

SocTalk

A Mobile Chalk Talk Application created by Alexandra Benson

User's Guide

In order to begin using this app, the user selects a certain set play in soccer they would like to learn more about, or select the "Design Your Own" function.

After selecting one of the three "set play" options, the screen will display a short set of directions on that specific play. Then, after clearing the directions the user can draw on the screen with their finger, or click on a player to have a short description about them displayed below the field. To learn more about what to do in each play click the "Help" button. If you would like to clear the drawings on the screen click the "Clear Screen" button.

If the user has selected the "Design Your Own" play button, the app will display a field with eleven players on each team placed on their side of the field. The user can then move these players wherever they would like based on their play. To freeze the players in place click the "Freeze Players" button, and to move them again click the "Move Players" button. The screen in this version of the application is not automatically a whiteboard, but you may draw on the screen after clicking the "Draw on Screen" button and you can clear your writing by clicking the "Clear Screen" button. For more information, click the "Help" button and a short description of each button will pop up onto the screen.

Algorithms

When the screen is initializing, the app recognizes this and plays the uploaded track of the FIFA world cup song. Each button is programmed to bring the user to the corresponding screen when clicked and has an uploaded sound of a button click that plays when the application recognizes that the button is pressed. On each screen there is a label at the bottom that is hidden when the screen initializes. After each player button is pressed, the label becomes visible and the text is changed to the description of that individual player. The field background is a canvas that is programmed to enable the user to draw on it with a canvas draw line function that recognizes where the user's finger is on the screen. The clear button at the bottom of the screen, when pressed, erases the writing on the screen with a clear canvas function. In the "design your own" screen, the players are balls on the canvas and move with the dragging of the user's finger on the screen. When no ball is dragged but the canvas is touched, the draw line function makes the screen a whiteboard.