

MY IPHONE APP

- ✧ App Name: **vocab killer**
- ✧ Launched on Sept.7, 2013; total sale 400+ in two months
- ✧ App Introduction:

I selected 900 most difficult or most important words out of my own SAT vocabulary handbook, in which were words I collected from practice tests, published vocabulary books, and actual exams I've taken.

I arranged the words into a list, and programmed the app to randomly select words with meanings in a hang-man-like puzzle. The definitions are provided, but you have to plug in letters to find out words. As for the game's plot, the random selection isn't like other games' truly random choice that would give you one random word from 900 words each time. At the start of the next game, "vocab killer" would first randomly go over the words you went through the last time you played it--especially the ones you skipped--before going to new ones, thus making it easier for you to memorize vocabulary. (Snapshots of the app provided below)

- ✧ Reflections on "vocab killer":

I've found that my friends and I suffer frequently from looking at a familiar word and finding its meaning just out of grasp. By plugging in letters, we would be more aware of the word's spelling and look, and thus would more easily connect a word with the meaning stashed in our brain and more fluently implement the word into our writing. Also, the efforts you make to solve a word puzzle would give you a clearer impression and allow you to have a longer memory span of this word. In addition, if you've already memorized a word, my refreshing puzzles would enforce your memory.

However, my friends sometimes complain the vocabulary too difficult, the English definition too vague and the fun level isn't high enough; that's why now I'm planning to make a less difficult, clearer, and more interesting version this winter break, fix some bugs and perhaps produce an in-app hint device that would release some letters for a word puzzle to make the game easier.

vocab killer

开发商: defen zhang

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免费

类别: 游戏

发布于: 2013年09月08日

版本: V1.0

大小: 2.9 MB

语言: 英文

开发商: defen zhang

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限4岁以上

兼容性: 需要 iOS 5.0 或更高版本。与 iPhone、iPad、iPod touch 兼容。此 App 已针对 iPhone 5 进行优化。

用户评分

还没有足够多的评分, 因此无法显示此应用程序当前版本的平均评分。

内容提要

It's the SWEETEST deal for you, SAT vocab killers! Here are the most important and/or most difficult 900 words from the you-know-what 3500 SAT words.

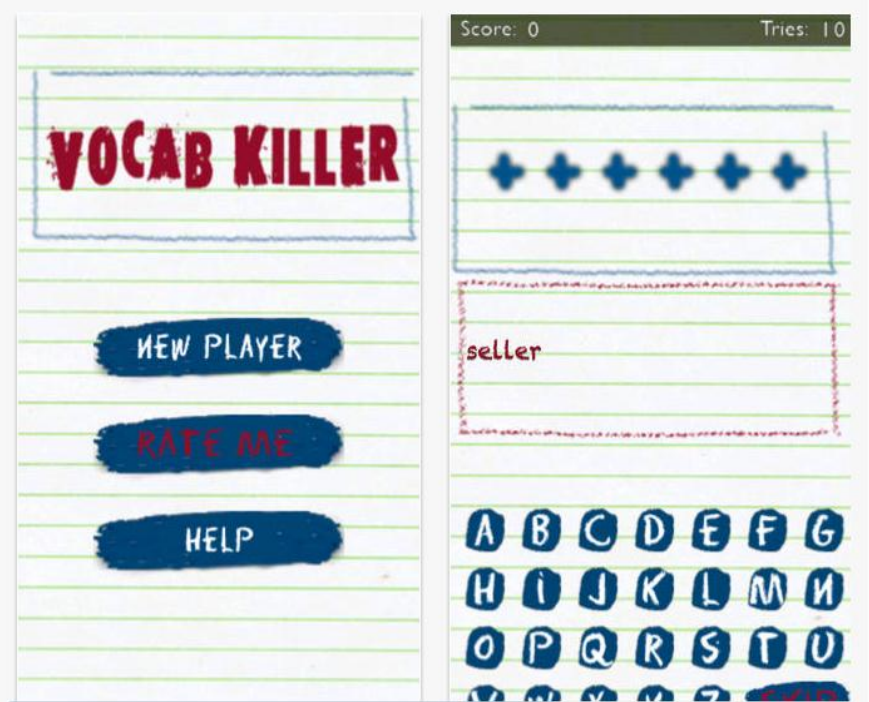
SPECIAL Yep, carefully selected by your 2300+ peer, this app offers you the most recent and most accurate vocabulary hit list. Unlike other SAT vocab apps whose sellers are not SAT takers, this one's buddy actually knows a LOT of what she's talking about. It is absolutely the most useful SAT app, and I promise if you have conquered all worlds in the app, you'll surely get your dream score.

