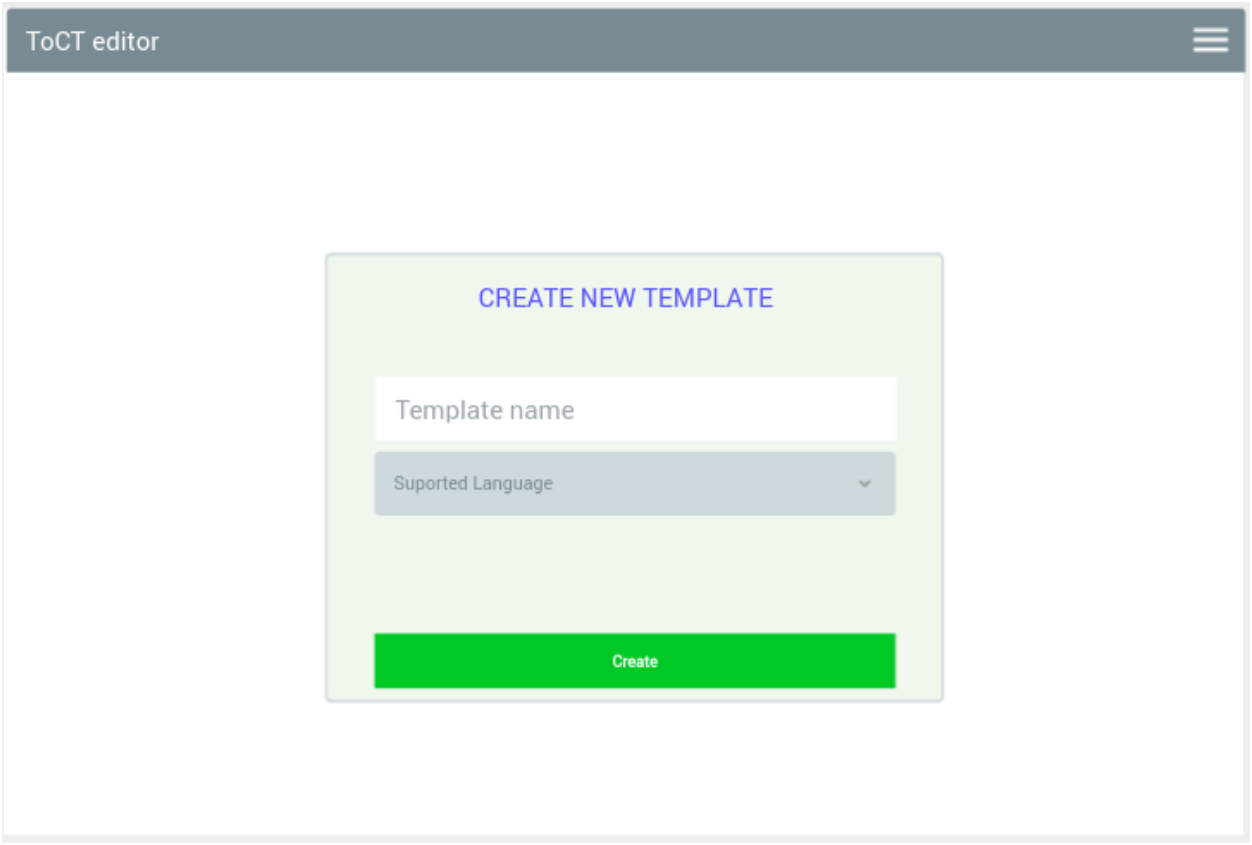
Link to Interactive prototype

https://www.fluidui.com/editor/live/preview/cF85dklYM2dDM3ZEOWZPUzFWY1VKMjlQT0VEUkNCQ21Tbg==

Screen 1: Home



Interactive components:

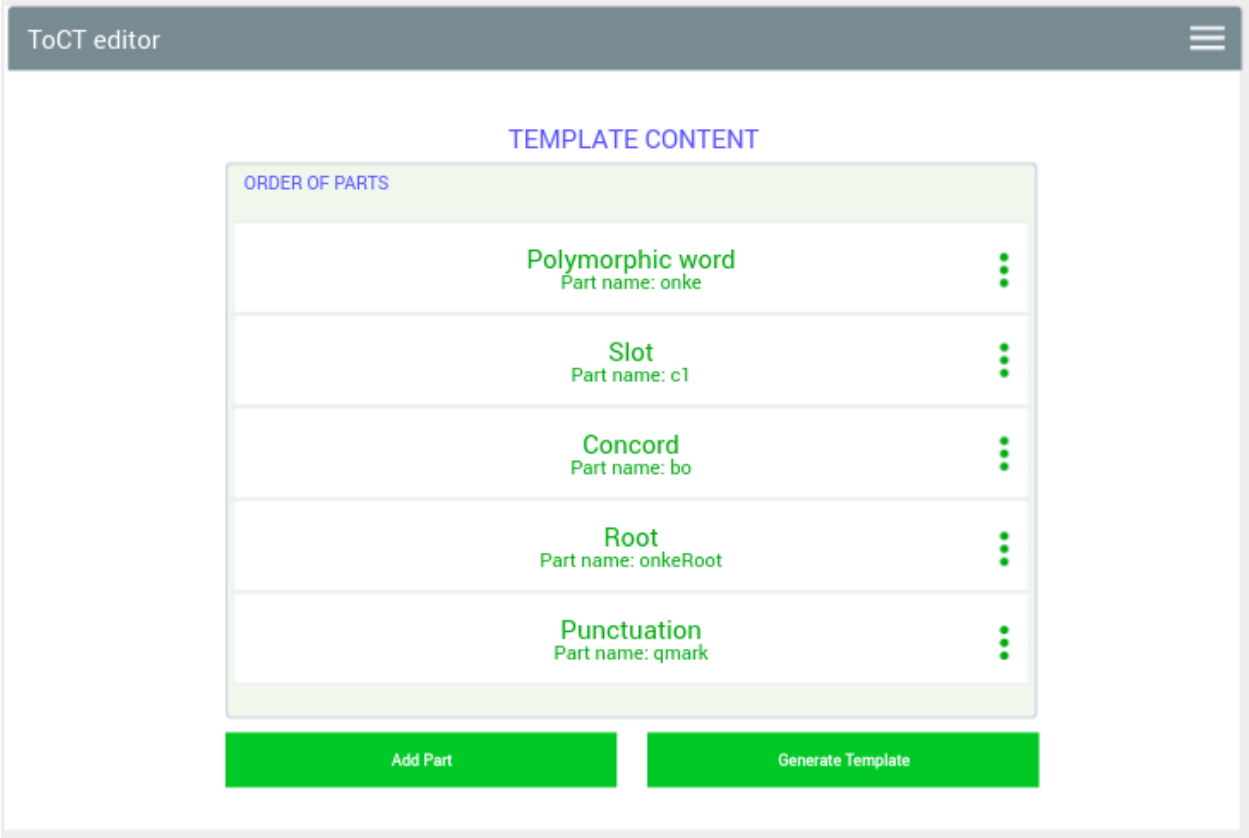
1. Textfield-*Template name*
2. Dropdownbox-*Supported language*
3. Button-*Create*

