

Handwriting App Design

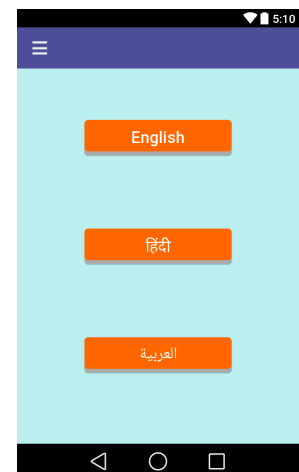
Screen 0: Splash Screen

The screen that would be displayed on starting up. All the pre-processing required would be done in this screen.



Screen 1: Language Seclection

In this screen, the user would have to choose a language in which he/she would like to continue. For now, the Languages kept are English, Hindi and Arabic. The button for each language shall enter the screen using a sliding transition from the right to their position one after the other. Pressing one of the buttons shall start the app in that corresponding language. The buttons shall exit the screen by sliding out towards the left.



Screen 2: Menu

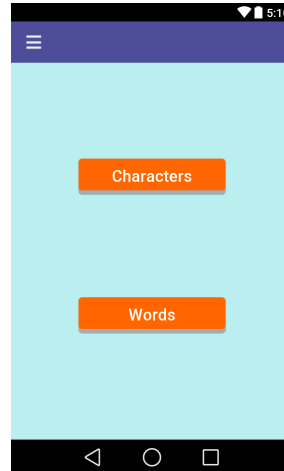
The user has 4 options here presented using tiles. Each tile shall fade into their position starting from top left to bottom right. On choosing one option, the tile shall rotate in position about the vertical axis and then start the corresponding activity.



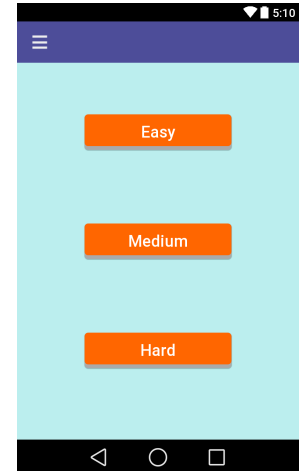
Screen 3 & 4:

- **Choosing characters or words**
- **Choosing word difficulty**

The buttons in these screens will have the same animations as those in screen 1. Choosing words on screen 3 will take the user to screen 4. Choosing characters would take the user to screen 8.



Screen 3



Screen 4

Screen 5, 6 & 7: User is presented with a word

(All these screens are of the same activity)

Screen 5: The word is spoken out by the app and the 2 buttons slide in from the bottom.

Screen 6: This is how the screen will look like while the user is tracing the word.

Screen 7: This is the screen when the user is done and presses the finished button.

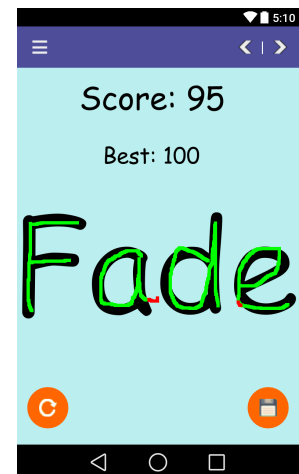
A Progress Dialog would appear while the score is being calculated. Once that's done, the Done button flips vertically and becomes the save button and the score appears on the screen



Screen 5



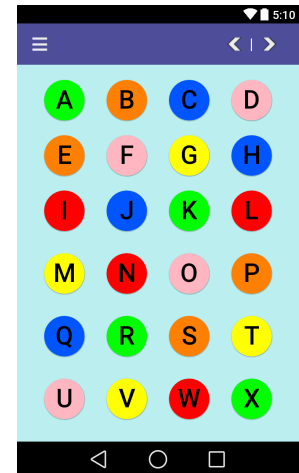
Screen 6



Screen 7

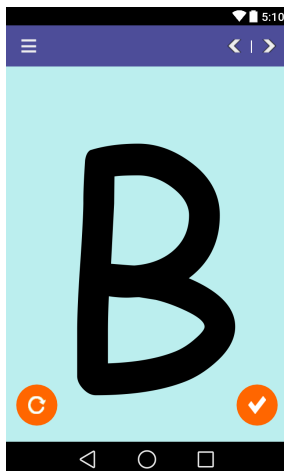
Screen 8: List of Letters

If the user chooses to select characters, the following list with capital letter, small letters and numbers shall be presented to him/her in a scrollable view. On selecting a particular character the button for that character would rotate about its vertical axis and the user would be taken to a view similar to screens 5,6 and 7.

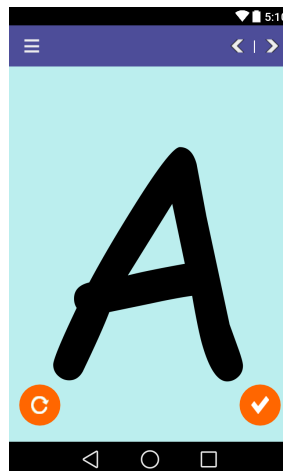


Screen 9-13:

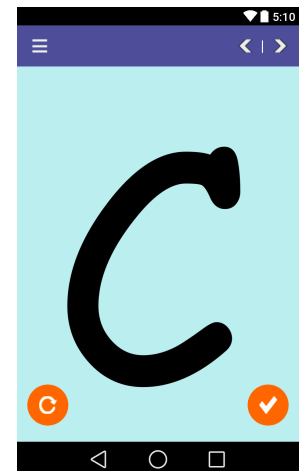
Screens 9, 10 and 11 have the same animations for the buttons as screen 5. Screen 12 is when the user starts tracing on screen 9. Screen 13 has the same animations as screen 7 and an additional animation where the character shrinks to accommodate for the score.



