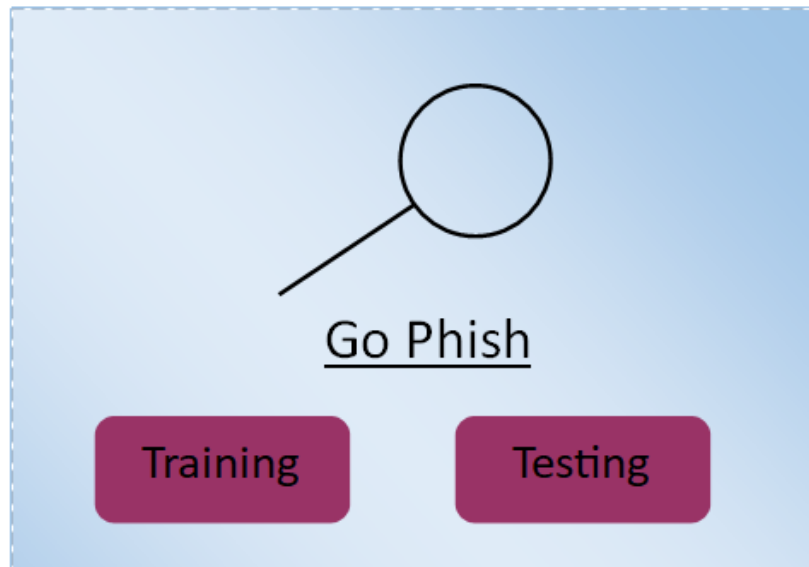
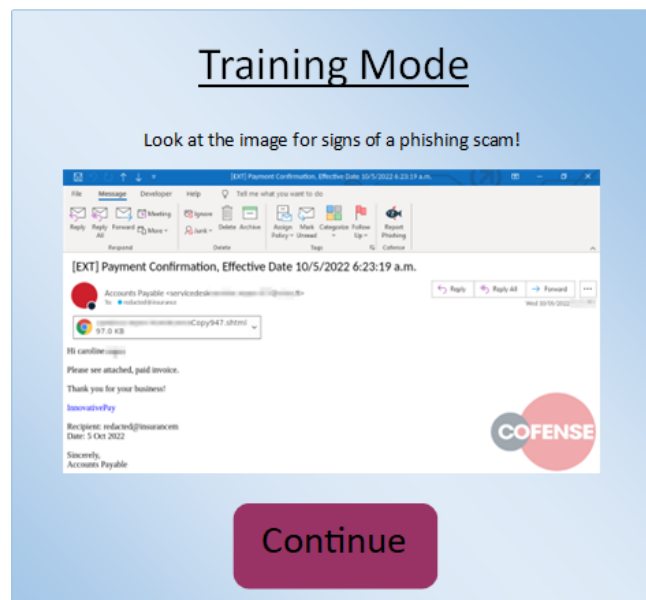


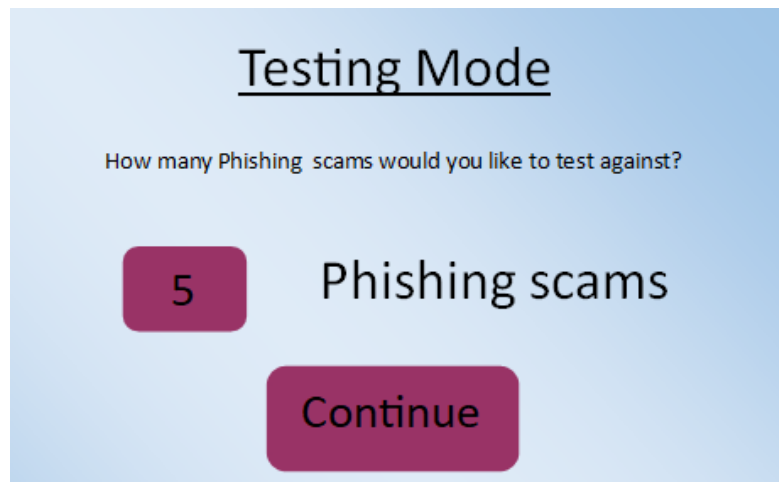
Visualization of how the user will use the app:



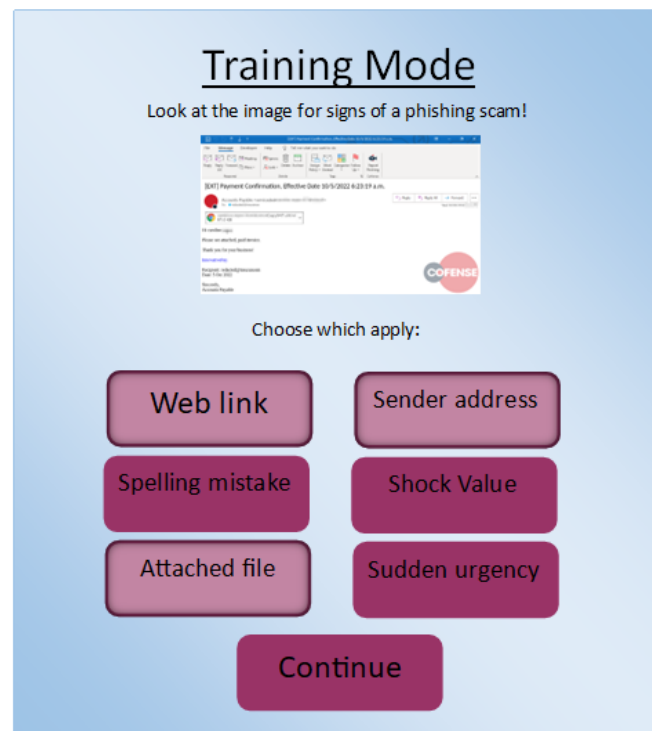
Upon opening the app, I want the user to be able to choose whether to jump into the training mode or the testing mode of the course.