Screen 2: Choose part

Interactive components:

1. Button-*Slot*
2. Button-*Unimophic word*
3. Button-*Punctuation*
4. Button-*Root*
5. Button-*Polymorphic word*
6. Button-*Concord*
7. Button-*Phrase*
8. Button-*Copula*
9. Button-*Unimorphic-Affix*
10. Button-*Cancel*

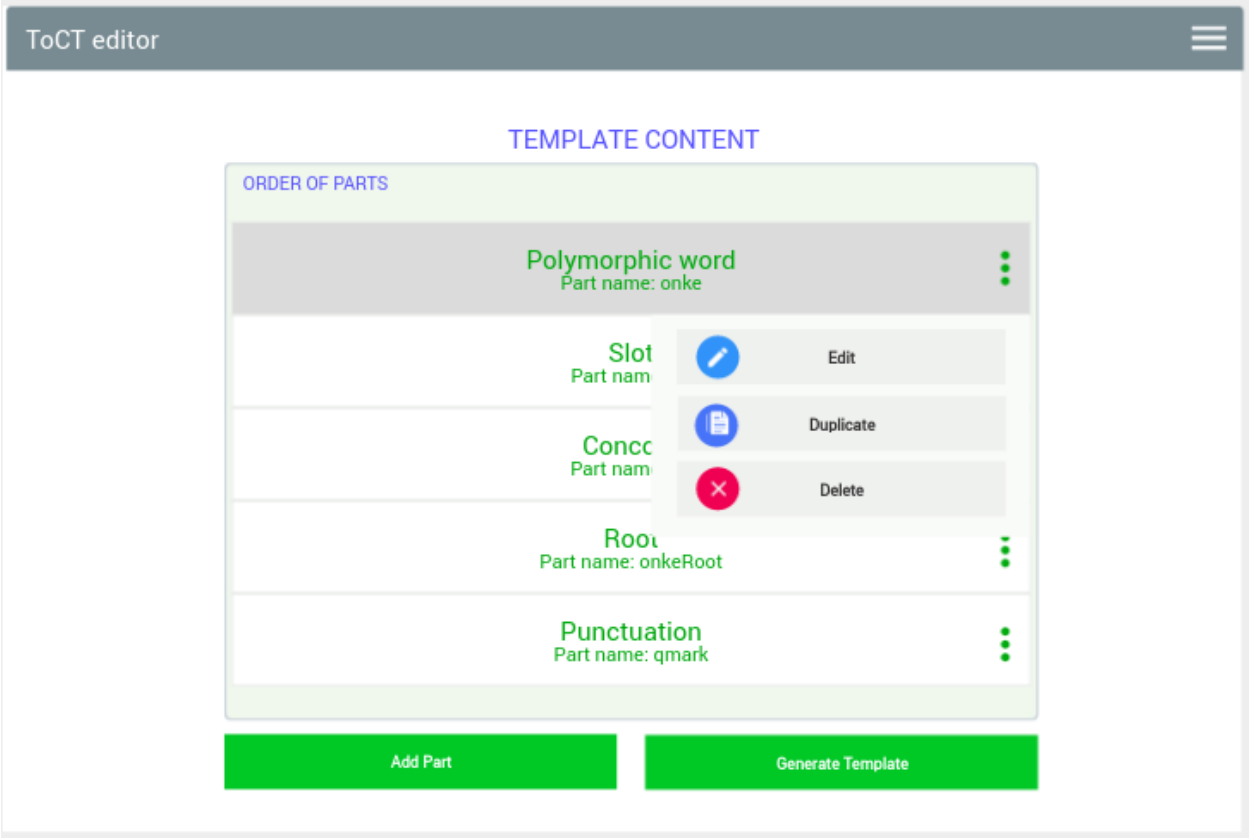
Screen 3: Template content



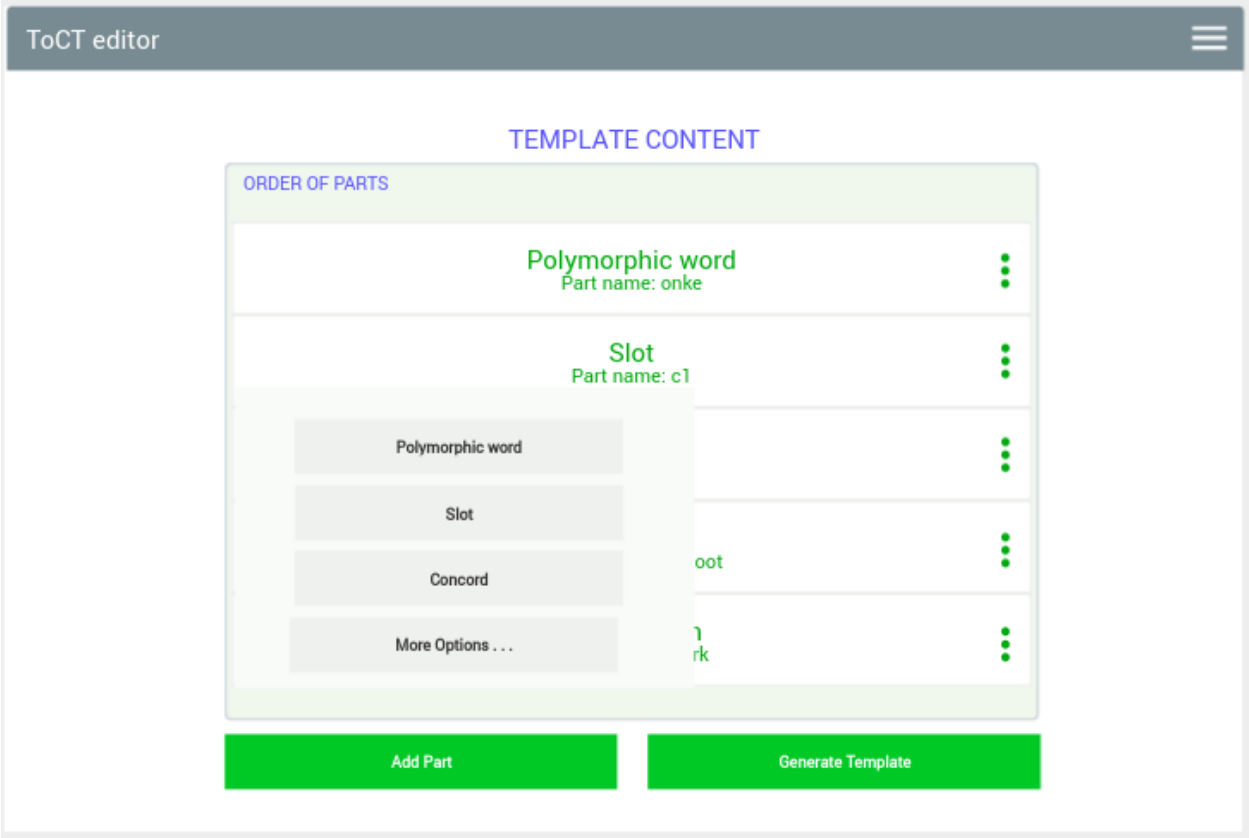
Interactive components:

1. Button-*Add Part*
2. Button-*Generate Template*
3. Movable part-boxes

Screen 3: Template content - Kebab menu on click



Screen 3: Template content - Add part



Design Flow

Create template:

