Figure 1 (Welcome Screen)

After the welcome screen user is navigated through set of help guidance screens. This is prompted when the first time user navigate through the app. But they are always can be under Help menu.
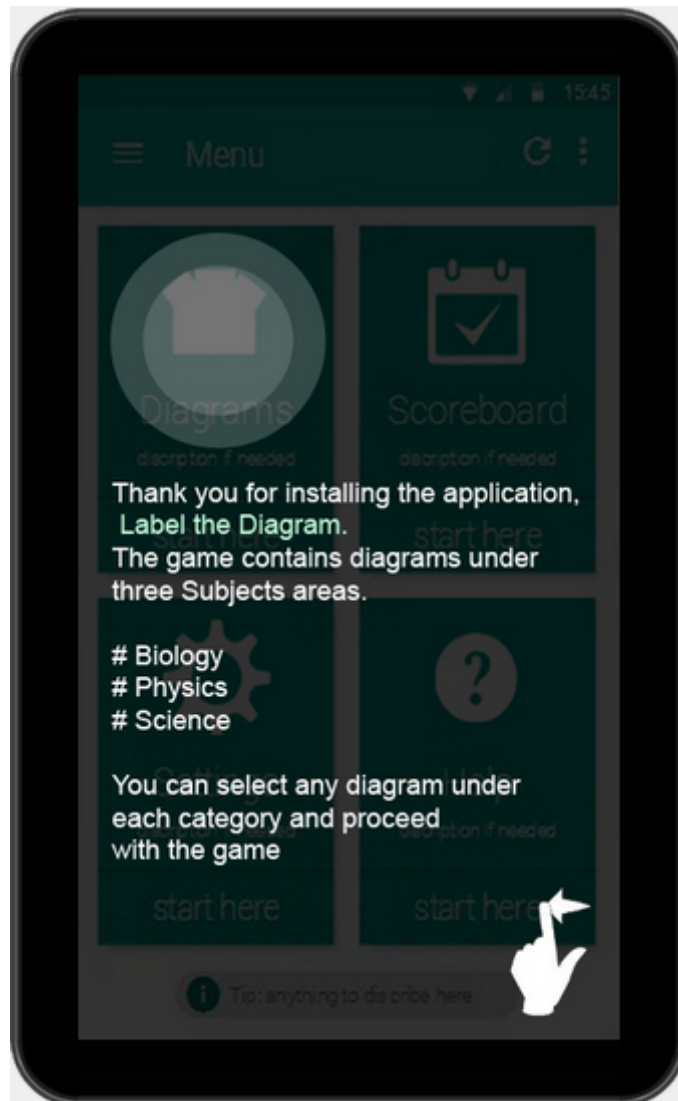
.

Figure 2

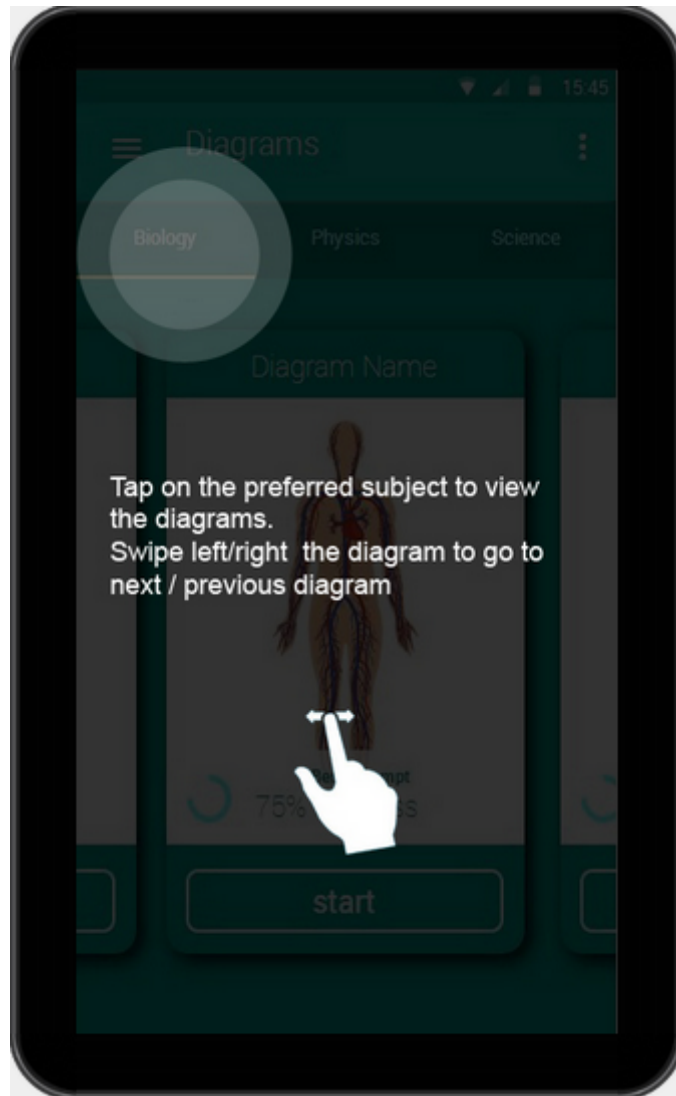In the first help screen(Figure 2) a basic description about the app is given.

Figure 3

The second help screen (Figure 3) is based on the Diagrams UI. User can tap on a subject on the navigation bar and view all the diagrams under that category
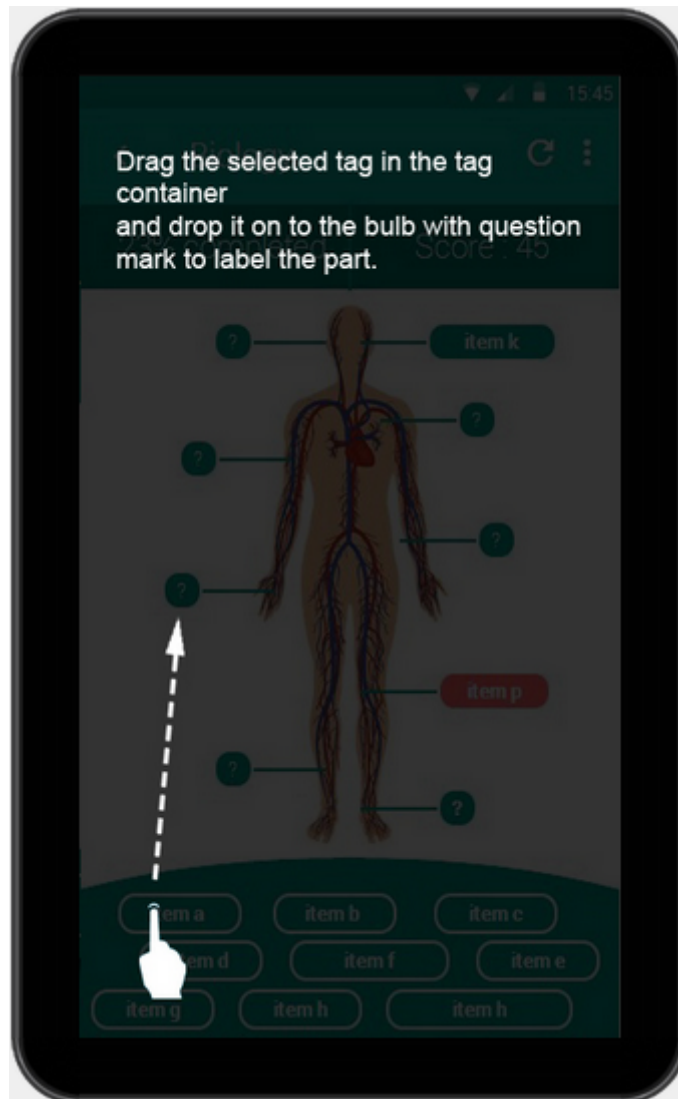
Figure 4

