

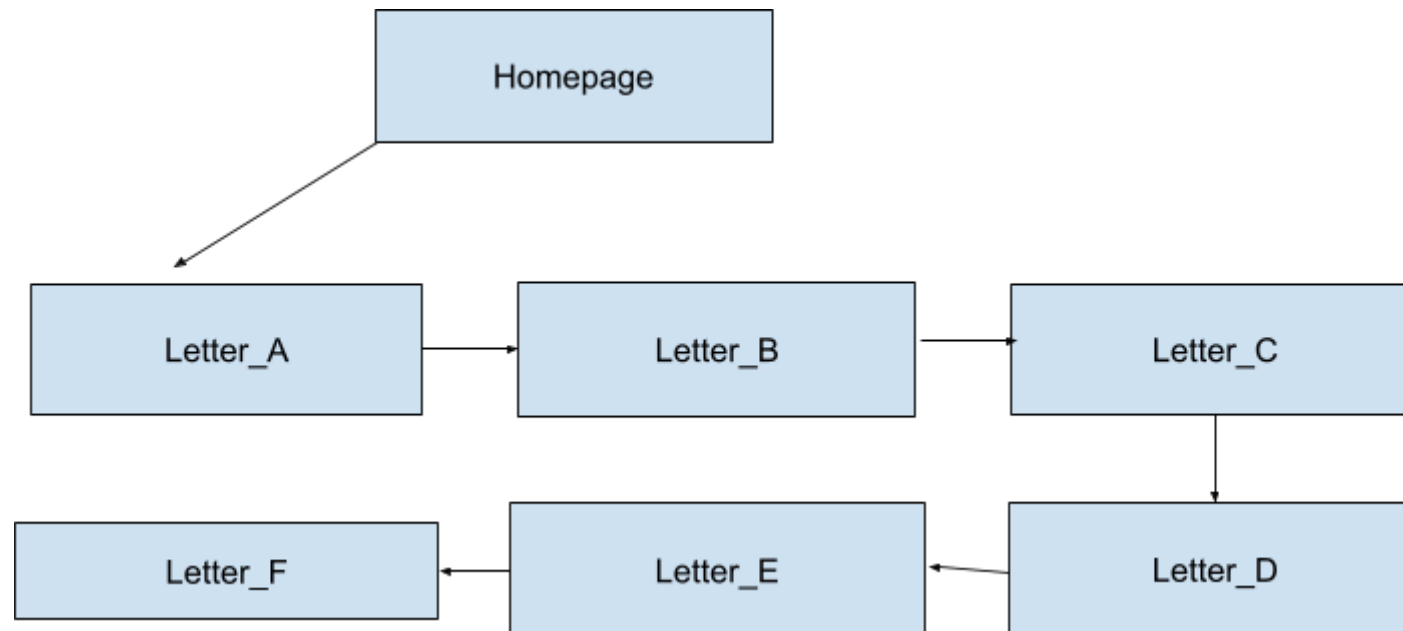
Introduction

In this assignment I will be designing a prototype for a mobile app teaching children about the alphabet, I will also review the user requirements and intended purpose of the app to create the ideal app for the customer.

