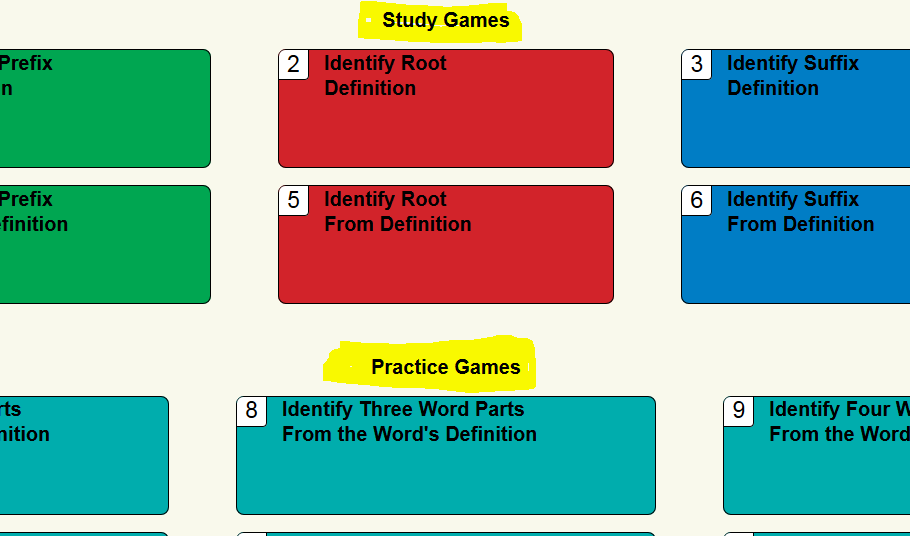
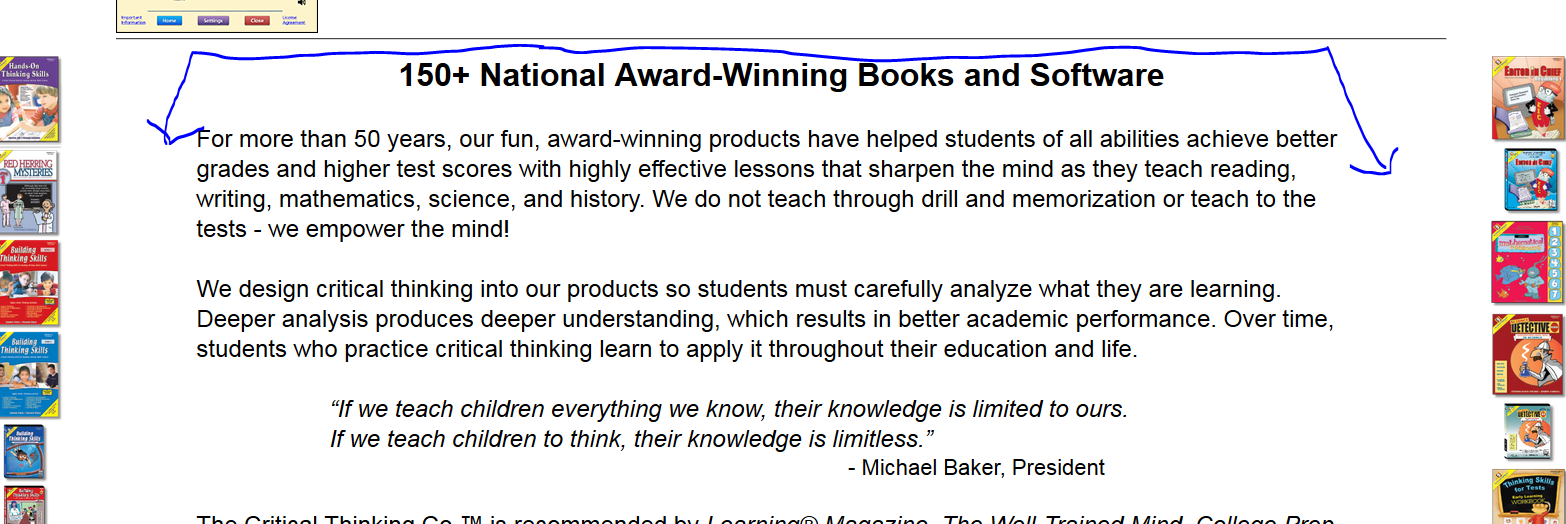
WR Flashcards Level 1 Edits 4.28.15