The third help screen (Figure 4) gives the instruction on how to drag and drop the label properly.
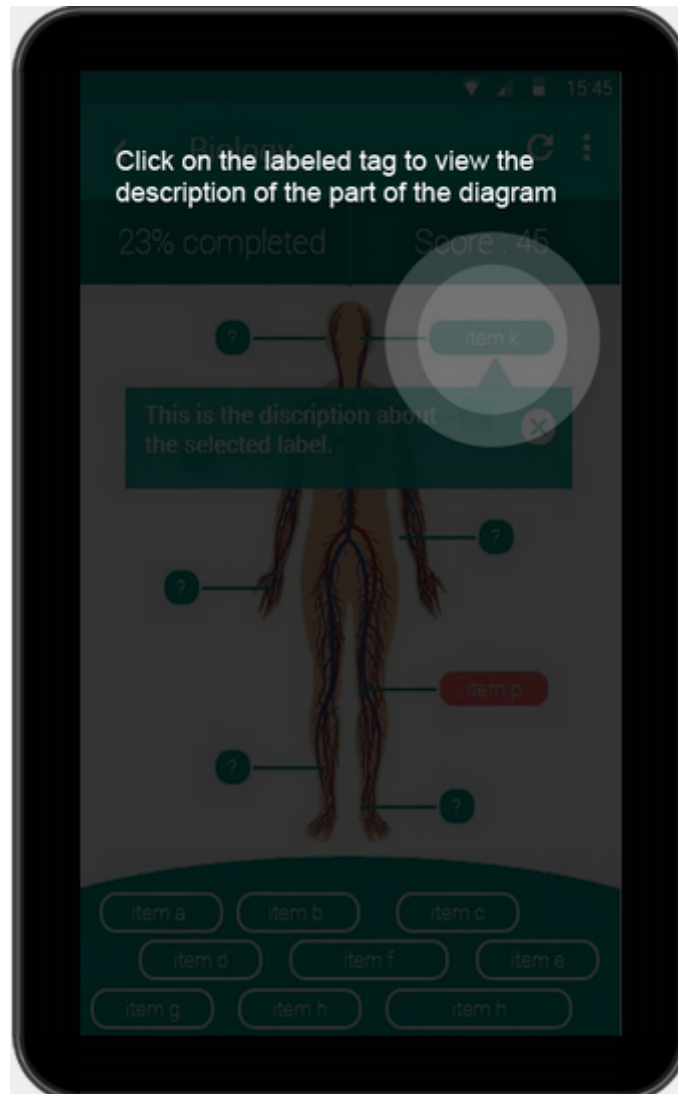
Figure 5

Final help screen Figure 5 gives the tip of clicking a labeled diagram prompts the description of the part of the diagram
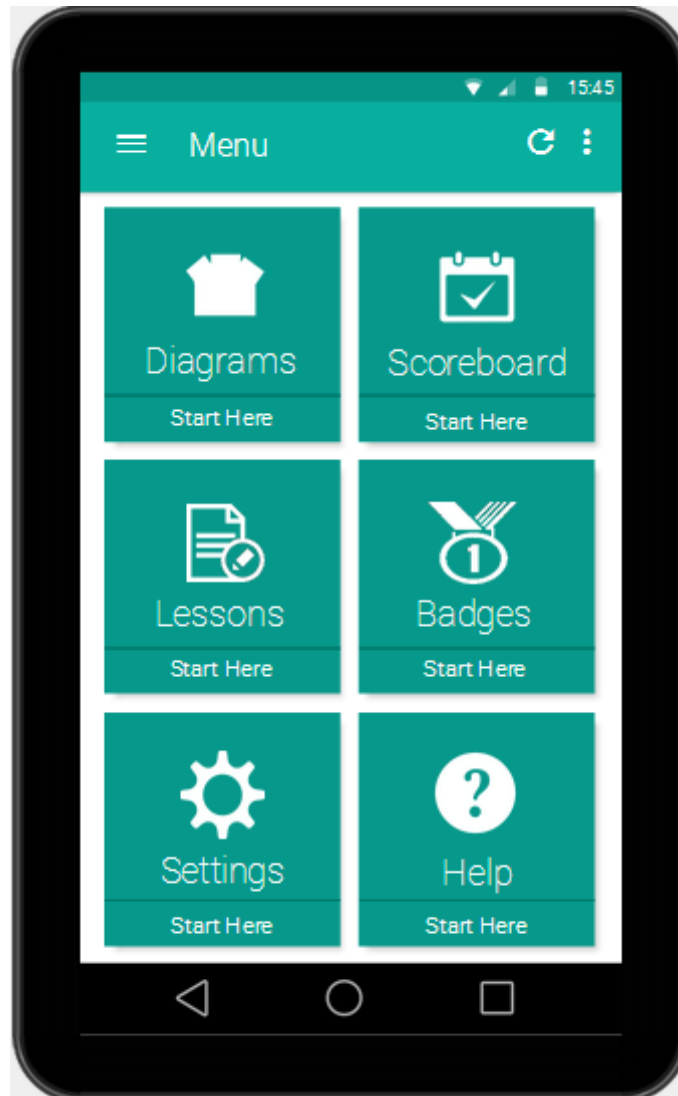
Figure 6

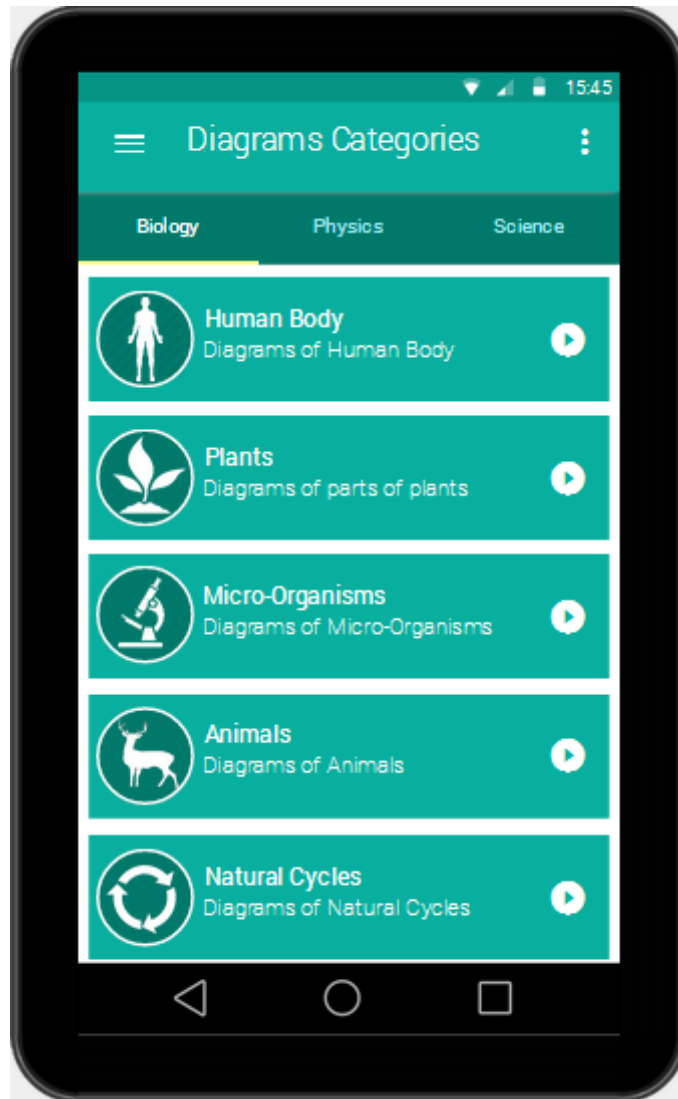After the help tutorial screens user is navigated to the main menu