Button-Create

Layout flow

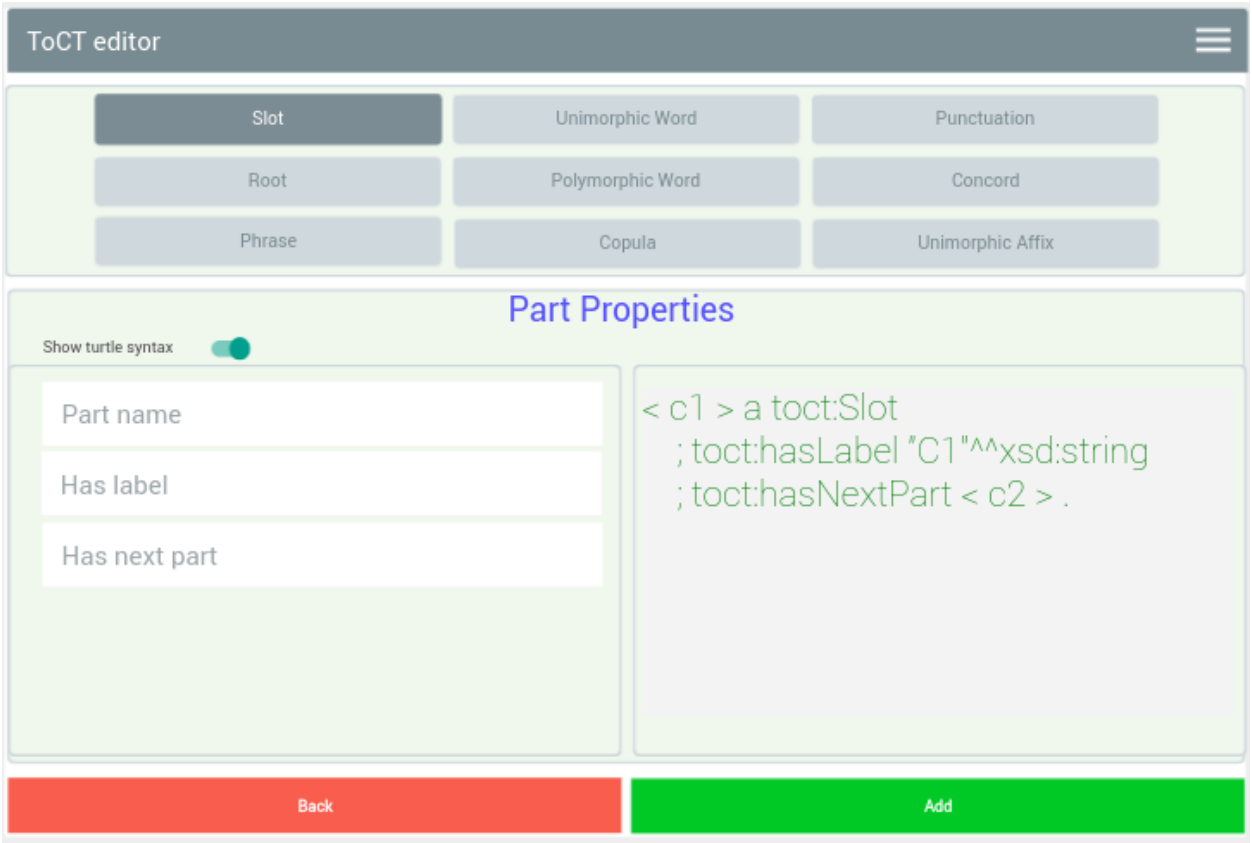
Screen 1: Home -> Screen 2: Choose Part

(1)Create part (Slot):

Button-*Slot* -> Button-Add

Layout flow

Screen 2: Choose Part -> Screen-Slot-Properties -> Screen 2: Choose Part

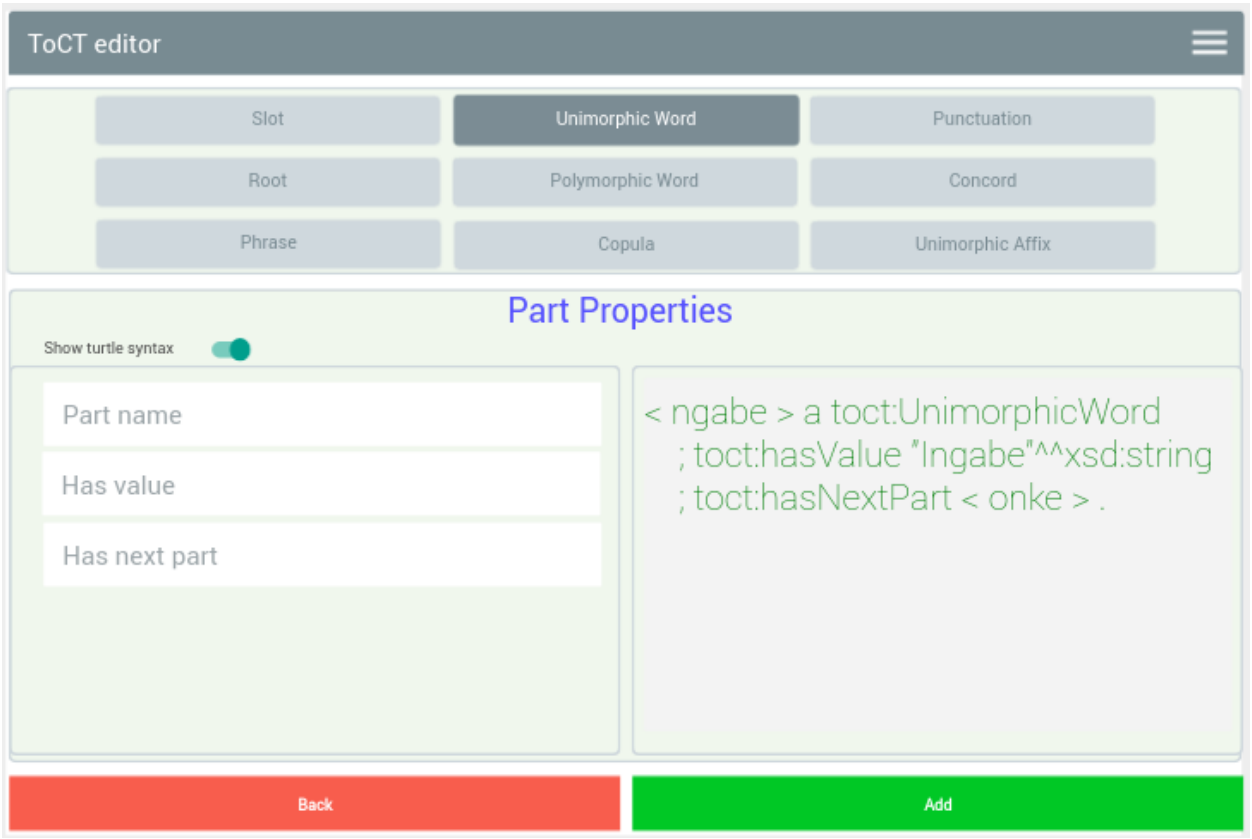


(2)Create part (Unimorphic word):

Button-*Unimorphic word* -> Button-Add

Layout flow

Screen 2: Choose Part -> Screen-Unimorphic-Word-Properties -> Screen 2: Choose Part