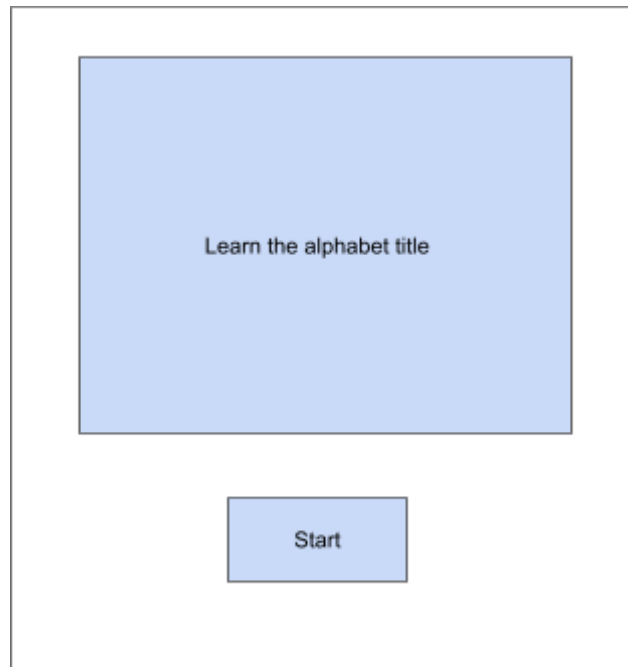
Purpose and user requirements

The purpose of this app is to be interactive and it needs to help young children learn the alphabet. The app must be interactive because children need to be interested and entertained by the app otherwise they will lose interest and be bored by the app therefore not learn much from it. I need the app to be very easy to use as the main audience of the app will be around 5 years old. My app should be colourful with the letters of the alphabet easily noticeable in big letters. The app should be fun with no negative feedback and the children shouldn't feel demotivated to complete this I will make sure to not add anything that says they are wrong.

Sitemap

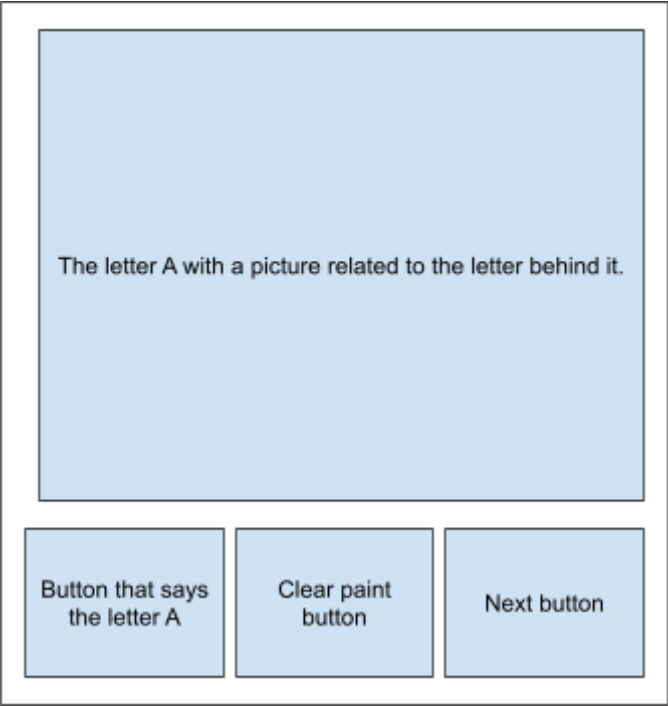


Screen name Screen 1



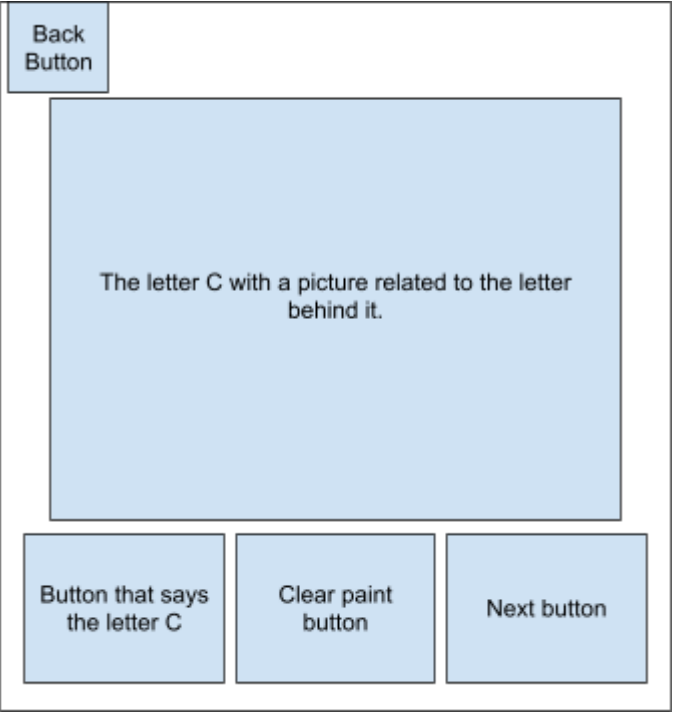
Assets	Events
title.jpg start.jpg	When the start.jpg is pressed you immediately get taken to the linked page LetterA
Design notes/alternative ideas	method of solution
Bold colourful letters are used to attract the intended audience	This page will appeal to the intended audience through bright colours

