button	LetterD Screen is displayed	Successful	
18	LetterD	Display LetterD Screen	LetterD screen displays and all images and buttons are displayed and fully visible	Successful	

19	LetterD	Trace LetterD on screen with finger	Line is drawn on screen	Successful	
20	LetterD	Press sound button	“D.mp3” is played and heard clearly	Successful	Sound file occasionally repeats for no known reason
21	LetterD	Press clear button	All lines drawn are cleared from screen	Successful	
22	LetterD	Press Next button	LetterE Screen is displayed	Successful	
23	LetterE	Display LetterE Screen	LetterE screen displays and all images and buttons are displayed and fully visible	Successful	
24	LetterE	Trace LetterE on screen with finger	Line is drawn on screen	Successful	
25	LetterE	Press sound button	“E.mp3” is played and heard clearly	Successful	Sound file occasionally repeats for no known reason
26	LetterE	Press clear button	All lines drawn are cleared from screen	Successful	
27	LetterE	Press Next button	LetterF Screen is displayed	Successful	
28	LetterF	Display LetterF Screen	LetterF screen displays and all images and buttons are displayed and fully visible	Successful	
29	LetterF	Trace LetterF on screen with finger	Line is drawn on screen	Successful	
30	LetterF	Press sound button	“F.mp3” is played and heard clearly	Successful	Sound file occasionally repeats for no known reason
31	LetterF	Press clear button	All lines drawn are cleared from screen	Successful	
32	LetterF	Press Next button	Complete Screen is displayed	Successful	
33	Complete	Display	Complete screen	Successful	

		Complete screen	displays and all images and buttons are displayed and fully visible		
34	Complete	Press Start Again button	Screen1 is displayed	Successful	
35	Complete	Press Close App button	App closes	Unsuccessful	Software did not support this future during testing

Final Review

I believe the app I have developed is suitable for the user requirements and meets the intended purpose of the app which is to teach young children the alphabet. The app appeals to the user as it's all very interactive as well as being colourful which may be good for the demographic. The prototype teaches the user the look of the letters as well as their sounds and order in the alphabet. The app does this by allowing the user to trace over the letter on screen which is intended to help the user remember the shape of the letter easier. The app also allows the user to play an audio file of someone saying the letter so the sound may be recognised as well. When developing the app no changes were made from the initial plan as there were no major problems encountered. The only constraints I encountered when developing the app were issues with the audio files as even though the code seems quite simple the audio plays without reason and repeats. Unfortunately I don't possess the knowledge to fix this slight issue. To improve the app one of the main issues is the audio bug which could be repaired with more practice. Another possible improvement to all screens would be more consistent sizes for the buttons and letters as while cropping to size and implementing to the app some of the sizes have changed to be inconsistent between screens and decrease the overall experience using the app.