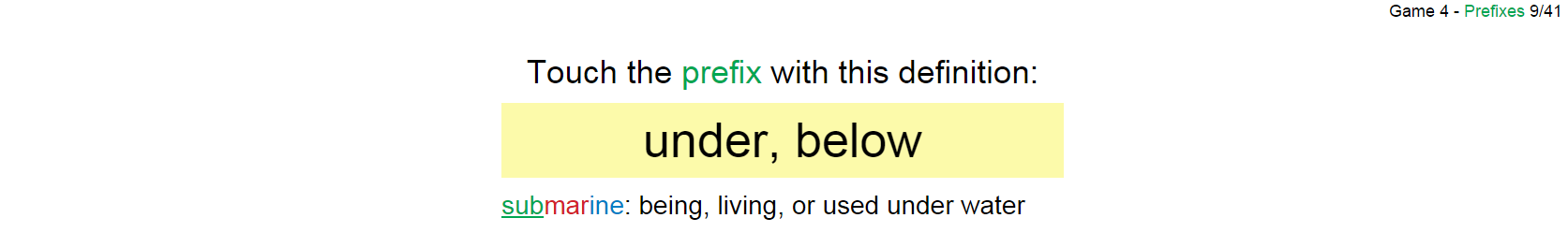
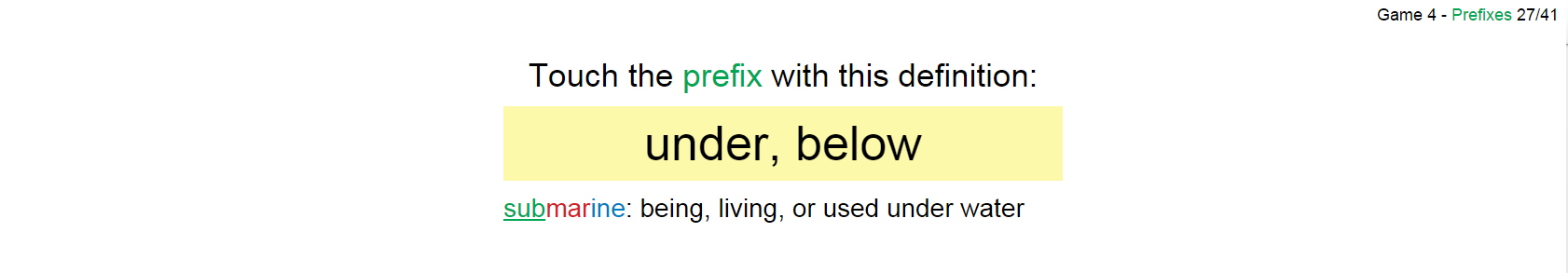
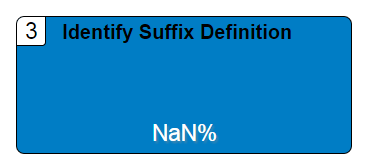
Word Roots Flashcards Level 1 Edits 5.4.15

1. Need a very slight pause added when an game is selected (or returned to) from the Admin page: As soon as a game is selected from the Admin page, the word part for the first screen (or whichever screen was most recently accessed in that game) plays, even before the game screen is fully loaded. Added a delay
2. Also need a slightly longer pause before the audio for each new page (word part) is played. It’s playing as soon as the “next” arrow is selected but before the page is fully loaded. Added a delay
3. App still freezing up in Game 4. When I select the “next” arrow, the number in the upper right corner changes, but the screen/activity doesn’t change. See below; I’m on the same page, but one number says “9/41” and the other says “27/41.” When this happens, I have to close and reopen the app because the home button doesn’t function. I'm not sure what is causing this. I'm unable to reproduce the error