Screen name Letter A



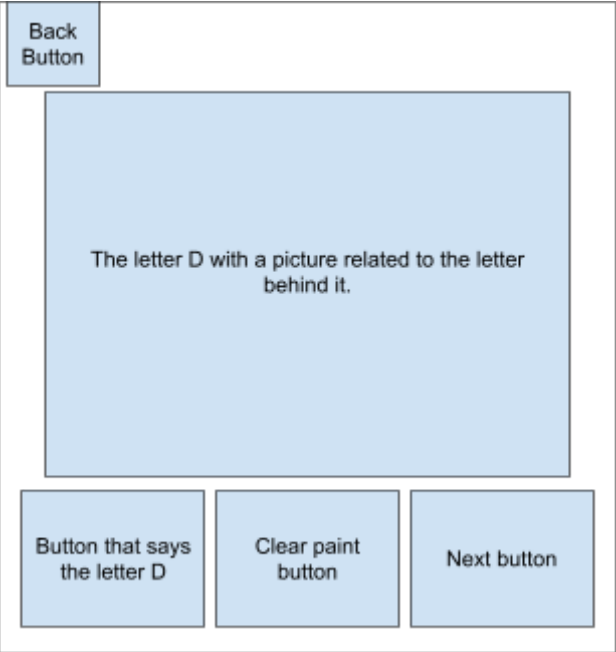
Assets	Events
LetterA.jpg ButtonSound.jpg Cpaint.jpg Next.jpg A.wav	when letterA is swiped over the user can draw on the letter to help learning writing the letter. When ButtonSound is clicked the user can hear what the letter sounds like. when the Cpaint button is pressed any paint drawn on the letter gets immediately cleared. When Next is clicked you are taken to the linked page LetterB
Design notes/alternative ideas	method of solution
The LetterA needs to be a bright colour to keep the audience interested, all other buttons need to be visible and easy to figure out what they do.	This app page will help the audience recognise the letter A from the alphabet. This page is designed to be easy to use and have no negative feedback so the audience doesn't feel unmotivated.

Screen name Letter C



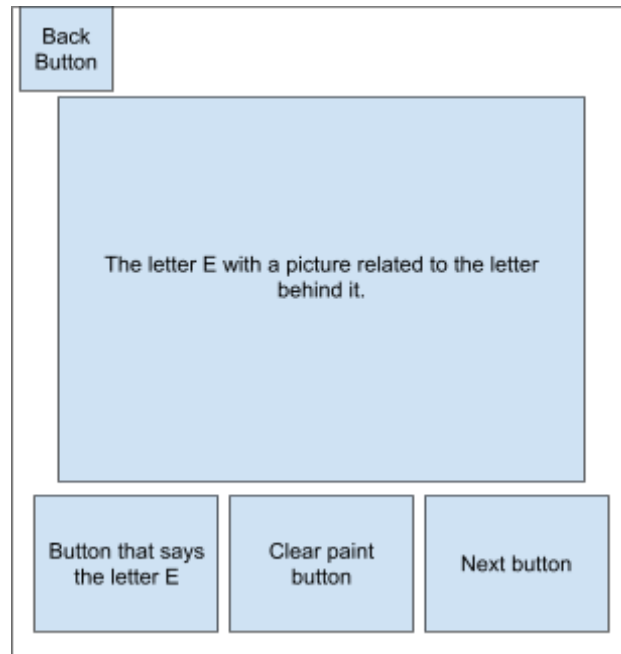
Assets	Events
LetterC.jpg ButtonSound.jpg Cpaint.jpg next.jpg back.jpg C.wav	Swiping over letterC allows the user to draw on it for writing practice. Clicking ButtonSound plays the letter’s sound while pressing the Cpaint button instantly clears any drawings. Additionally, clicking the back button navigates to the previous page, and clicking Next directs the user to the linked LetterD page.
Design notes/alternative ideas	method of solution
The background needs to be a noticeably different colour to the paint and letter on the page so it is easily readable and traceable	This app page will help the audience recognise the letter C from the alphabet. This page is designed to be easy to use and have no negative feedback so the audience doesn’t feel unmotivated.