Figure 7

Clicking on the Diagrams menu item takes the user to the page where all the diagram categories are shown under each subject category resides. When the user clicks on the small white circle at the right of the each list item user is directed to UI where all the diagrams under the particular category reside. (Figure 8)
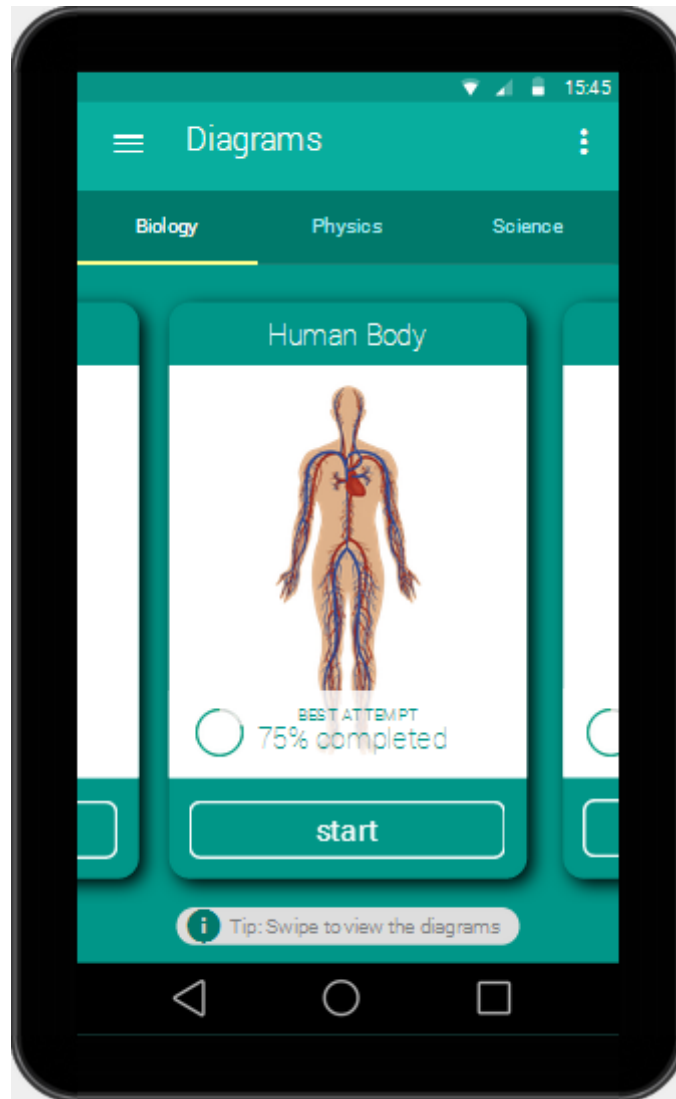
Figure 8

User can navigate through the diagrams by swiping left or right.

The percentage that has been successfully completed under the best attempt so far is shown below each diagram.

Clicking the start button directed the user to the diagram labeling UI Figure 9
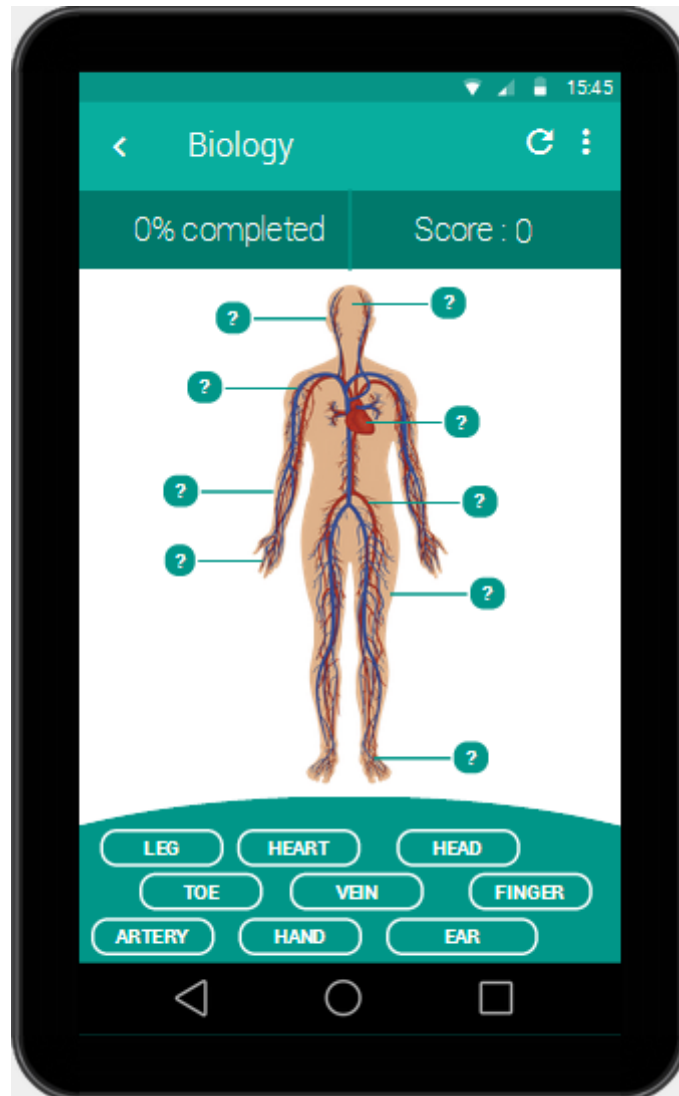
Figure 9

User can click on the labels in the below tags arena and see the description of the label even before he/she drag and drop the label. This may gives a hint to the user to correctly label the diagram (Figure 10)
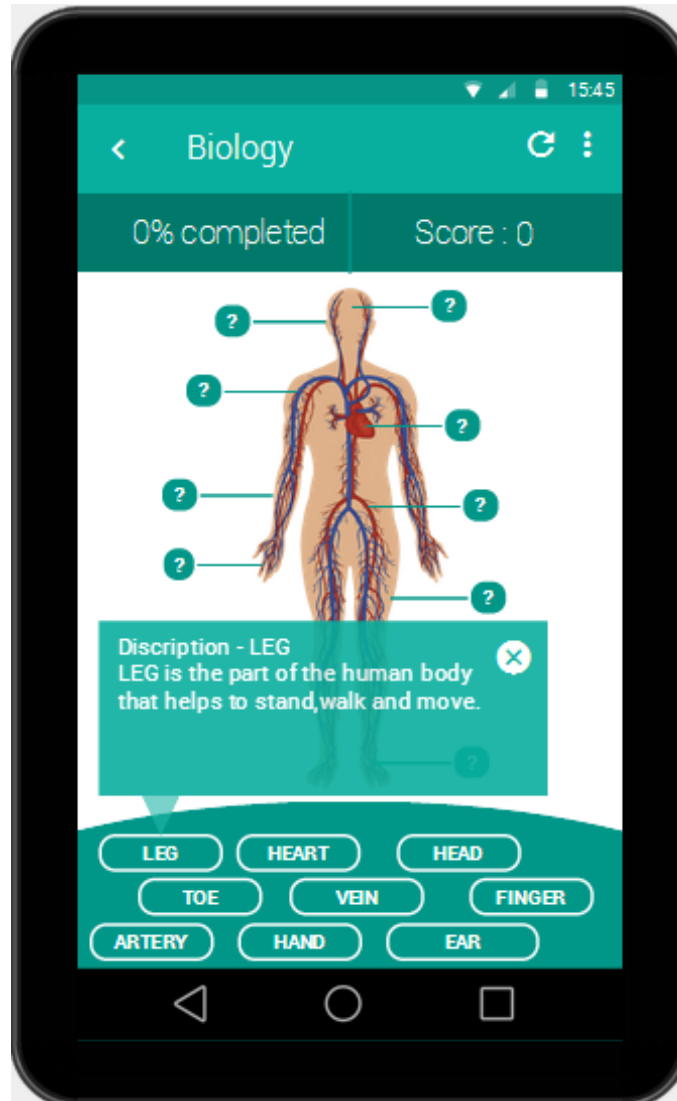