1. Correct score isn’t being shown. Fixed

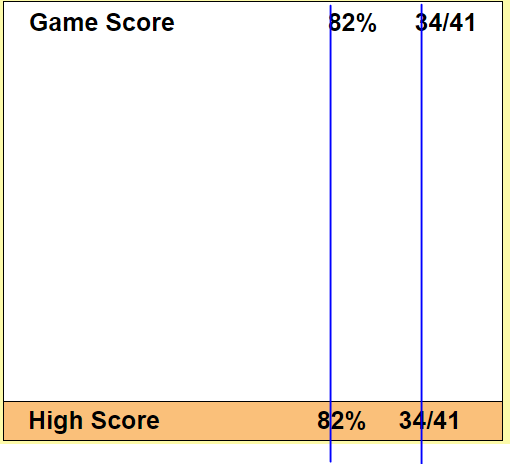


1. **Admin/Score Page:**

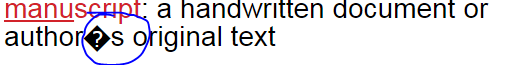
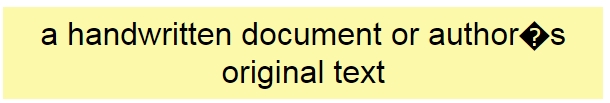
* Need to add a “Close” button. I'll add a close button for the windows/mac release, but we shouldn't have a close button in the web/mobile versions. Android and iOS have built in ways of handling quitting apps and the web version is closed by closing the tab/browser.
* Need to add a hover state to all of these links. Done

A description...

1. Align High Score numbers with Game Score numbers. Done



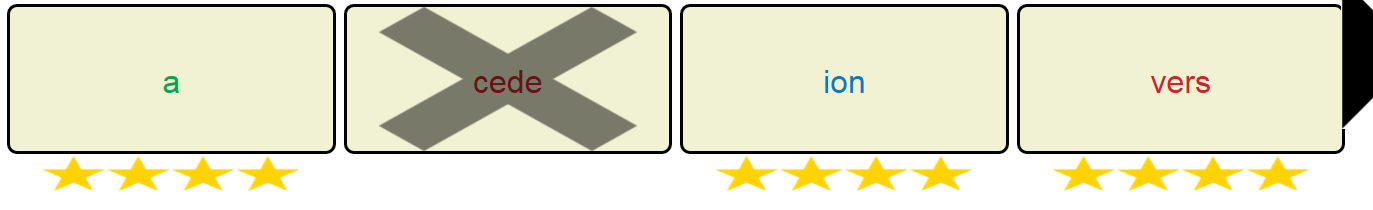
1. This is still occurring. This is from games 5 and 7, but previous edits show it occurringin games 2 and 6 This is caused by special quote characters in the data. They need to be replaced with “'” characters.

1. Games 4, 5, 6: Add functionality so when a word/word part is selected again to hear the audio repeated and then another word/word part on the same page is selected to hear the audio repeated, the audio doesn’t overlap. Let me know if you need me to do a better job explaining that. Done
2. Game 4: on the first screen, when I selected “sub,” only the answer feedback played, not “as in ‘submarine.’ “ I was able to select “submarine” and hear the audio for just the word, but “as in submarine” didn’t play when the answer was initially selected.
3. Games 8, 9, 11, 12: Is it possible to make the answer choice boxes a little smaller so they’re not overlapped by the “next” arrow when an incorrect answer is selected? Adjusted choice sizes



1. Throughout: The stars below the answer choice boxes look stretched out. Is there a way to make them look less so? Fixed



1. definition for “ness” needs to be changed. It was two different definitions in the software spreadsheet, so this is being correced. The audio says “state of being” but the answer text shows “state, quality, act.” The correct definition is “**state of being**.” The answer choice text needs to be changed to “**state of being**.” The definition for “**loquaciousness**” also needs to be changed to “**being very talkative**.” (Changes have been made to the spreadsheet.)

A description...

1. Game 9 should be “Four Word Parts…” (Make change to upper right corner of activities as well.) Fixed

A description...

A description...

1. Game 11 should be “Three Word Parts…” at the top. Fixed

A description...

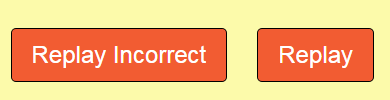
A description...

1. Game 12 should be “Four Word Parts…” (make change to upper right corner of activities as well). Fixed

A description...

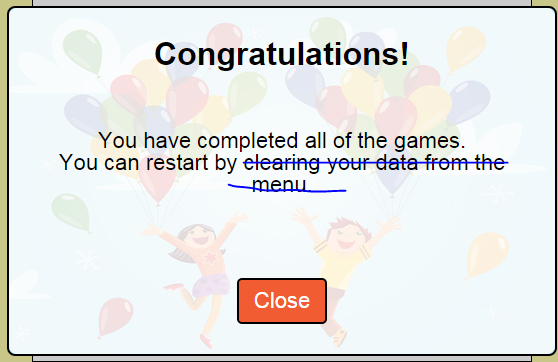
A description...