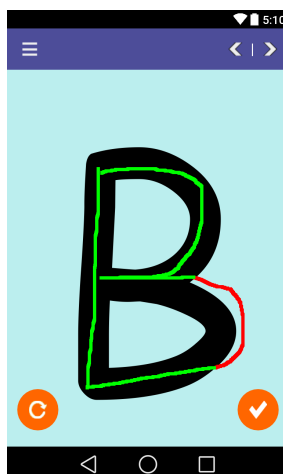
Screen 9



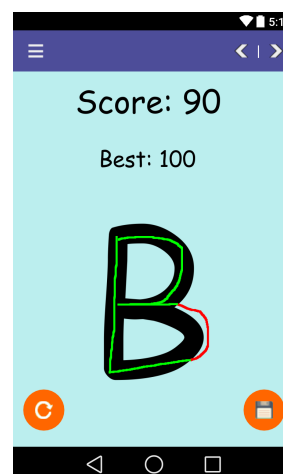
Screen 10



Screen 11



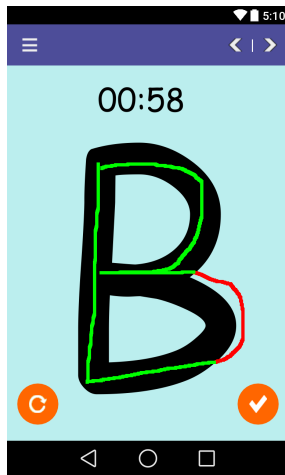
Screen 12



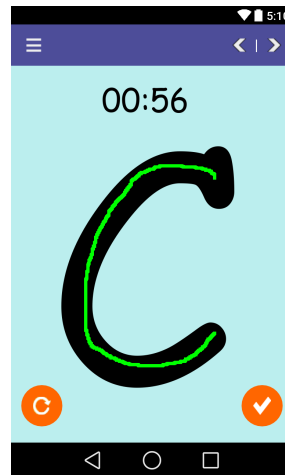
Screen 13

Screens 14 - 18: Time Trial

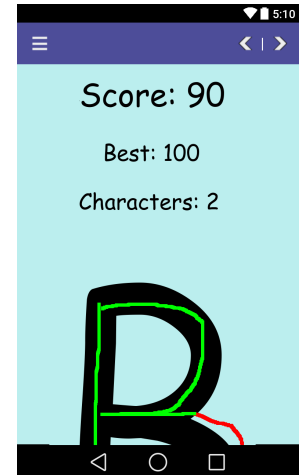
The Buttons in screen 13 and 14 have the same animations as in screen 5. The Timer starts when the user starts tracing. When the user clicks done on screen 13, he/she is taken to screen 14 where they start tracing. Once the time is up, the user is taken to screen 15. Screen 16 is the same view as screen 15 when scrolled down. The score displayed is an overall score. On clicking one of the practice letters, it takes you to screen 16 which has similar animation as screen 7



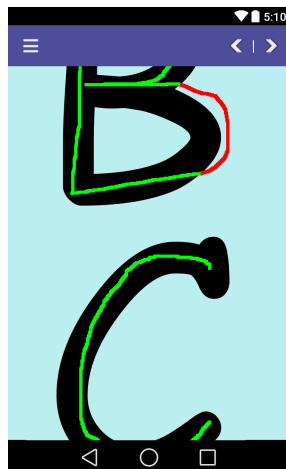
Screen 14



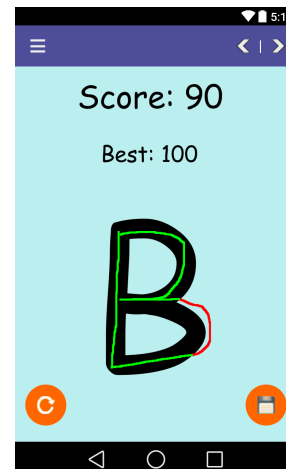
Screen 15



Screen 16



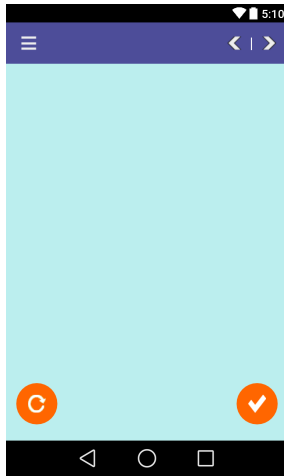
Screen 17



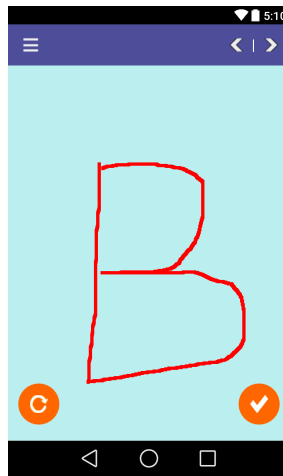
Screen 18

Screen 19-21: Borderless Tracing

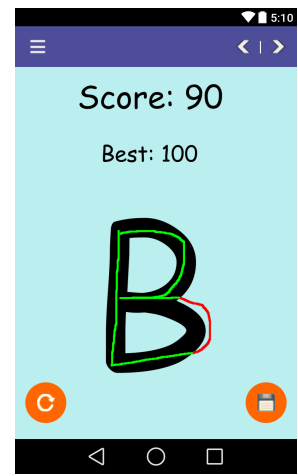
Buttons on screen 19 have the same animation as screen 5. Screen 21 has the same animation as screen 7.



Screen 19



Screen 20



Screen 21