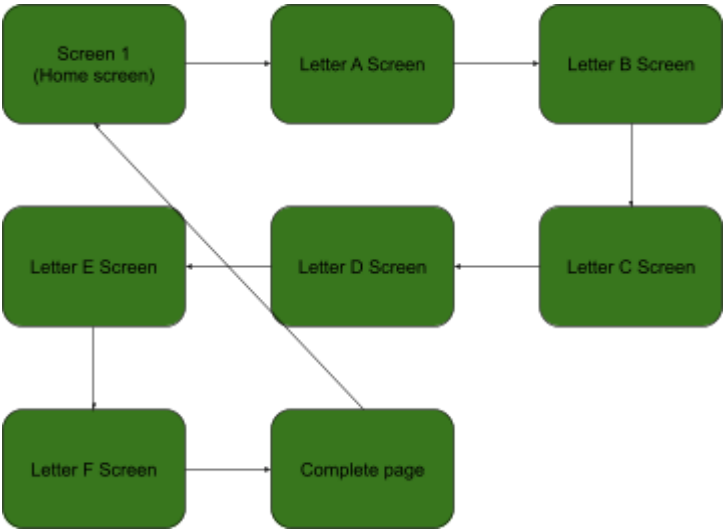


Structure Diagram



Letter Learning!

Learn all the
Letters of the
alphabet!

Start!

| Assets | Events (input) |
|---|---|
| Start_Button.jpg, Letter_Learning.jpg | When you press the button, it will take you to the letter learning screen. |
| Design Notes/Alternate ideas | Method of s |
| I could possibly have a rainbow background image, although I think that may be distracting for children that young. | This screen will be the first screen of the app, it'll be a simple screen with a green background. When the app is launched, it will prompt you to start learning the letters of the alphabet. You will be prompted to. |



| Assets | Events |
|---|--|
| Letter_Learning.jpg, Sound_Button.jpg, Letter_A.jpg, Next_Button.jpg, 02_MLS_E_A.mp3, Clear_Button.jpg | You'll be able to draw on an image of the letter A, so that children can learn how to write the letter. There will also be a button that you can press and when it is pressed it will play a sound of someone saying "A, A for apple" there will be a button which takes you to the next screen, pressing the clear button will remove any drawings done on the canvas |
| Design Notes/Alternate ideas | Method of solution |
| I could switch up the colours to be a bit brighter so it grabs attention more | This screen will teach the children how the letter "A" sounds and how to draw it, when you drag your finger across the image of the letter a it will allow you to draw on top of it, on top of this you will be able to press the blue button above it to hear the sound actually be said. The Green "Next Letter" button will take you to the next page |

Screen_B

Letter Learning!

The Letter B

Play Letter Sound

Clear



Next Letter

Assets

Letter_Learning.jpg,
Sound_Button.jpg,
Letter_B.jpg,
Next_button.jpg,
18_MLS_E_B.mp3,
Clear_Button.jpg