1. After completing all 12 games, weren’t we going to have a “Congratulations” sentence or something to indicate that all games have been completed? Fixed



1. “Congratulation!” (I found it.)

* This box didn’t show up until I left the score page of my final game, went to the Admin page and selected another game to replay. This box was on the score page of that game. The box showed up each time I went to the Admin page to go back to a game. Fixed
* Change text to: “**You have completed all of the games. You can restart by selecting Clear User Data from the Admin/Score screen**.” Done



**Audio Edits:**

1. definition for “tic” is muffled and doesn’t match quality of other audio.
2. word “endure”: the word part “en” is pronounced correctly, but “endure” is pronounced with an /in/ sound rather than an /en/ sound.
3. “gress”: need two pronunciations. We have /gress/ as in “progress” but we need /gresh/ as in “progression.”
4. “mot”: need two pronunciations. We have /mote/ as in “promote” but we need /moshe/ as in “promotion”
5. “sect”: need two pronunciations. We have /sekt/ as in “dissect” but we need /seksh/ as in “dissection.”
6. “struct”: need two pronunciations. We have /strukt/ as in “construct” but we need /struksh/ as in “construction.”
7. elty: stress needs to be on both syllables equally (not /el tee’/. Should be /el tee/ as in “novelty.”
8. word: proceed—the “d” needs to be better enunciated.
9. word: cumulus—needs to be pronounced with an /us/ sound rather than an /ihs/ sound at the end. (Right now the correct pronunciation of the suffix “us” doesn’t match the pronunciation of the /us/ sound in “cumulus” because it sounds like “cumuliss.”
10. “avia” mispronounced—see spreadsheet

These need to be sent to Scott so they can be fixed/rerecorded

1. definition for “cred”: “**believe**” is cut off at the end.
2. prefix “**inter**”: stress is on the wrong syllable. Should be only slightly more emphasis on the first syllable: /in’ ter/ as in “interact,” “interrupt.”
3. word: “fragmentary” is mispronounced. The stress is on the first syllable. “**frag’** ment-ary”
4. word: “benevolent” sounds a little odd. Just needs to be rerecorded.
5. word: “infraction” needs to be more clearly enunciated. The “ct” sounds like a /j/ sound.
6. word: “abduct” is too drawn out, and there’s too much of an /a/ sound to “ab.” Should sound a little more like /ub duct/.
7. word: “recapture” has a scratchy, technical sound in the background.
8. word: “ultrasonic” is cut off at the end.
9. word: “vociferous” wrong pronunciation
10. word: “accede” wrong pronunciation
11. word: “convert” wrong pronunciation

**Missing Audio:**

\*\*\*Need to meet with Jimmy and Scott to determine if the missing audio below is still being recorded/processed by Scott or if it’s a glitch in the software that’s preventing the audio from playing. Most of these are from games 1-3, so there may be a glitch, because I did notice the audio for at least one of these working fine in a later game.

1. word: “contemporaneously” (hasn’t been recorded yet)
2. word: “counteraction”
3. “ir” or “irrevocable.”
4. “vive”/ “viv”: the answer definition is “**live, life**,” but the audio only says “live.”
5. “mit”: don’t know why this was missing because there was audio for it in game 5.
6. “op”
7. “at”
8. definition for “dure”: “harden, to last, lasting”
9. definition for “form”: “shape, from”
10. definition for “script”: “write, written”
11. definition for “mote”: “**move**”
12. definition for “pug”: **fight**
13. definition for “aqu”: **water**
14. definition for “annu”: **year**
15. def. for “arium”: **place where**
16. def. for “elty”: state, quality; that which
17. def. for “ilism”: a state of being; a quality or act.
18. def. for “us”: thing which
19. def. for “osity”: state, quality, act
20. def. for “izant”: one who, that which, state, quality, act
21. def. for “itable”: able to be
22. def. for “ilist”: one who
23. def. for “eous”: like, having the quality of