Screen name Letter D



Assets	Events
LetterD.jpg ButtonSound.jpg Cpaint.jpg next.jpg back.jpg D.wav	Swiping over letterD allows the user to draw on it to practice writing the letter. Clicking ButtonSound plays letterD’s sound while pressing the Cpaint button instantly clears any drawings. Additionally, clicking the back button returns the user to the previous page, and clicking Next directs them to the linked LetterE page.
Design notes/alternative ideas	method of solution
The letterD must be easy to see in big bold font so that the target audience finds it very easy to trace the letter as this app shouldn’t be challenging. I could move the back button to a different area of the screen but the top left corner is what people are already used to for a back or home button.	This app page will help the audience recognise the letter D from the alphabet. This page is designed to be easy to use and have no negative feedback so the audience doesn’t feel unmotivated.

Screen name Letter E

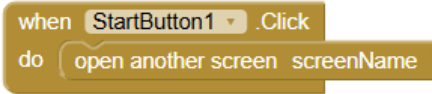
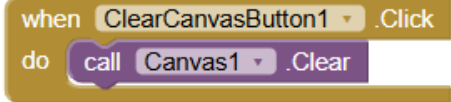
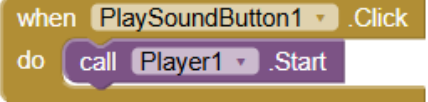


Assets	Events
LetterE.jpg ButtonSound.jpg Cpaint.jpg next.jpg back.jpg E.wav	Swiping over letterE lets the user draw on it to practice writing the letter. Clicking ButtonSound plays letterE's sound while pressing the Cpaint button immediately clears any drawings. Additionally, clicking the back button returns the user to the previous page, and clicking Next takes them to the linked LetterF page.
Design notes/alternative ideas	method of solution
I could change the buttons to be different colours to what they currently are but the currently planned colours would match them best.	This page of the app will help the audience recognise the letter E from the alphabet. This page is designed to be easy to use and have no negative feedback so the audience doesn't feel unmotivated.

Pseudocode

Screen	screen 1	Letter A	Letter B	Letter C	Letter D	Letter E	Letter F
Pseudocode	when start button is clicked switch page to LetterA	When ButtonSound is clicked play A.wav when Cpaint is clicked clear canvas when next is clicked switch page to LetterB	When ButtonSound is clicked play B.wav When Cpaint is clicked clear canvas When next is clicked switch page to LetterC When Back is clicked switch page to letterA	When ButtonSound is clicked play C.wav When Cpaint is clicked clear canvas When next is clicked switch page to LetterD When Back is clicked switch page to letterB	When ButtonSound is clicked play D.wav When Cpaint is clicked clear canvas When next is clicked switch page to LetterE When Back is clicked switch page to letterC	When ButtonSound is clicked play E.wav When Cpaint is clicked clear canvas When next is clicked switch page to LetterF When Back is clicked switch page to letterD	When ButtonSound is clicked play F.wav When Cpaint is clicked clear canvas When next is clicked switch page to LetterG When Back is clicked switch page to letterE