Developer's words: Hear hear, I present you with the demons that gave me the most fight as I struggled to devour more vocabulary, and those I regretted not having remembered during the exams.

They made me sweat hard as I tried to find them from all kinds of vocab books, and made me swear harder trying to "kill" them. Hope that with my killer app, you guys would sweat and swear less on the pilgrimage to 2400~

[vocab killer 支持](#)

iPhone 屏幕截图



用户评价

good job! ★★★★★

评论人: angellau1119

creative vocabulary builder, especially for the kids who are preparing SAT

□□□ ★★★★★

评论人: Yingjsjsjajah

□□□

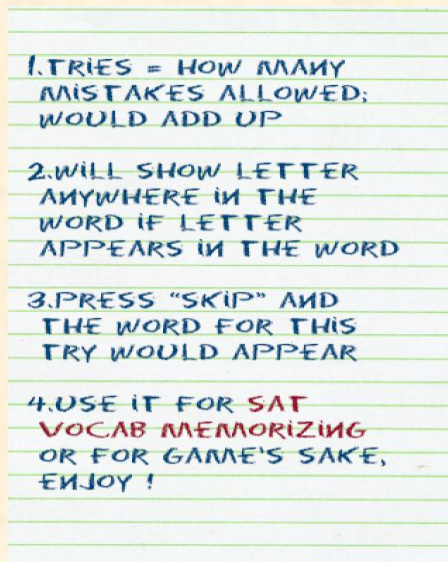
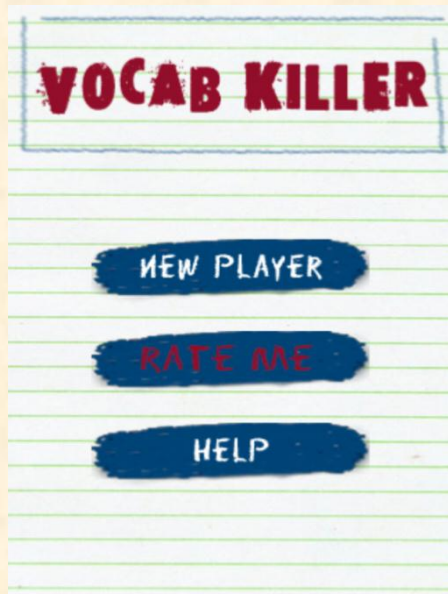
Good job!! ★★★★★

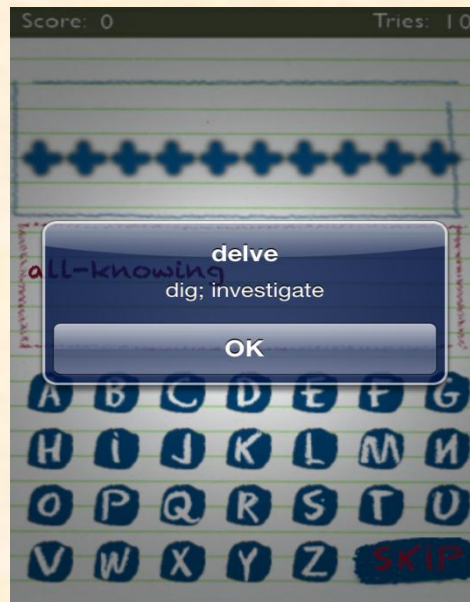
评论人: HelinaBao

This is one of the best apps tat I've ever used! It helps us to memorize SAT vocab. Luv it!

That's my name. Because the app developer program isn't offered to teenagers less than 18, I used my mother's account to subscribe.

✧ Some snapshots of the game:





✧ Some features:

- + Color theme: As can be seen from the icon to the windows, it is a red & blue, with some white theme, simple and sharp.
- + Style: I tried to achieve a look of neat pen/chalk scribbles, so I used a self-designed font. I made the font from hand-drawn pictures and then processed the images with Adobe Photoshop and some font studio software, and also referred to some similar fonts on the internet. I also transplanted pencil-drawn buttons to magnify the effect.
- + Custom-designed keyboard: The default keyboard was too plain and had many unnecessary keys. With only so much time, I wanted to get as distinctive, neat and clear a look as possible. That's why I designed a simple keyboard with no redundant functions.
- + Other features: For every round you can have 10 tries, and for every solved word you get another 5 points. There would be cute pop-out messages when you plug in a right letter or solved the whole word.

✧ Bugs in my app:

- + The rate-me page in the app would lead the user to the page of another app, and that's why I haven't got many valuable reviews except those from my close friends.
- + When you've solved a word, the app would automatically jump to a new round, with no pause in time to display the solved word. That immediate skip doesn't help people memorize words.
- + The text-field that shows definition can only contain 4 lines. If the definition is too long, there would be ellipsis to adjust to the size of the field.