Figure 10

User can select a label and drag it on to the bulb with question mark and drop on the bulb. If the user correctly label the part the dropped label changes to light green along with a message that labeling is correct. If, incorrect the dropped label become red along with a message that labeling is incorrect. For each correct labeling score is added. (Figure 11)
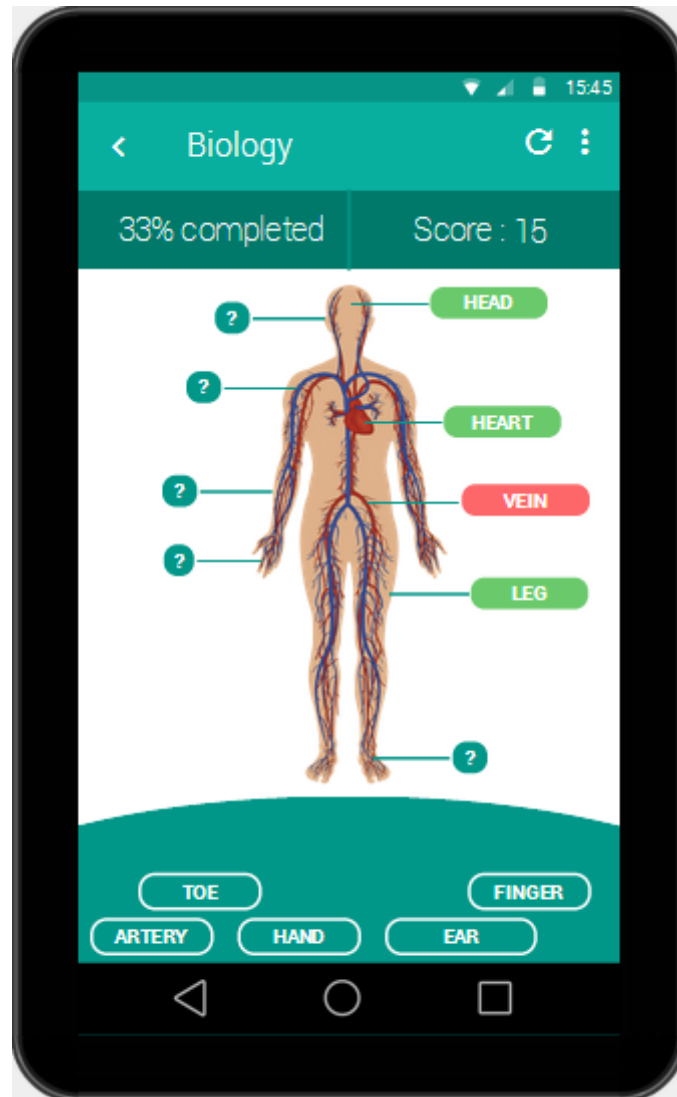

Figure 11

Here if the tag list is large in number in which all of them are not fit to the tag area, at first only half of the labels are shown. When a part of the diagram is correctly labeled as the labels are go out of the tag list area, new tags are added to the tag list area.

User can click on a labeled tag also and find more details about the tag - Figure 12
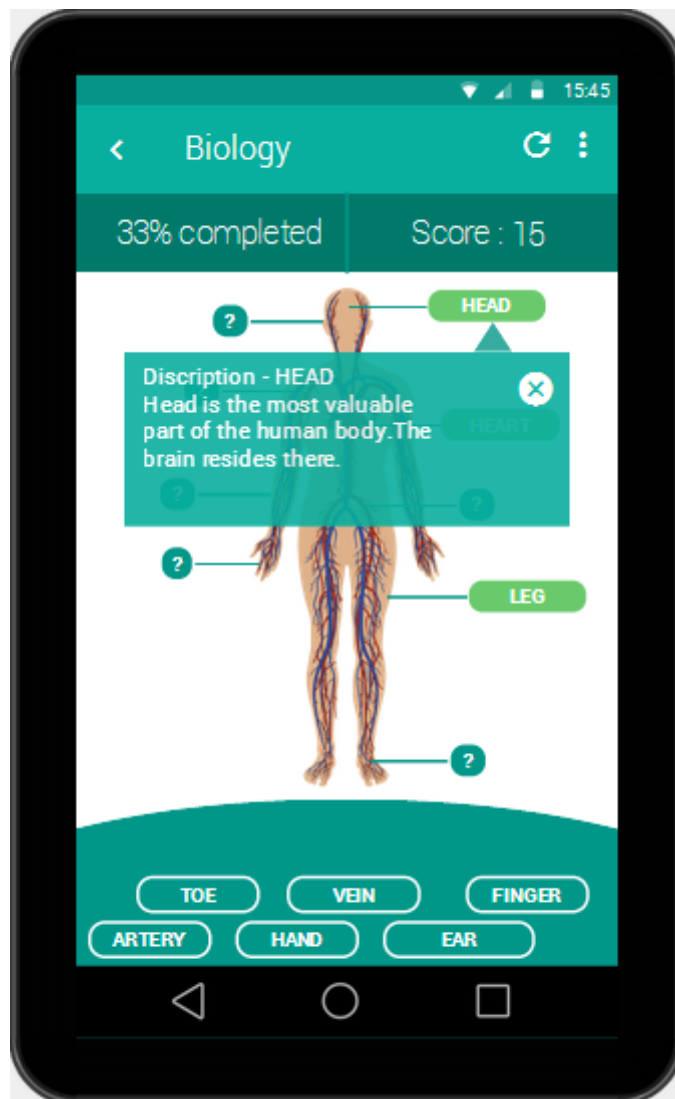

Figure 12

When the user completes the whole diagram user is prompted the result UI-Figure 13
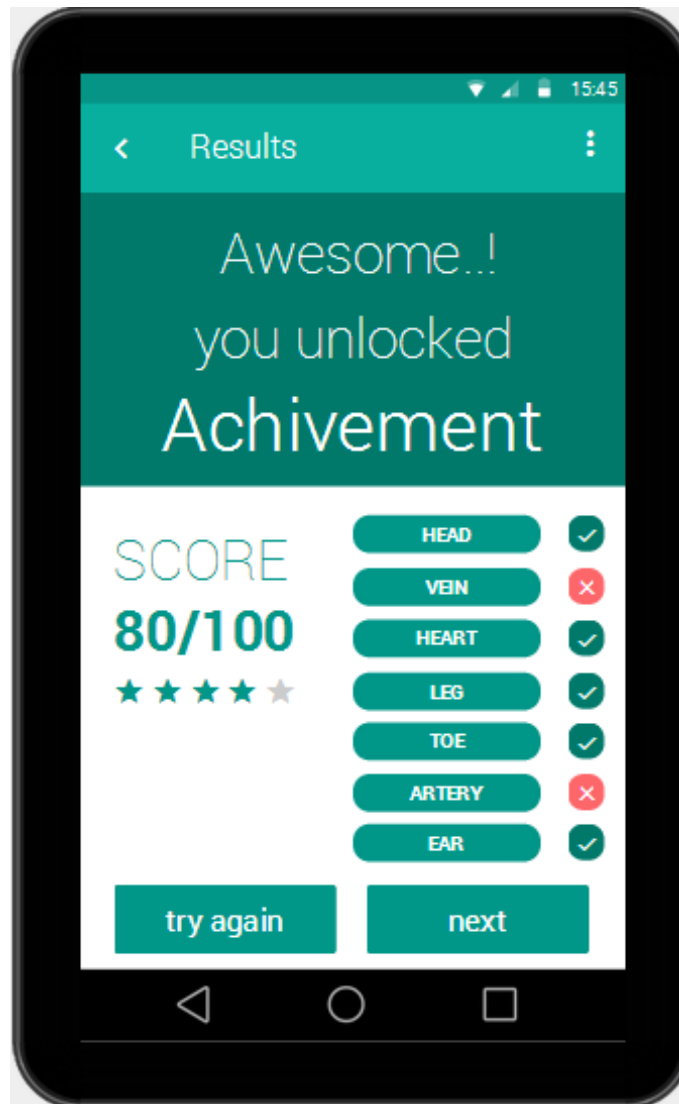

