

I have made a mobile app to educate children learning the alphabet. I have made a game where children hear a letter and press on the correct letter which will take them to the next level.

- Simple and adaptive UI designs
- It is easy to adapt as each question is the same
- It is in offline mode so
- Pronunciation learning

The intended purpose of this app was for children to learn and pronounce the letters in the alphabet which I have made. As I've said on how the game works it is easy to learn and get the hang of the game pretty quick. I used images and audio sounds to assist children with learning the alphabet. I understand some children won't be able to start up the app alone and will need some assistance from their parents for a few attempts until they learn how to start it themselves.

Consider how constraints, user feedback and testing have affected the suitability of the app: From the testing and feedback I was given I will need to make some changes by showing when you get an answer correct instead of just an audio being played same with getting a wrong answer I also need to make sure that it is suitable for children who might be deaf as its audio and will have a gamemode for deaf people. I will also need a help option so children/parents can understand how the app works.

Evaluate your initial designs and the completed app, justifying any changes made. With how the app is right now with simple images and a basic game I am planning on adding more.

Make at least three specific suggestions for improvement for the completed program to ensure it is fully functional, well-coded and fit for the intended purpose.

- Having a help/tutorial option in the main menu for users to learn how to play the gamemode as the app currently only has a "play" option
- Changing the code for the app as it is mostly spaghetti code and overall just making it easier to add/update the code whenever needed
- Adding colour blind settings for children who are colourblind and more game modes as there is only 1 game to currently play which will make the learning experience more enjoyable for users