Events

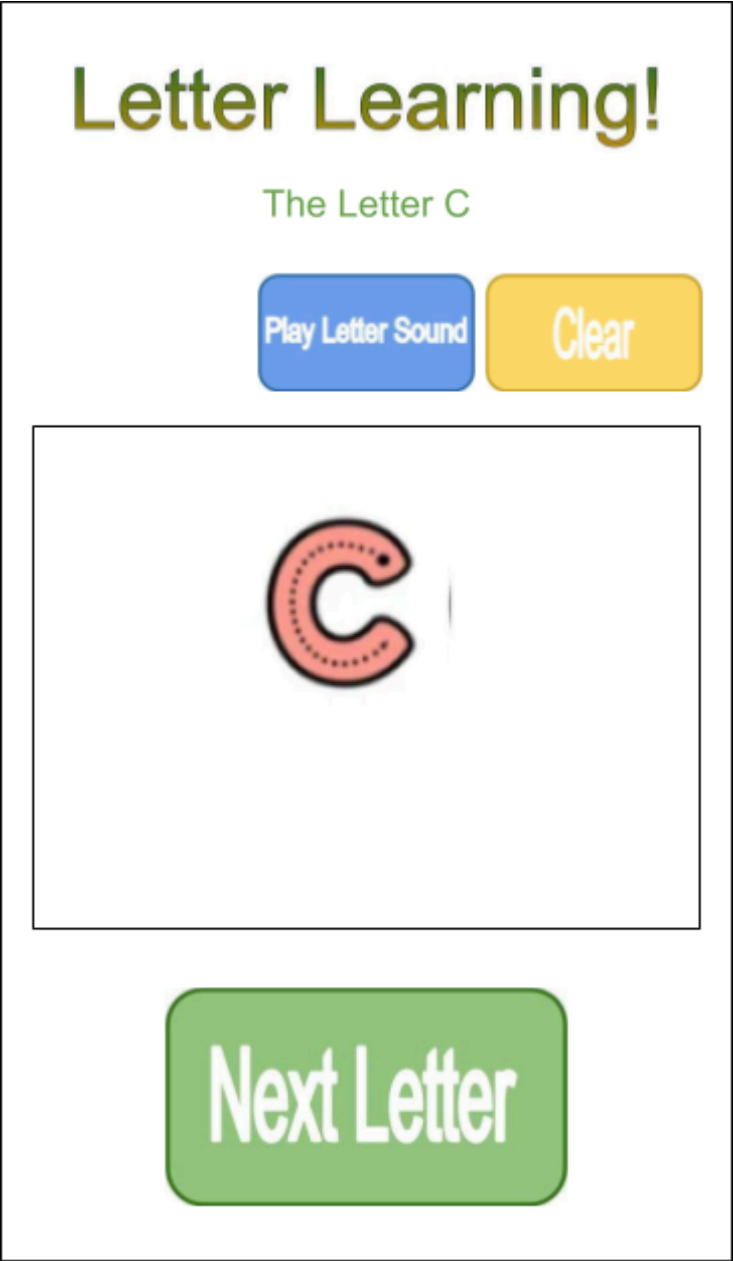
You will be able to draw on the letter B image, you will be able to play a sound of the letter b by pressing the "Play Letter Sound", pressing the clear button will remove any drawings done on the canvas

Design Notes/Alternate ideas

I could maybe change the colour of the "Next letter" button and the text to yellow to match the colour of the big letter, though i feel that inconsistency could confuse the children

Method of solution

This page, alike the previous one is going to be used to teach children about how to write and say the letter "B".



| Assets | Events |
|--|--|
| Letter_Learning.jpg, Sound_Button.jpg, Letter_C.jpg, Next_Button.jpg, 11_MLS_E_C.mp3, Clear_Button.jpg | The children will be able to draw on the “C” letter image and will be able to press the “Play letter sound” button and it will play a sound of the letter c, you will also be able to press the “next letter” Button to move onto the next screen, pressing the clear button will remove any drawings done on the canvas |
| Design Notes/Alternate ideas | Method of solution |
| I could change the colour of the text and the “Next Letter” button to red to match the C image | This page will be used to teach children how to say and write the letter C. |

Screen_D

Letter Learning!

The Letter D

Play Letter Sound

Clear



Next Letter

| Assets | Events |
|---|--|
| Letter_Learning.jpg, Sound_Button.jpg, Letter_D.jpg, Next_Button.jpg, 08_MLS_E_D.mp3, Clear_Button.jpg | When you press the “Play Letter Sound” button, the letter D will be said, when you drag your finger along the image of the letter D you will be able to draw on it, when you press the “Next letter” button it will take you to the next screen, pressing the clear button will remove any drawings done on the canvas |
| Design Notes/Alternate ideas | Method of solution |
| I could change the colour of the text and the “Next Letter” button to purple to match the “D” Image. | This screen will be used to teach children how to write and say the letter “D” |

Screen_E

Letter Learning!