Figure 13

User can try again the game (same diagram) by clicking try again button. Or clicking next button takes the user to Diagrams UI where he/she can proceed with the new diagram.

If the user makes an achievement and earn a badge user will be directed to UI with the earned badge. - Figure 14
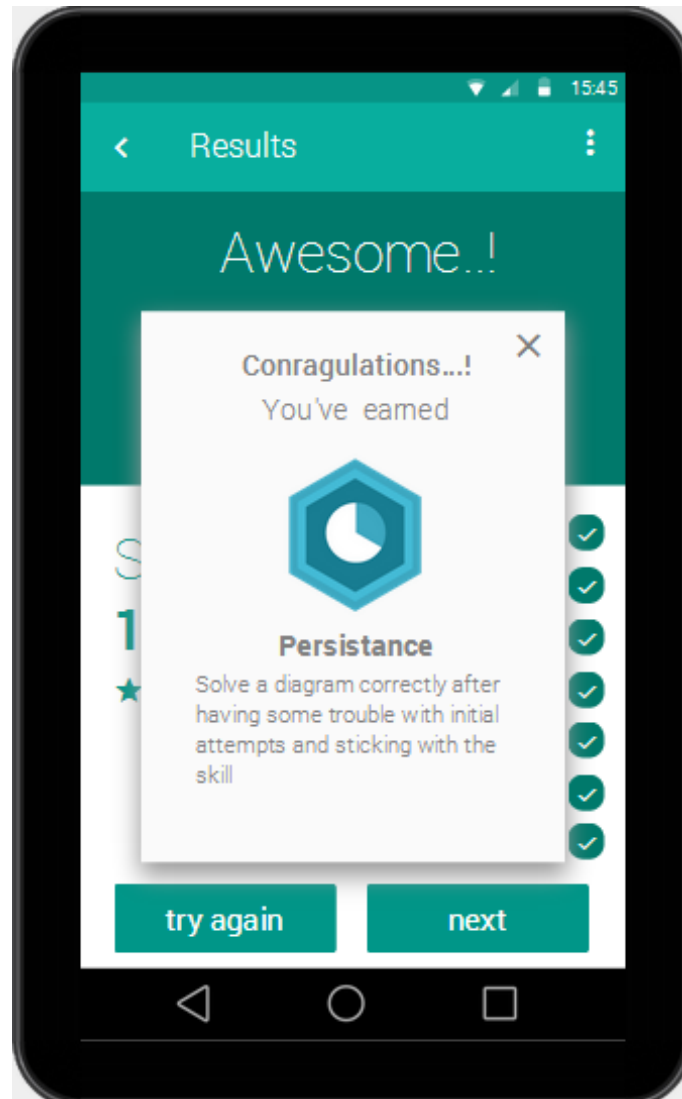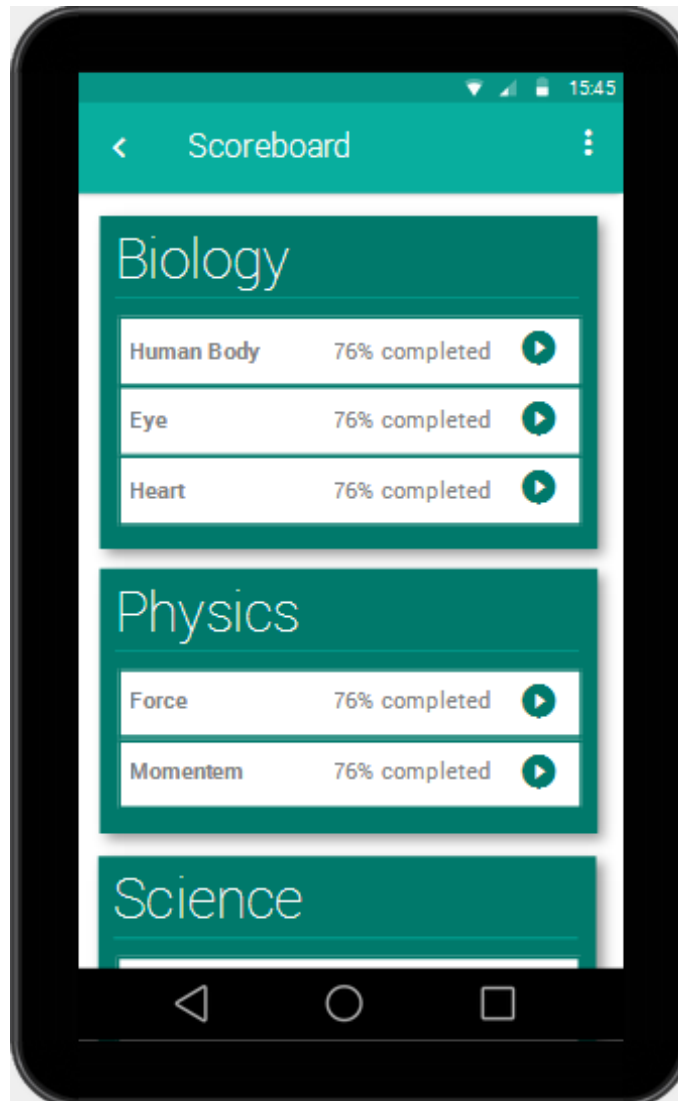

Figure 14

Figure 15

In the main menu if the user clicks the scoreboard menu item he/she directed to the scoreboard UI where results of each diagram completed so far is shown there. (Figure 15)

Tapping the circle nearby the diagram name may direct the user to a detailed UI where the summary of the game under the particular diagram is depicted. Figure 16