**Abbey's Edits from 03/20/15**

1. Can you add back in the user's name on the home screen? Fixed
2. On the home screen, can we give the section headers a larger font or something to make them stand out more and not look exactly the same font style as the game button text? Increased font size

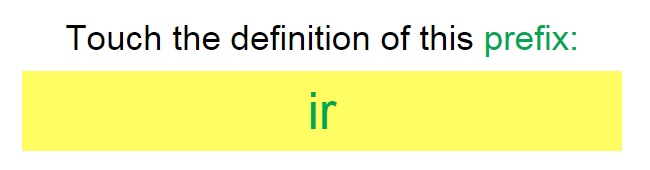


1. On the activity screen, preload in the hover state image of the home icon. When I first hovered, the image flickers because it isn't preloaded. Done
2. Overall, can you add CSS to hide the ability to select and highlight text on the page? done <http://www.paulund.co.uk/disable-text-highlighting-with-css>
3. Can we add our company preloader? When I go to the main url it takes a long time to load and just shows me a white screen. I’ve added a loading screen. The loaders I’ve seen in our other apps had progress bars, but I have no progress to display, so I’m just using our logo with a loading spinner.
4. On Other Products screen, move down the header and section that starts “150+ National Award-Winning Books and Software. Giving a little more breathing room at the top of that section (leave the images of products along the sides) will help visually. Done

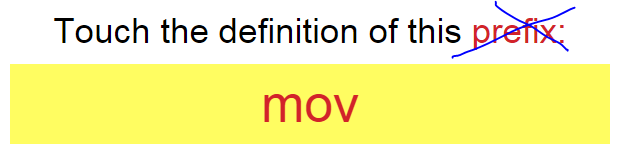


**Sarah’s Edits**

1. The audio on the first page of Game 1 (prefix “ir”) didn’t work. Audio didn’t kick in until the second page. If I reset the user data it works when I begin again. Just a missing sound. Should be fixed
2. Looks like the problem is there’s no audio for “ir” at all. When I restarted the game and got to this page, there was no audio.