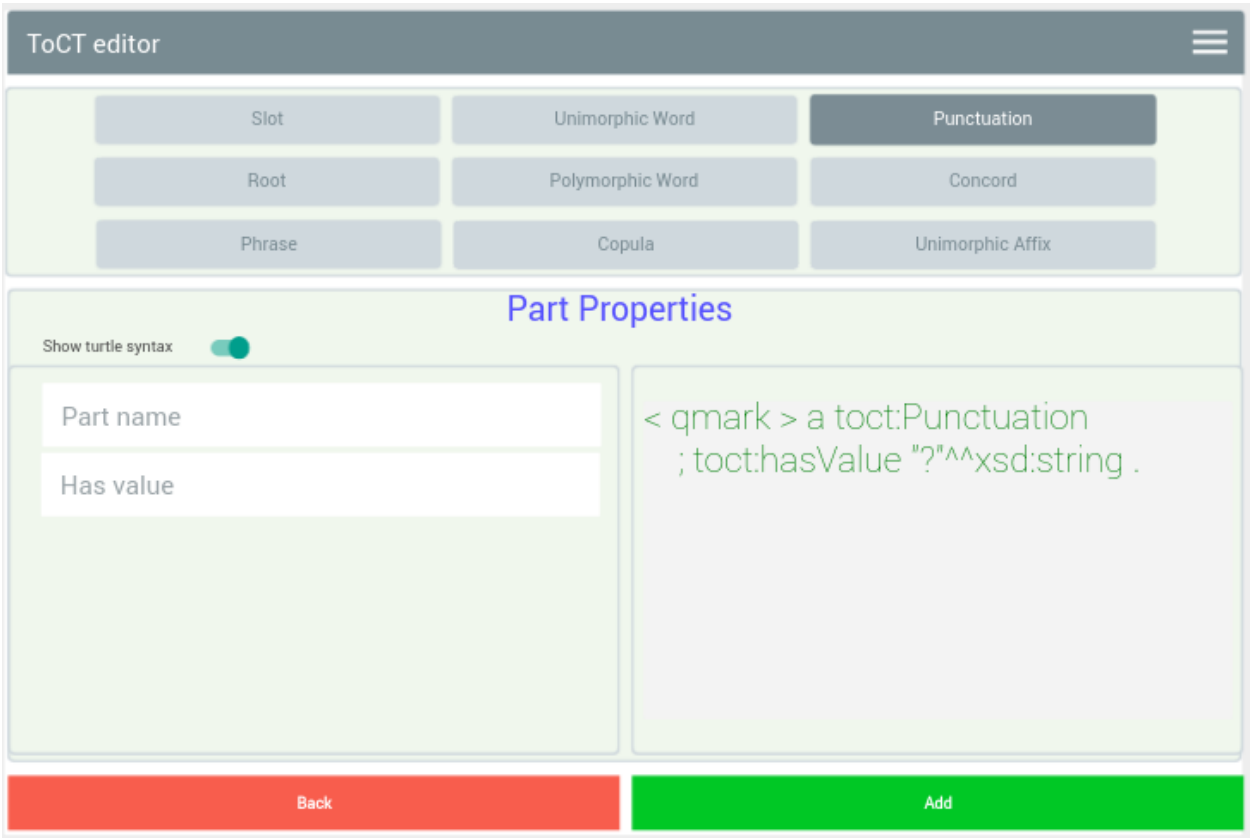


(3)Create part (Punctuation):