There the user is given the option to share the achievements with friends through social medias by providing the links to social medias such as facebook, google+, twitter etc or Leaderboard API
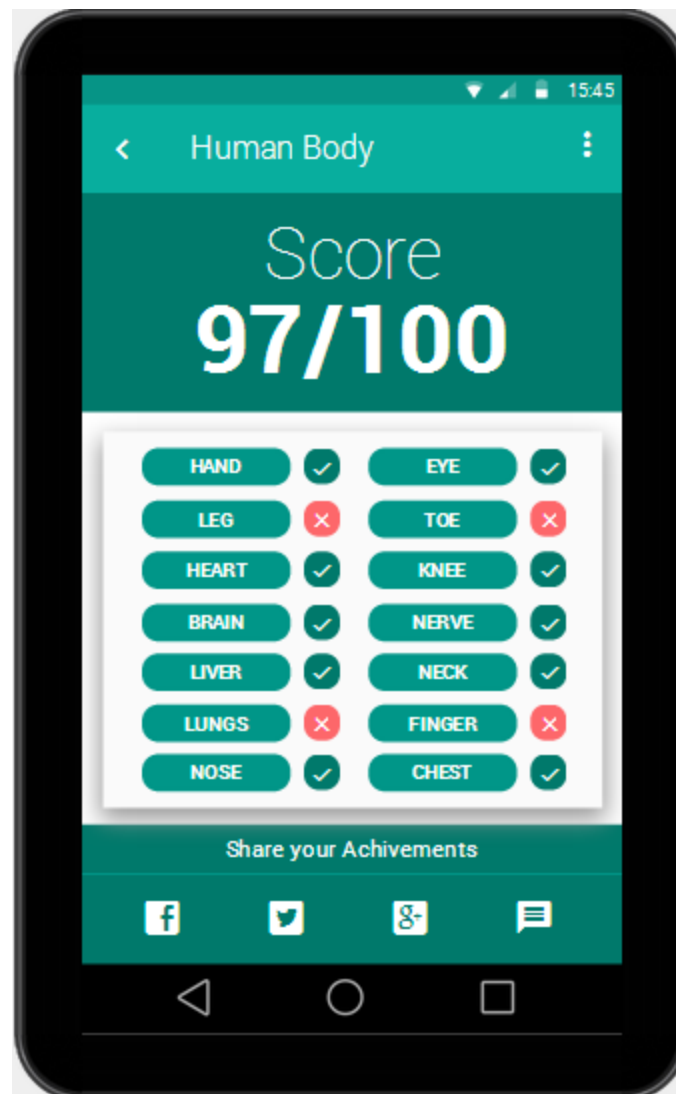

Figure 16

When the user clicks on the 'Lessons' menu item user will be dispatched to an UI where all the available lessons are listed under each subject.- Figure 17
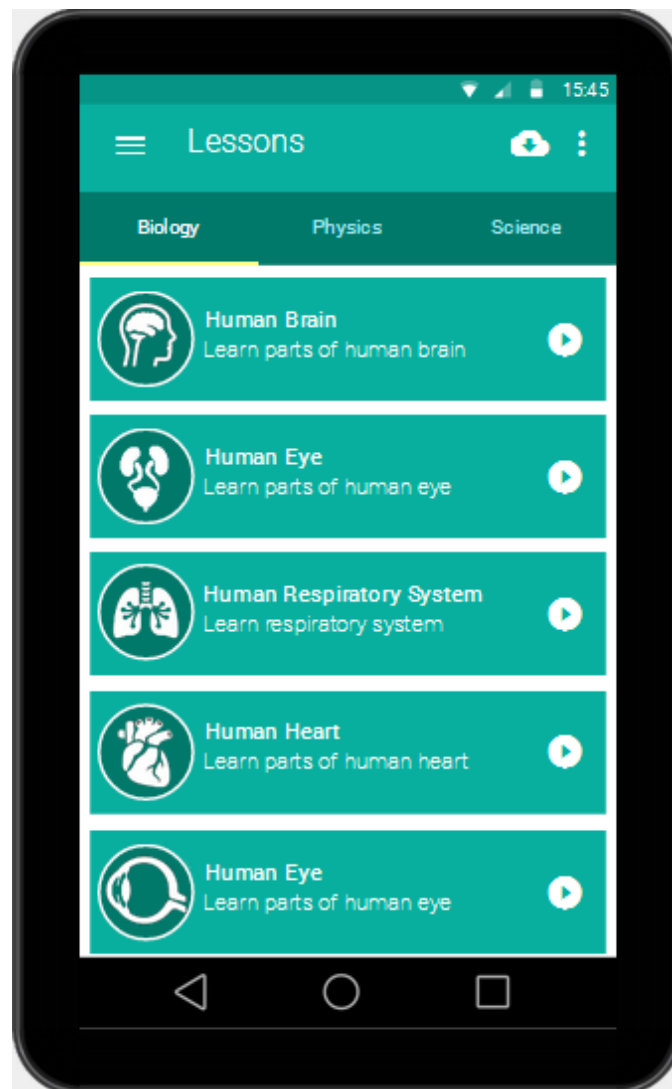

Figure 17

After selecting a preferred lesson the will be taken to the UI where actual lesson content lies. - (Figure 18)
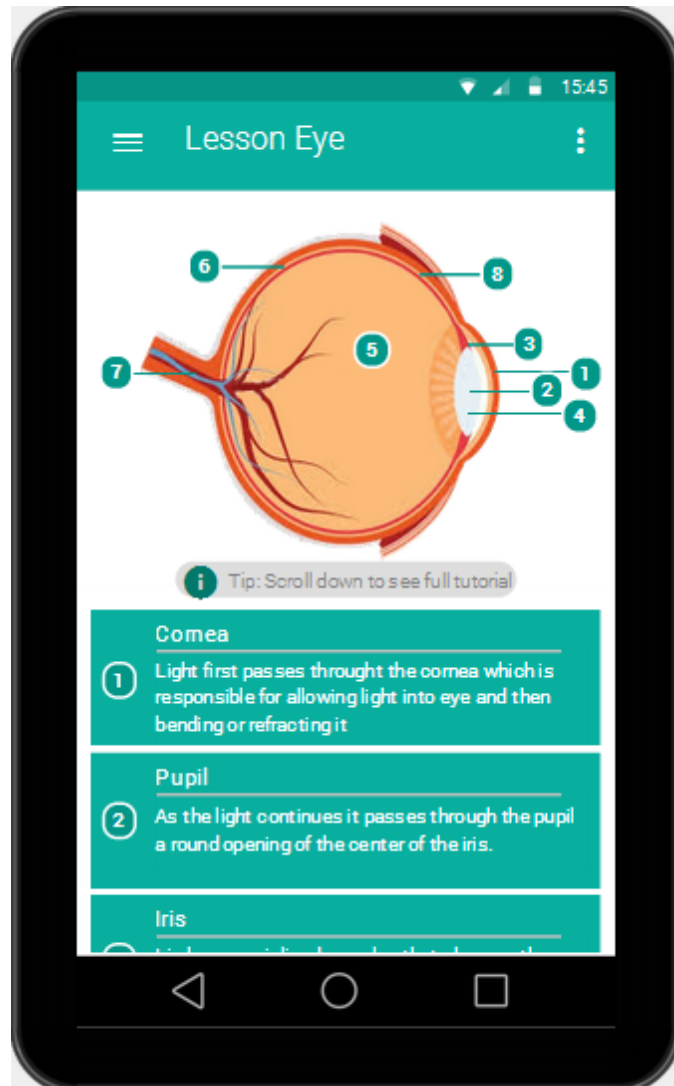
Figure 18

User can view the description of each part by scrolling the list item of diagram parts. This 'Lessons' feature provides a proper guidance to move ahead if the user feels some difficulty in game and much familiarity with the diagrams.