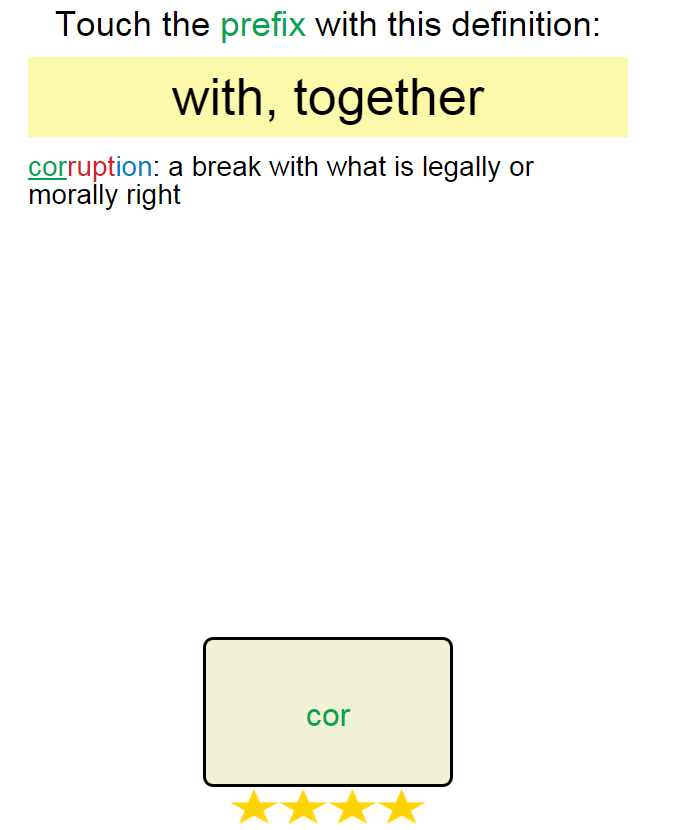


1. Game 2: This should be “root.” fixed



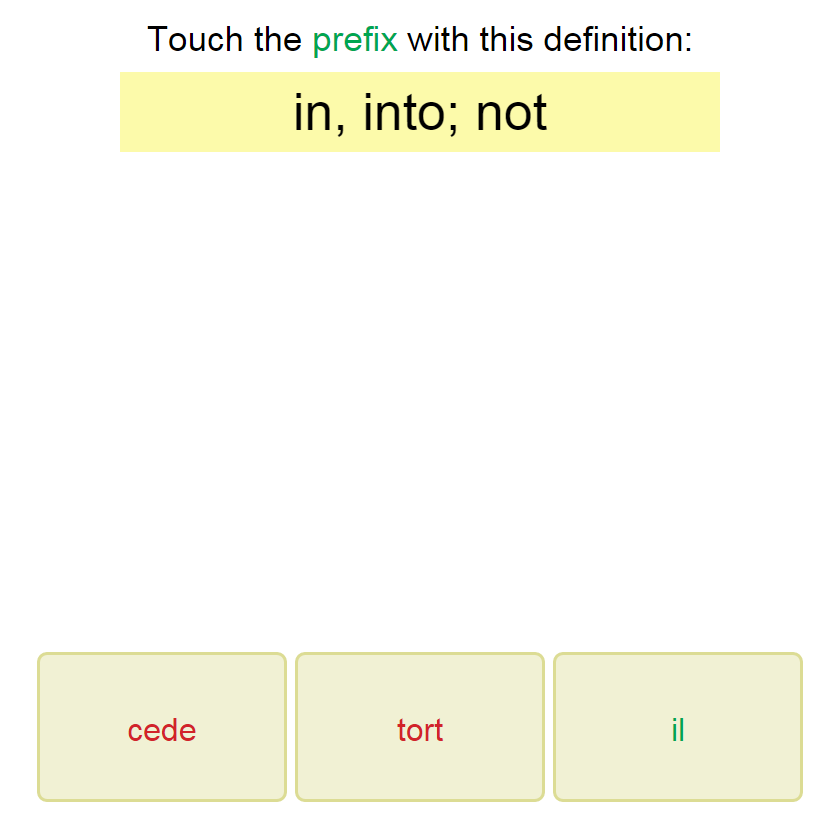
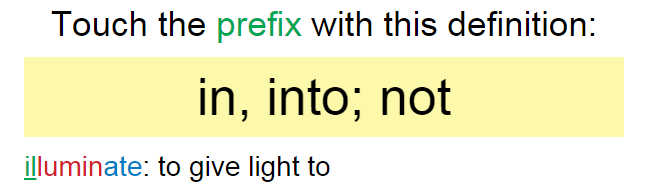
1. Can we add the capabity to hear the example word repeated? Once you select the answer, you

only have the option of hearing the word part but not the word. You can now click the example word to hear it again

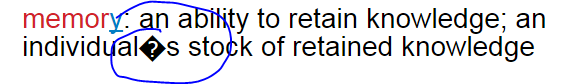


**Game 4:**

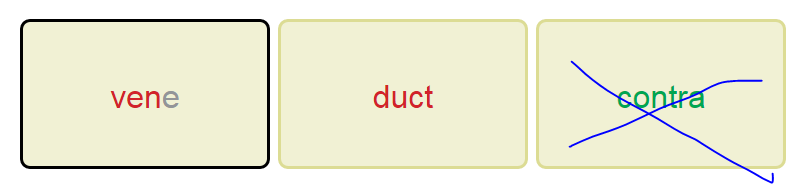
1. The answer choices should all be prefixes. Fixed. Also fixed activities 5 and 6
2. The audio “as in” with the example word is not working. \*\*\*It didn’t work the first time I opened the game but did work when I returned. “as in” won’t play if the correct part audio isn’t found, so this shouldn’t be an issue once all of the audio is in
3. The app froze up on this page; none of the links worked. I’m not sure what caused this. I think it has to do with some unresolved issues with the word list. Should be fixed once I’ve got the most recent version of the word list