Button-*Punctuation word* -> Button-Add

Layout flow

Screen 2: Choose Part -> Screen-Punctuation-Properties -> Screen 2: Choose Part

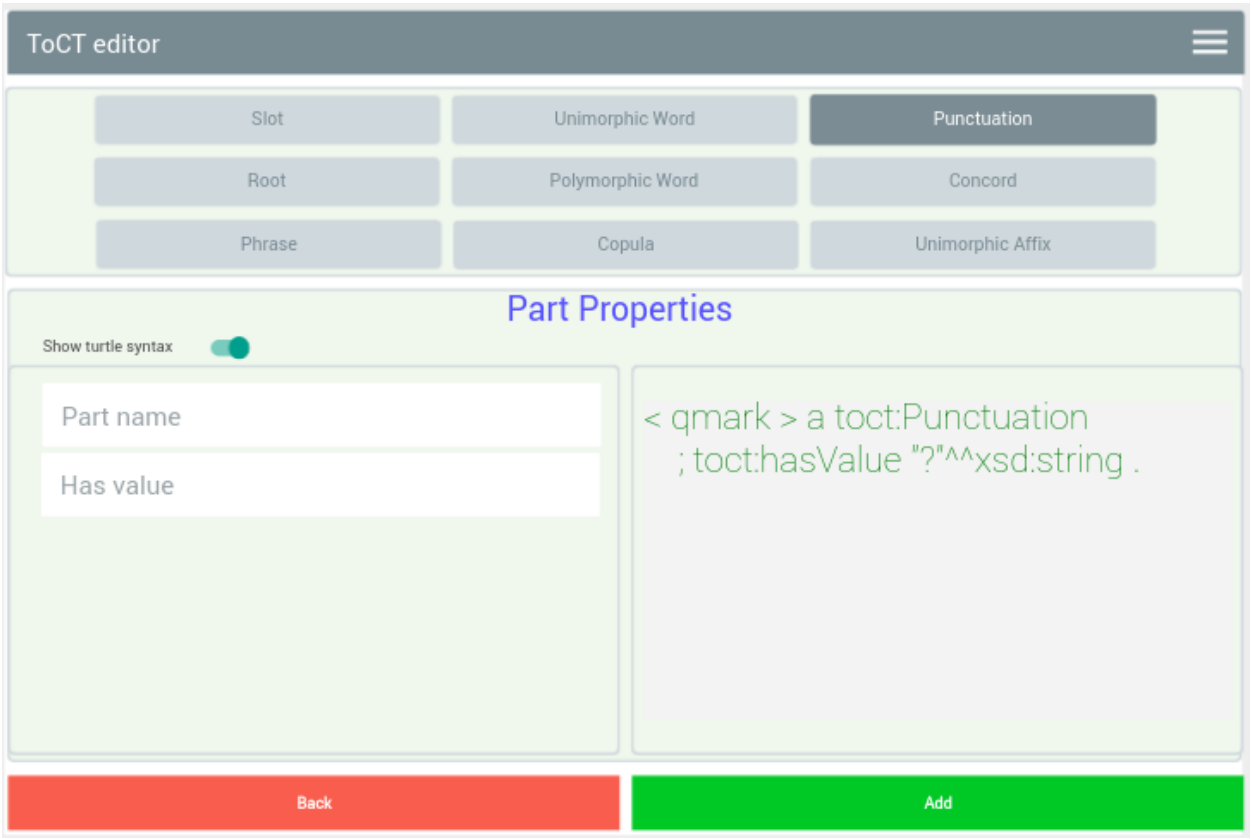


(4)Create part (Root):

Button-*Root* -> Button-Add

Layout flow

Screen 2: Choose Part -> Screen-Root-Properties -> Screen 2: Choose Part

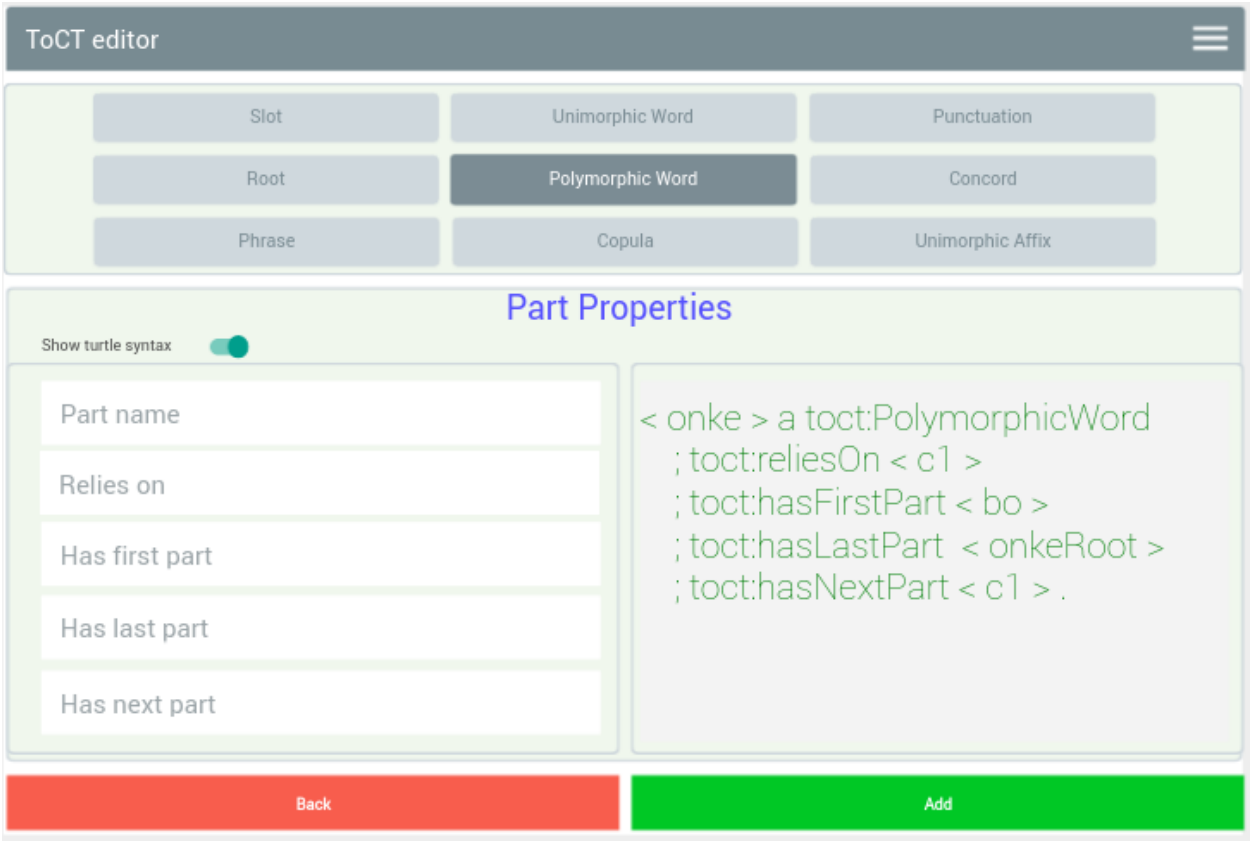


(5)Create part (Polymorphic Word):

Button-*Polymorphic-Word* -> Button-Add

Layout flow

Screen 2: Choose Part -> Screen-Polymorphic-Word-Properties -> Screen 2: Choose Part