The Letter E

Play Letter Sound

Clear



Next Letter

| Assets | Events |
|--|---|
| Letter_Learning.jpg, Letter_E.jpg, Sound_Button.jpg, Next_Button.jpg, 14_MLS_E_E.mp3, Clear_Button.jpg | when you press the “Play letter sound” button it will play a sound of the letter “E”, When you drag your finger across the image of the “E” it will draw atop the image, when you press the “Next Letter” Button it will take you to the next screen, pressing the clear button will remove any drawings done on the canvas |
| Design Notes/Alternate ideas | Method of solution |
| I could change the colour of the text and the “next letter” button to blue to match the “E” image, although this could confuse the children using the app because the “Play Letter” sound is also blue | This screen will be used to teach the children how to write and say the letter “E” |

Screen_F



| Assets | Events |
|---|--|
| Letter_Learning.jpg, Sound_Button.jpg, Letter_F.jpg, Finish_Button.jpg, 19_MLS_E_F.mp3, Clear_Button.jpg | When you press the “Play letter sound” button it will play the letter “F” being said, when you drag your finger along the “F” image it will draw atop the image, when you press the “Finish” button, pressing the clear button will remove any drawings done on the canvas |
| Design Notes/Alternate ideas | Method of solution |
| I could change the colour of the text and the “Finish” button to pink to match the “F” image, though as I've stated before I believe the inconsistency could confuse children | This page will be used to teach the children how to write and say the letter “F”. |

Screen_Complete

Letter Learning!

Well Done!
You completed all the letters
of the alphabet!

Now if you press the button
below you can do it all over
again!


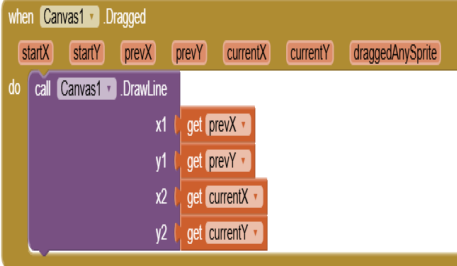
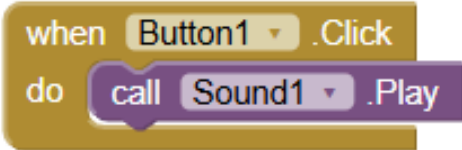
Start Again

| Assets | Events |
|---|--|
| Letter_Learning.jpg, Start_Again.jpg | When you press the "Start again" button it will take you back to the first screen. |
| Design notes/Alternate ideas | Method of Solution |
| I could add a background image of a rainbow, but i think it would be distracting and make the text hard to read | This page will be used to congratulate the children about completing the alphabet. |

| Description of Asset | File Name | Source | Modifications made | Where used |
|---|---------------------|---|---|---|
| The title on top of all the screens | Letter_Learning.jpg | Made by Myself | None | All screens |
| The button you press to go back to the start of the app | Start_Again.jpg | Made by myself | None | Screen_Complete |
| The button you press to play any of the letter sounds | Sound_Button.jpg | Made by myself | None | Screen_A, Screen_B, Screen_C, Screen_D, Screen_E, Screen_F. |
| A picture of the letter F you will be able to draw over | Letter_F.jpg | https://www.shutterstock.com/image-illustration/teacher-font-trace-letter-formation-1673726389 | Cropped to only show one letter (This case being F) | Screen_F |
| The button you press once you've completed all the letters | Finish_Button.jpg | Made by Myself | None | Screen_F |
| The sound of the letter F | 19_MLS_E_F.mp3 | https://www.schofieldandsims.co.uk/mylettersandsoundresources/ | None | Screen_F |
| A picture of the letter E you will be able to draw over | Letter_E.jpg | https://www.shutterstock.com/image-illustration/teacher-font-trace-letter-formation-1673726389 | Cropped to only show one letter (This case being E) | Screen_E |
| The button you press once you have completed the letter you are on to send you to the next letter | Next_Button.jpg | Made by myself | None | Screen_A, Screen_B, Screen_C, Screen_D, Screen_E |