1. Games 2 and 6, “**y**”, and “**manu**”: remove symbol. Fixed

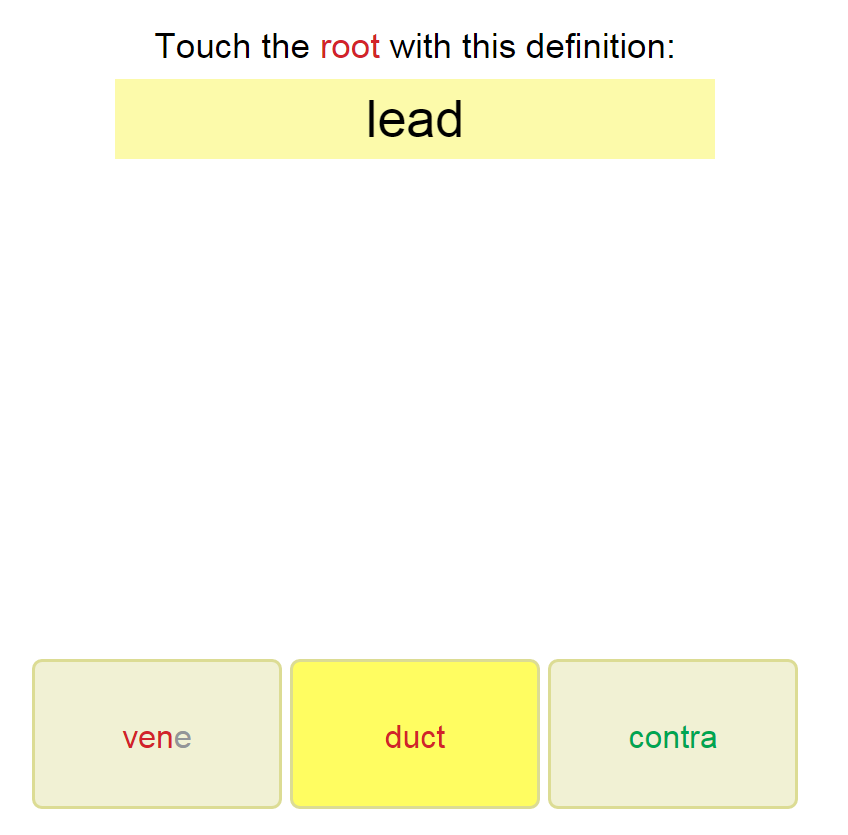


1. Games 5 and 6: the answer choices should all be roots in game 5 and suffixes in game 6. Fixed

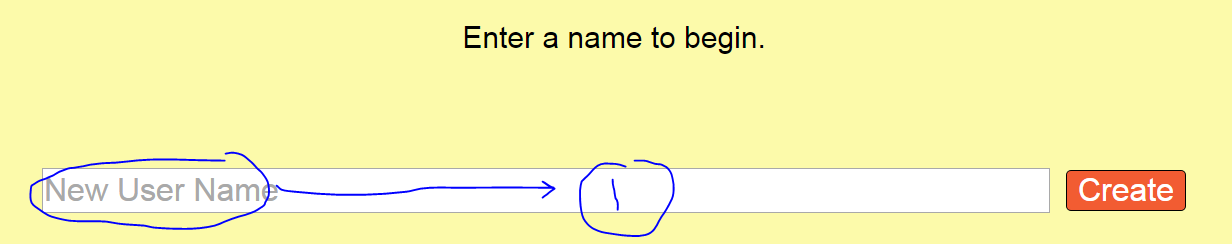


Game 5:

1. “duct” is already highlighted when the page opens. Should be fixed
2. The app froze up on this page (like game 4). Should be fixed once word list is finished



1. Audio in games 6 – 12 is inconsistent—not all words have corresponding audio. The words with no audio do not highlight when selected. Should be fixed once all of the audio files are in the software
2. text field center aligned (I don’t think that’s the right term, but you know what I mean). done



1. Change all copyrights to 2015. \*\*\*Make this change in levels 1 ,2, and 3. Beginning is okay as is. Fixed



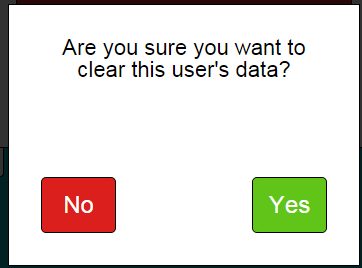
1. I think all desktop versions of our apps need a “Close” button.



1. I’m showing a different ISBN. My info says it should be 978-1-60144-668-8. Fixed in all levels



1. Add hover states to these buttons and links. Done

**Audio**

Prefixes: op—can’t hear the “p.”

**No audio for (word parts/words and definitions)**: (Most are from games 4, 5, and 6, and it might just be a glitch with the audio, because most that had no audio in those games did have audio in other games.)

**\*\*\***Words shown indicates no audio for word part OR word.

ir

mit (remit)

aqu (aquarium)

mote (promote)

pug (pugilism)

annu (annually)

dure (endure)

form

it-able (equitable)

eous

il-ist (pugilist)

elty

os-ity

il-ism (pugilism)

iz-ant

el-ist

arium

us

intro (introversion/introvert)

pre (predominant/prescribe)

irrevocable

ex (exclusive)

ad (admission)

ad (abduct)

re (regress)

secession

in (inanimate)

inter

pro (procession)

circum (circumvent)

dis (dissection)

duct (abduct)

frag (fragmentary)

cut (intersect)

form (uniform)

lumin (luminosity)

clam (exclamation)

aqua (aquatic/aqueous)

cept (interceptor)

vent (convent)

vene (convene)

script (circumscript)

capt (capture)

clude (exclude)

cess (processable)

vert (introvert)

later (lateral)

posit (exposition)

aud (audible)

mov (movable)

vers (extroversion)

vinc (convincible)

avi (aviator)

loqu (loquaciously)

celer (acceleration)

vol (benevolence)

spect (retrospective)

tort (distortion)

mob (immobility)

acious (vivacious)

ate (terminate)

arium

viv (vividly)

ive (receptive)

ible (credible)

ent (eloquently)

ary (fragmentary)

ion

able

ness (loquaciousness)

elty (novelty)

elist (novelist)

al (biannual)

ure (capture)

ator (aviator)

escent (luminescent)

or (receptor)

ly (annually)

ize (vocalize)

eous (aqueous)

us (cumulus)

izant (cognizant)

tic

osity (luminosity)

**To be added to spreadsheet:**

Still don’t have correct pronunciation of “**avia**.” Should be /ay vee **ay’**/. We give the correct pronunciation of “aviatrix” but not “avia.” Avia should be pronounced the way it is in aviatrix.

Still don’t have correct pronunciation of “vociferous” but it’s probably my fault because it doesn’t seem to have been added to the spreadsheet. It’s mispronounced; sounds like “voice-iferous.”

Still don’t have correct pronunciation of “convert.” Should be /**’kon** vert/ with the stress on the first syllable, as in “to turn or transform.”

“ultrasonic” is cut off at the end. Also not on the spreadsheet, but it’s an old edit.

“**son**”: need two pronunciations: /sawn/ and /sun/. We say /sun/ but then give “ultrasonic” as the example word, which is pronounced with /sawn/.

“invert” is mispronounced. Should be /in **vert’**/ with the stress on the second syllable.

Game 6:

the pause between “**ative**” and the word “**illuminative**” is too long.

pause between “**itive**” and “**cognitive**” is too long.