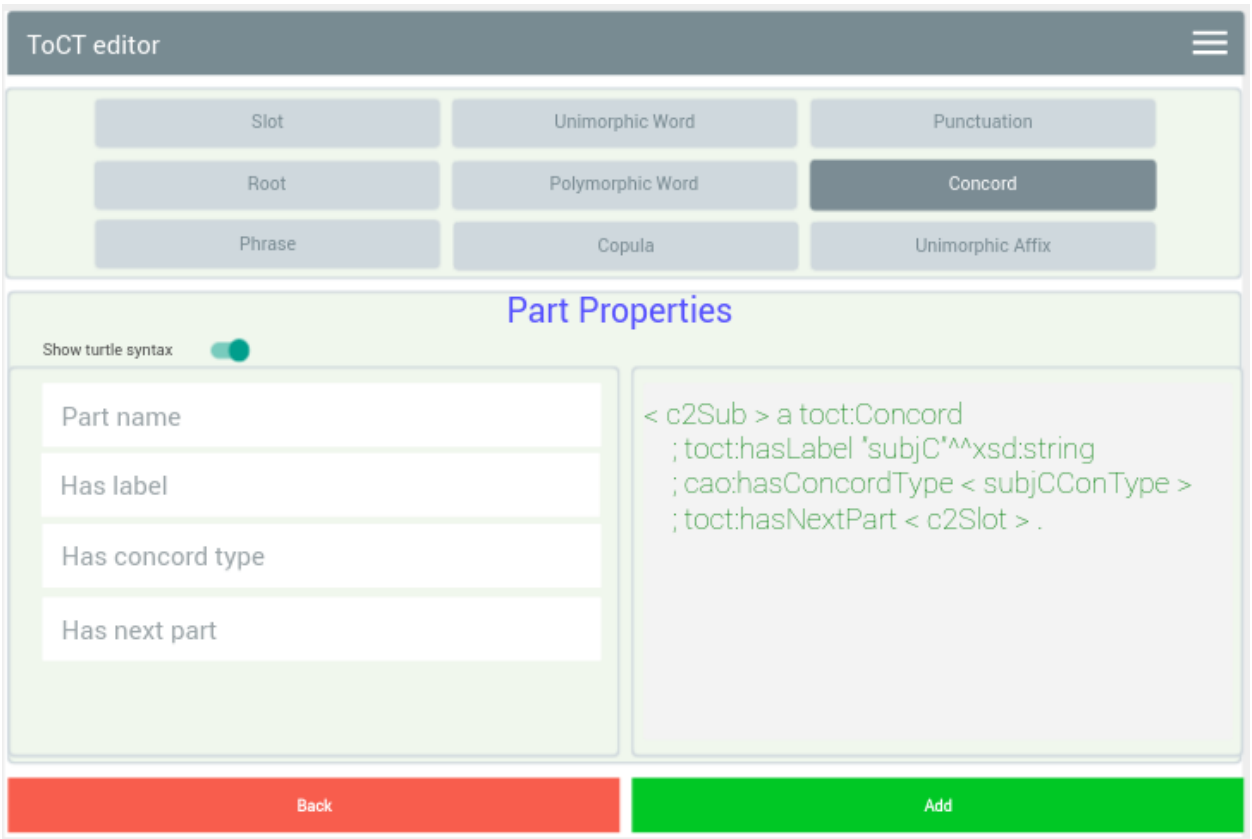


(6)Create part (Concord):