| | | | | |
|---|----------------|---|---|----------|
| The sound of the letter E | 14_MLS_E_E.mp3 | https://www.schofieldandsims.co.uk/mylettersandsoundsresources/ | None | Screen_E |
| A picture of the letter D you will be able to draw over | Letter_D.jpg | https://www.shutterstock.com/image-illustration/teacher-font-trace-letter-formation-1673726389 | Cropped to only show one letter (this case being D) | Screen_D |
| The sound of the letter D | 08_MLS_E_D.mp3 | https://www.schofieldandsims.co.uk/mylettersandsoundsresources/ | None | Screen_D |
| A picture of the letter C you will be able to draw over | Letter_C.jpg | https://www.shutterstock.com/image-illustration/teacher-font-trace-letter-formation-1673726389 | Cropped to only show one letter (This case being C) | Screen_C |
| The sound of the letter C | 11_MLS_E_C.mp3 | https://www.schofieldandsims.co.uk/mylettersandsoundsresources/ | None | Screen_C |
| A picture of the letter B you will be able to draw over | Letter_B.jpg | https://www.shutterstock.com/image-illustration/teacher-font-trace-letter-formation-1673726389 | Cropped to only show one letter (This case being B) | Screen_B |
| The sound of the letter B | 18_MLS_E_B.mp3 | https://www.schofieldandsims.co.uk/mylettersandsoundsresources/ | None | Screen_B |
| A picture of the letter A you will be able to draw over | Letter_A.jpg | https://www.shutterstock.com/image-illustration/teacher-font-trace-letter-formation-1673726389 | Cropped to only show one letter (This case being A) | Screen_A |
| The sound of the letter A | 02_MLS_E_A.mp3 | https://www.schofieldandsims.co.uk/mylettersandsoundsresources/ | None | Screen_A |

| | | | | |
|--|------------------|---|------|---|
| | | ms.co.uk/mylettersandsoundresources/ | | |
| The button you press to start leaning the letters of the alphabet (Will take you to the letter A screen) | Start_button.jpg | Made by Myself | None | Screen_1 |
| The button that will clear all the canvas' of any drawings | Clear_Button.jpg | Made by myself | none | Screen_A, Screen_B, Screen_C, Screen_D, Screen_E, Screen_F. |

| | | | |
|---------------|---|--|---|
| Code (Blocks) |  |  |  |
| Taken from | PaintPot app | Paint pot app | HeliloCodi app |
| Used for | Clearig drawings from canvas | Drawing on the Canvas | Playing the sounds of letters |

| Test No. | Screen | Test | Expected outcome | Actual outcome | Comments |
|----------|----------|---|------------------|----------------|----------|
| 1 | Screen 1 | Check whether the button to switch over to Screen A works | | | |

| | | | | | |
|----|----------|---|--|--|--|
| 2 | Screen_A | Check whether the button to switch over to Screen B works | | | |
| 3 | Screen_A | Check that the sound plays when the button is pressed | | | |
| 4 | Screen_A | Check that you can draw on the image | | | |
| 5 | Screen_B | Check whether the button to switch over to Screen C works | | | |
| 6 | Screen_B | Check that the sound plays when the button is pressed | | | |
| 7 | Screen_B | Check that you can draw on the image | | | |
| 8 | Screen_C | Check whether the button to switch over to Screen D works | | | |
| 9 | Screen_C | Check that the sound plays when the button is pressed | | | |
| 10 | Screen_C | Check that you can draw on the image | | | |
| 11 | Screen_D | Check whether the button to switch over to Screen E works | | | |
| 12 | Screen_D | Check that the sound plays when the button is pressed | | | |

| | | | | | |
|----|-------------------|---|--|--|--|
| 13 | Screen_D | Check that you can draw on the image | | | |
| 14 | Screen_E | Check whether the button to switch over to Screen F works | | | |
| 15 | Screen_E | Check that the sound plays when the button is pressed | | | |
| 16 | Screen_E | Check that you can draw on the image | | | |
| 17 | Screen_F | Check whether the button to switch over to Screen F works | | | |
| 18 | Screen_F | Check that the sound plays when the button is pressed | | | |
| 19 | Screen_F | Check that you can draw on the image | | | |
| 20 | Screen_C complete | Check that the sound plays when the button is pressed | | | |

| Screen | Screen_1 | Screen_A | Screen_B | Screen_C | Screen_D | Screen_E | Screen_F | Screen_Complete |
|------------|--|--|--|--|--|--|---|--|
| Pseudocode | If start button pressed will display Screen A. | If next button pressed will display Screen B. If finger is dragged across canvas draw line. If | If next button pressed will display Screen C. If finger is dragged across canvas draw line. | If next button pressed will display Screen D. If finger is dragged across canvas draw line. | If next button pressed will display Screen E. If finger is dragged across canvas draw line. | If next button pressed will display Screen F. If finger is dragged across canvas draw line. | If next button pressed will display Screen Complete. If finger is dragged across canvas draw line. | If next button pressed will display Screen 1. If finger is dragged across canvas draw line. |