Predefined code

Code					
Taken from	Counting app			Counting app	Counting app
Used for	moving from the start screen to LetterA			Used to clear the canvas after being drawn on	used to play the sound of the letter

Description of asset	File name	Source	Modifications made	Where used
Sound of the letter A	A.wav	https://www.schofieldandsims.co.uk/mylettersandsoundsresources/	Renamed	LetterA
Sound of the letter B	B.wav	https://www.schofieldandsims.co.uk/mylettersandsoundsresources/	Renamed	LetterB
Sound of the letter C	C.wav	https://www.schofieldandsims.co.uk/mylettersandsoundsresources/	Renamed	LetterC
Sound of the letter D	D.wav	https://www.schofieldandsims.co.uk/mylettersandsoundsresources/	Renamed	LetterD
Sound of the letter E	E.wav	https://www.schofieldandsims.co.uk/mylettersandsoundsresources/	Renamed	LetterE
Sound of the letter F	F.wav	https://www.schofieldandsims.co.uk/mylettersandsoundsresources/	Renamed	LetterF
Picture of the letter A	LetterA.jpg	https://www.schofieldandsims.co.uk/downloads/MyLettersandSounds/my-letters-and-sounds-phase-two--frieze.pdf	Renamed	LetterA
Picture of the letter B	LetterB.jpg	https://www.schofieldandsims.co.uk/downloads/MyLettersandSounds/my-letters-and-sounds-phase-two--frieze.pdf	Renamed	letterB

		d-sounds-phase-two--frieze.p df		
Picture of the letter C	LetterC.jpg	https://www.schofieldandsims.co.uk/downloads/MyLettersandSounds/my-letters-and-sounds-phase-two--frieze.pdf	Renamed	letterC
Picture of the letter D	LetterD.jpg	https://www.schofieldandsims.co.uk/downloads/MyLettersandSounds/my-letters-and-sounds-phase-two--frieze.pdf	Renamed	LetterD
Picture of the letter E	LetterE.jpg	https://www.schofieldandsims.co.uk/downloads/MyLettersandSounds/my-letters-and-sounds-phase-two--frieze.pdf	Renamed	LetterE
Picture of the letter F	LetterF.jpg	https://www.schofieldandsims.co.uk/downloads/MyLettersandSounds/my-letters-and-sounds-phase-two--frieze.pdf	Renamed	LetterF
Start button	Start.jpg	https://appinventor.mit.edu/explore/ai2/beginner-videos	Renamed	Screen1
Title	Title.jpg	Self		Screen1
button to make the letter sound	ButtonSound.jpg	https://appinventor.mit.edu/explore/ai2/beginner-videos	Renamed	LetterA, LetterB, LetterC, LetterD, LetterE, LetterF
Button to clear paint from	Cpaint.jpg	https://appinventor.mit.edu/	Renamed	LetterA, LetterB, LetterC,

the letter		explore/ai2/beginner-videos		letterD, LetterE, LetterF
Button to go to the previous screen	Back.jpg	https://appinventor.mit.edu/explore/ai2/beginner-videos		LetterB, LetterC, LetterD, LetterE, LetterF
Button to go to the next screen	Next.jpg	https://appinventor.mit.edu/explore/ai2/beginner-videos		Letter A, LetterB, LetterC, LetterD, LetterE, LetterF

Test No	Screen	Test	Expected outcome	Actual outcome	Comments
1	All	All buttons work	buttons should take you to the correct page		
2	All	All images load	All images should be viewable on different devices		
3	All	App works on different devices	The app will work on Apple and Android		
4	All	Sound files play correctly	Any sound files load and play correctly and are easily distinguishable from other letters		
5	All	Screens load	All screens should load immediately when the user clicks next		
6	All	Performance test	The app will load quickly when on a poor internet connection or old device		
7	All	Testing incorrect inputs	nothing wrong will happen when tapping or swiping in incorrect areas.		