Button-*Concord* -> Button-Add

Layout flow

Screen 2: Choose Part -> Screen-Concord-Properties -> Screen 2: Choose Part

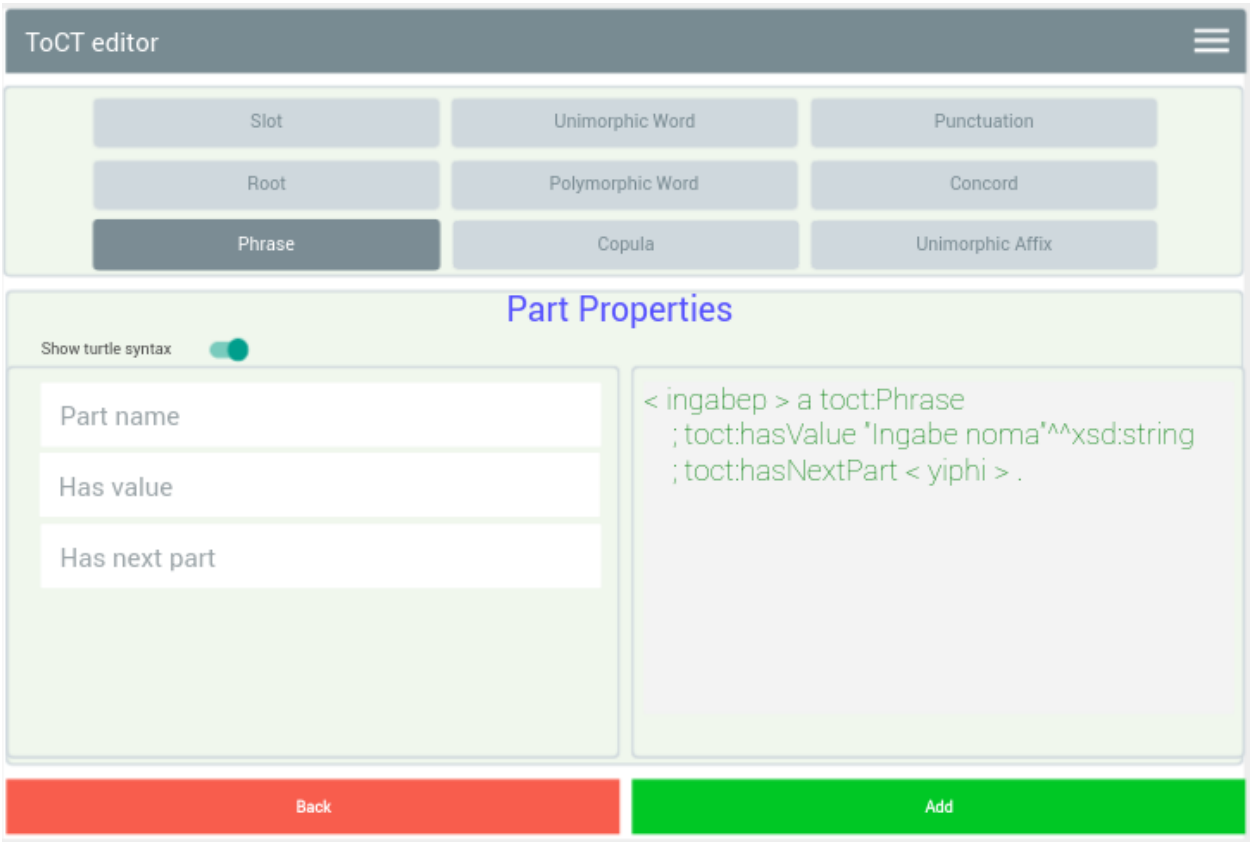


(6)Create part (Phrase):

Button-*Phrase* -> Button-Add

Layout flow

Screen 2: Choose Part -> Screen-Phrase-Properties -> Screen 2: Choose Part

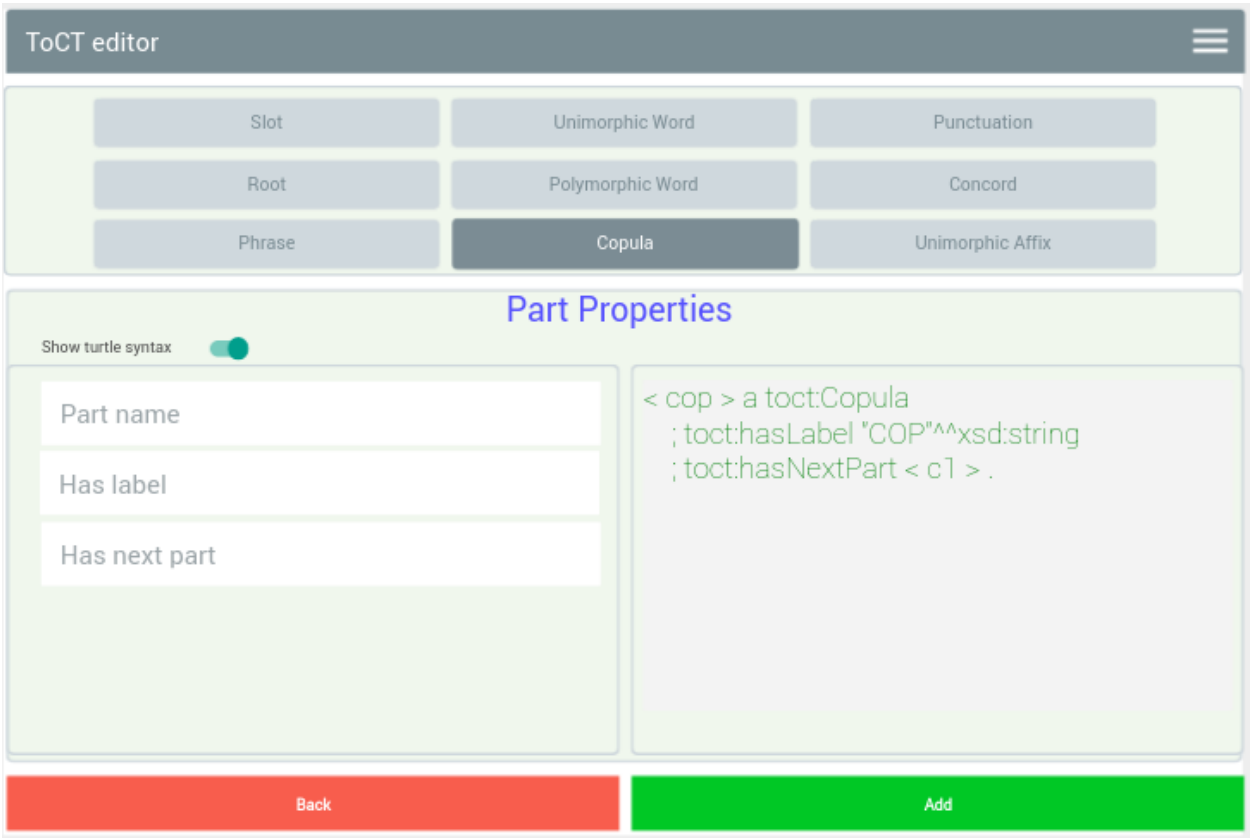


(6)Create part (Copula):

Button-*Copula* -> Button-Add

Layout flow

Screen 2: Choose Part -> Screen-Copula-Properties -> Screen 2: Choose Part



(6)Create part (Unimorphic Affix):

Button-*Unimorphic-Affix* -> Button-Add

Layout flow

Screen 2: Choose Part -> Screen-Unimorphic-Affix-Properties -> Screen 2: Choose Part