Clicking 'Badges' menu item takes the user to an interface where all the badges available and badges that the user already earned is shown. Figure 19
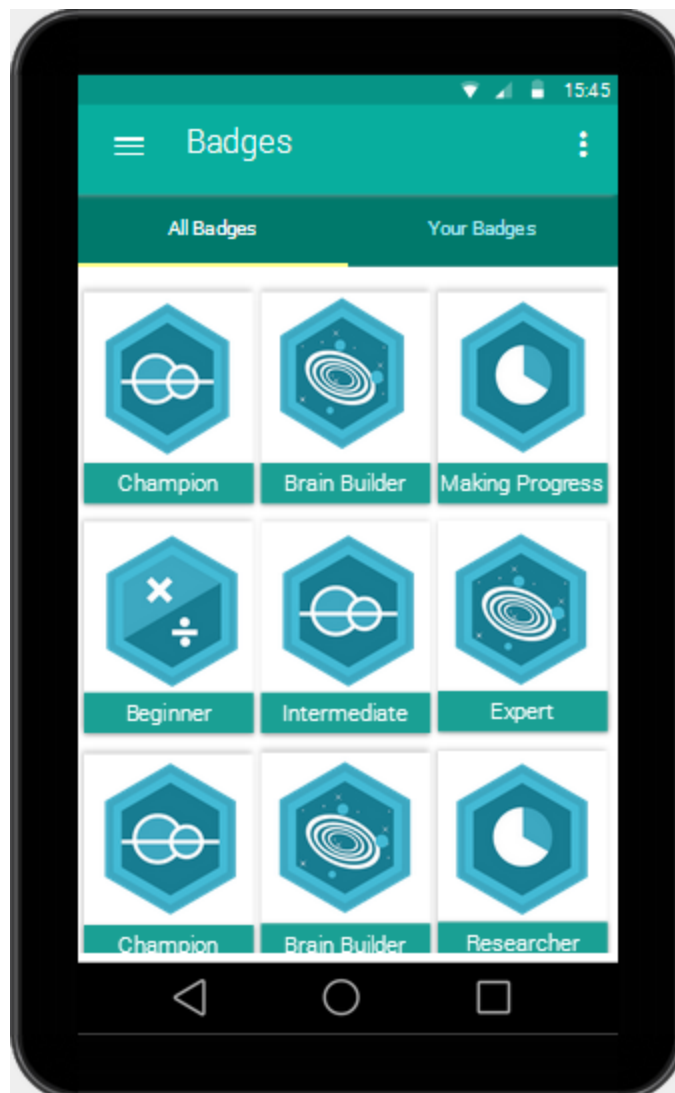

Figure 19

Badges are offered based on various criterias. This may extremely motivates the user. User can view a further description on the badge by clicking on the badge through a popup window that comes up. (Figure 20)
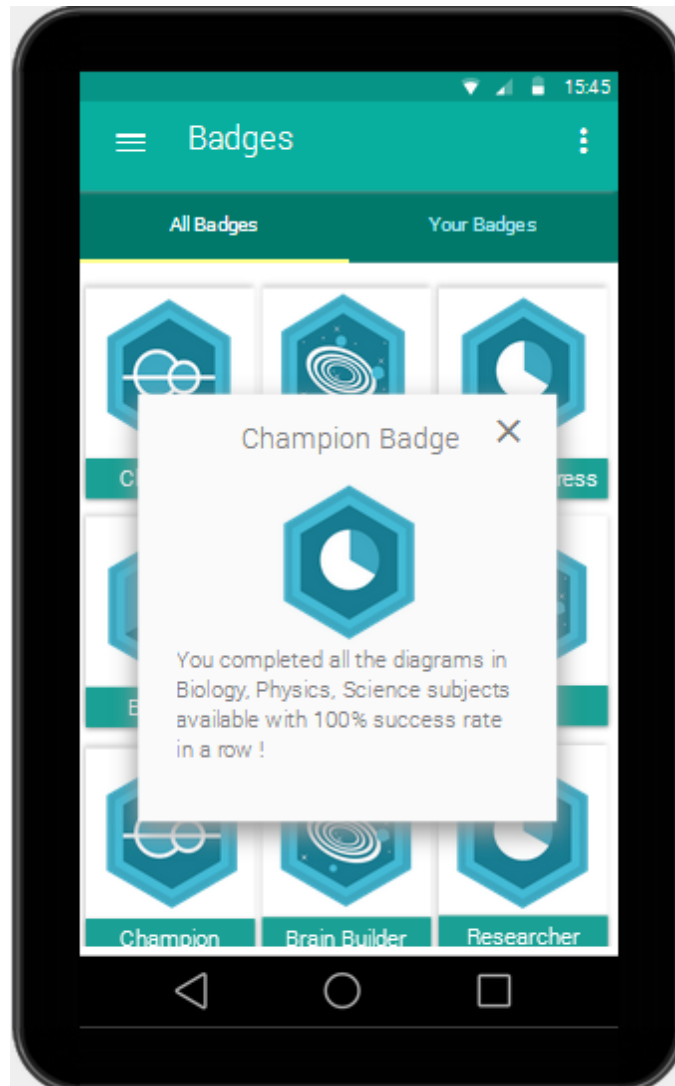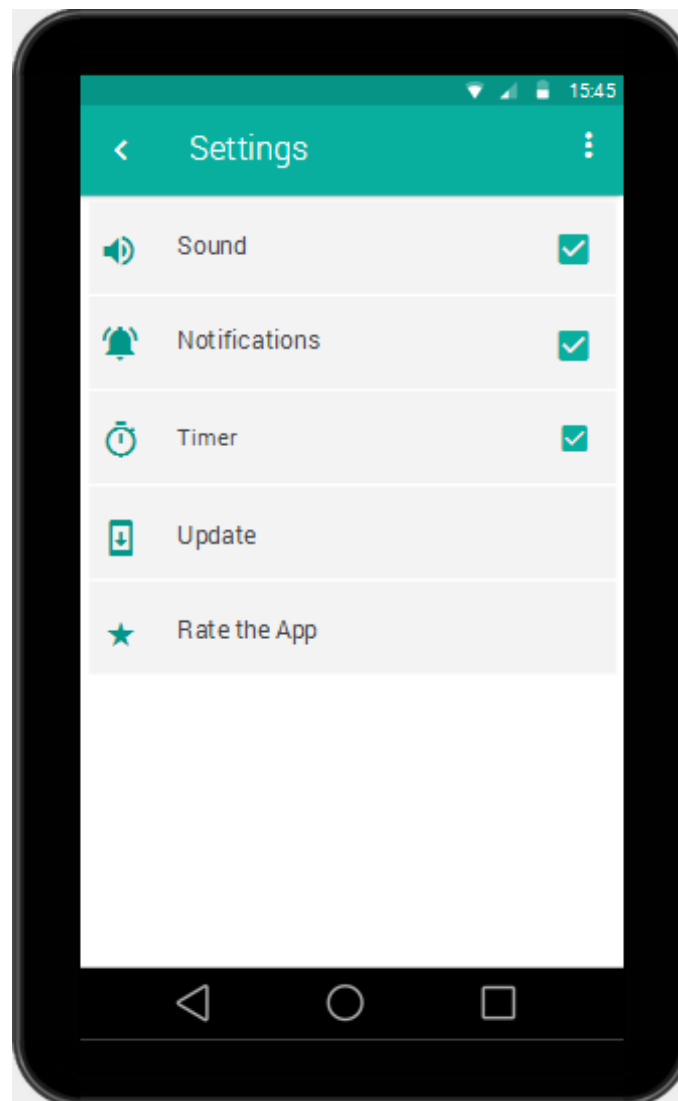
Figure 20

User can view the badges that has been already achieved by tapping on 'Your Bages' tab icon.

Selecting the Settings menu icon takes the user to Settings page. Figure 21

(Figure 21) Settings

There, the user is given the options to on off the sounds/notifications/timer and get new updates and rate the app. If the user is clicks the 'Rate the App' item he will be directed to Google Play Store where the application is stored and given the option to rate the application.