When entering the training mode, I want the app to display a random type of phishing email on screen. Below the image, there will be a continue button which progresses to the next screen.

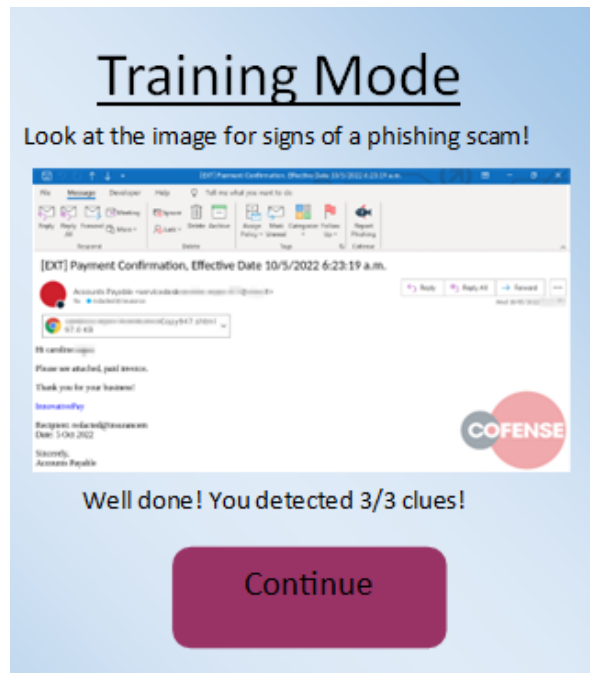
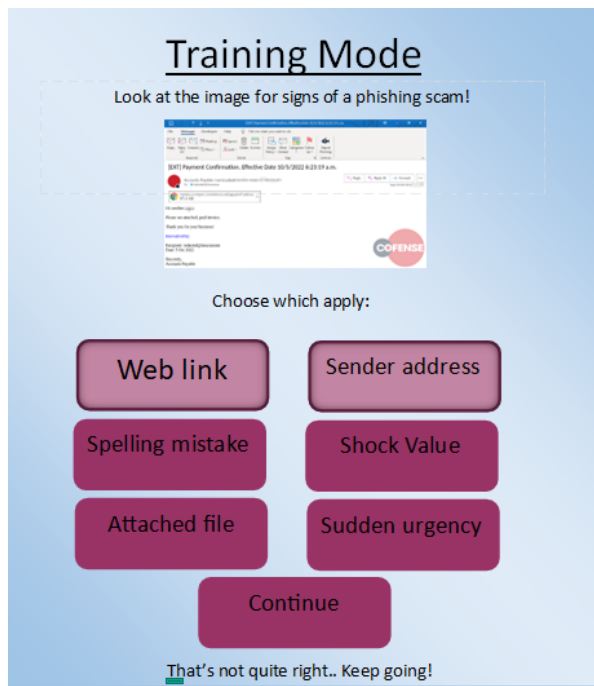


In the testing mode, the user will be able to input how many phishing examples they would like before continuing to the random type of phishing email screen.

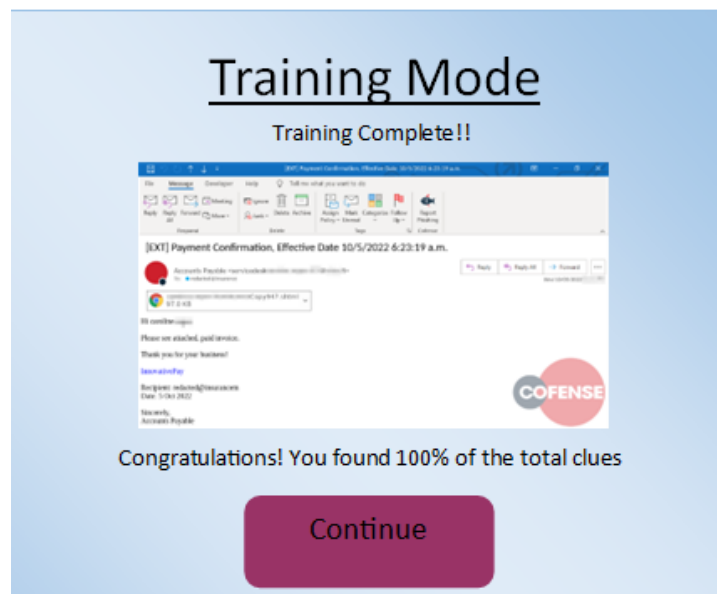


When pressing the continue button, a new screen would display which asked the user what clues were present that suggest the image is a phishing attack. The user will then be able to select options with highlighted buttons.

Also, as they are in training mode, the image thumbnail will be available as a 'cheat sheet' to open into full screen and reference back on.



The user should be able to select as many options as they like and gain points based on how many correct clues were detected. As they are in Training mode, any incorrectly selected buttons will not allow progress and instead prompt a “That’s not quite right” message.



The training mode will then reiterate this 2 more times and give the user a total percentage based on (how many clues were detected by the user / total clues).

The testing mode will reiterate this up to the amount of phishing scams the user requested at the start of the testing mode.