If the user clicks the 'Update' item first he will be directed to a splash screen where the app searches the newly available diagrams in git repo in background. (Figure 22)

Figure 22

After it fetches the available diagrams list the splash screen closes out and an UI with all available diagrams is shown. (Figure 23)
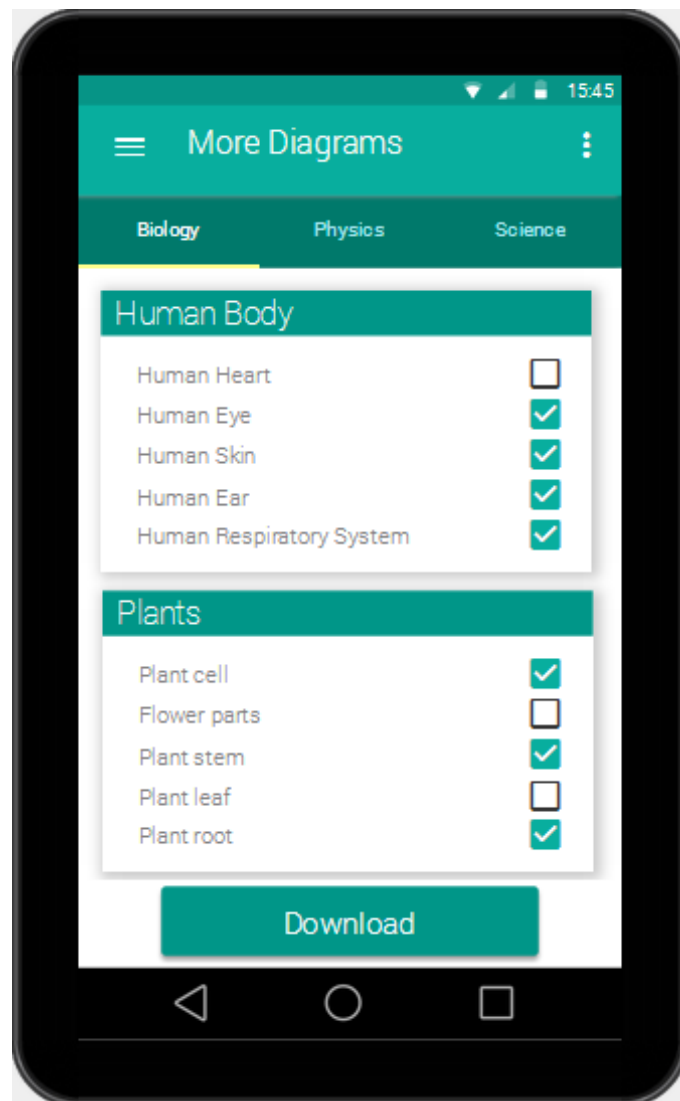

Figure 23

There the user can select multiple diagrams to download and when the user clicks the 'download' button app starts to download the images to SD card. So while it downloads the images user will be prompted a splash screen (Figure 24) and after the downloading is success the a success popup is come up. (Figure 25)
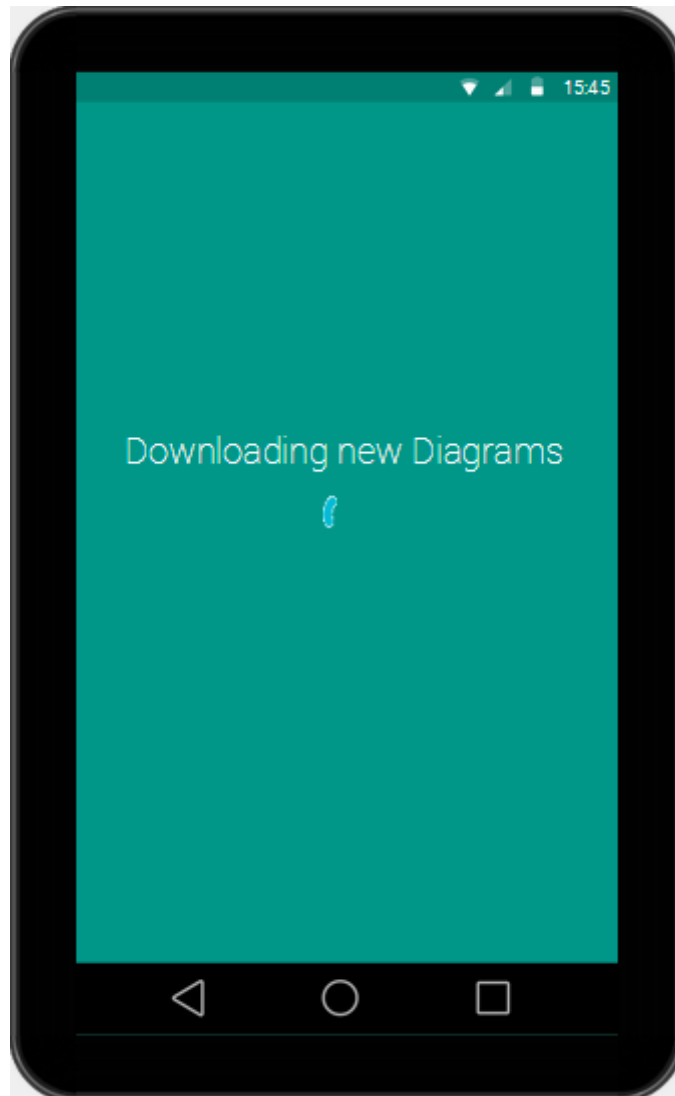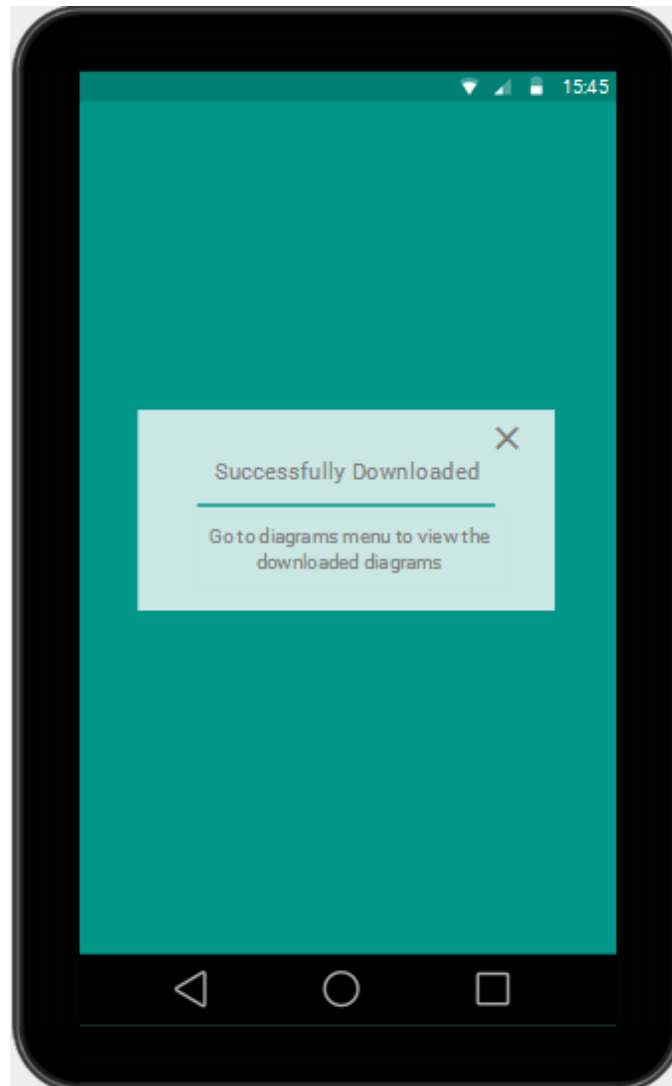
Figure 24

Figure 26

Selecting Help menu directs the help guidance screens which were discussed earlier.