SENG303 Flash Card App Assignment 1

Link: https://eng-git.canterbury.ac.nz/bki42/seng303flashcardapp

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Development Process

My Flash Card app has been developed using Kotlin and Jetpack Compose, adhering to modern Android development practices. The development process involved:

1. Setting up the project with Jetpack Compose
2. Creating data models and view models
3. Navigation between screens
4. Store data persistently
5. Show the simple animation
6. Validation check & using alarmDialog or Toast message

Features Implemented

(The feature of my app is slightly different from the requirement or the video that was provided as a reference. But I believe that the implementation in my app is a little bit more intuitive.)

1. App Icon will be shown with the animation(Fade-in & out) when user opens the app
2. General feature :
    - While rotating screen, the changes/data are retained on any screan
    - App persists flash card data

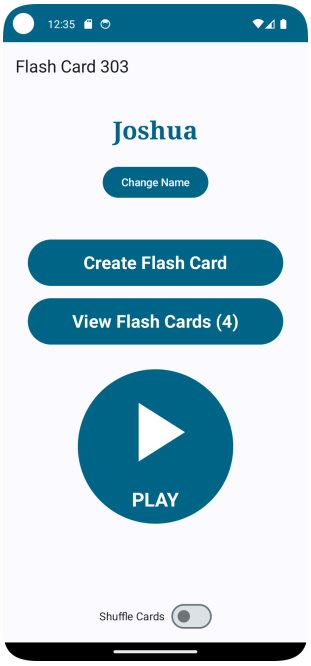
3. Home screen :
    - ‘Create Flash card’ button
    - ‘View Flash Cards(Int)’ button - On this button, it shows how many cards are existing with bracket eg. View Flash Cards(4) means there are 4 cards in database.
    - ‘Play’ button - The big round button with icon was designed to be more intuitive.
    - Player’s name and ‘Change Name’ button - user can set up the player’s name for the future record. This name would be saved persistently since this information is not really significant with the current app feature.
    - Back arrow button on nav bar & swipe gesture(left to right) - disabled as it is not necessary.
    - ‘Shuffle cards’ toggle button with Animation - If the toggle button is ON, the animation will be shown and the card order will be shuffled randomly for EACH Play. If OFF, the card order will be same as the order in ‘View Flash Cards’

4. Create / Edit Screen :
    - Delete button(next to ‘Create a new flash card) / Back Arrow button on nav bar / Swipe gesture(left to right)- show AlertDialog to ask to cancel & delete current card.
    - User cannot save a card with duplicated name that is already existing in database
    - User cannot have a card with duplicated options WITHIN the card
    - A card requires at least one correct answer(tick box) and at least two options. ‘Delete’ button & check boxes will be abled only when the requirements are met.
    - User can set multiple correct answers (I intentionally added this feature)
    - All the validation error will be shown as toast message.
    - On Edit screen, there is ‘Create card’ button, so user doesn’t need to go back to ‘Home’ screen if necessary.

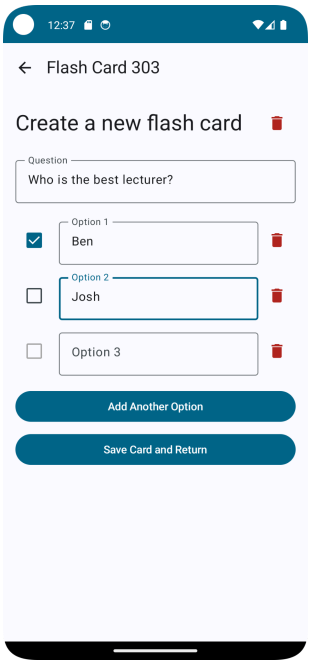
5. Play / Result Screen :
    - Starts with logo animation(Zoom in)
    - User has to select at least one option to move to next question.
    - User cannot go back to the previous question as the correctness will be shown as Toast message as soon as user moves to the next question.
    - Back arrow button on nav is to exit
    - Swipe gesture(left to right) - Different Toast message will be shown depends on what stage the user is on.
    - The progress is in the top-right corner like ‘Progress 1 / 5’

- **Screenshot**

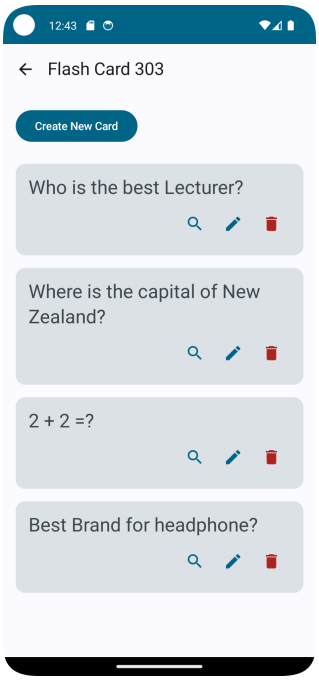
<Opne/Splash Logo>
<Animation before playing>



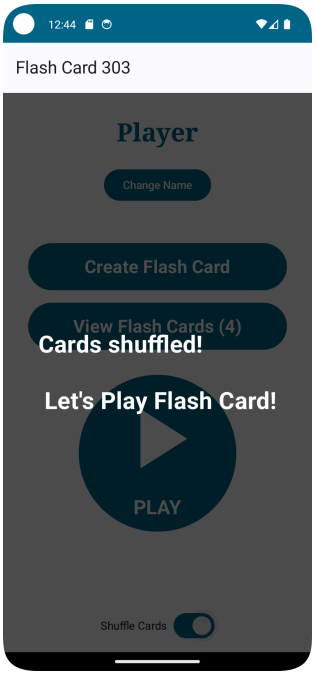
<Home>



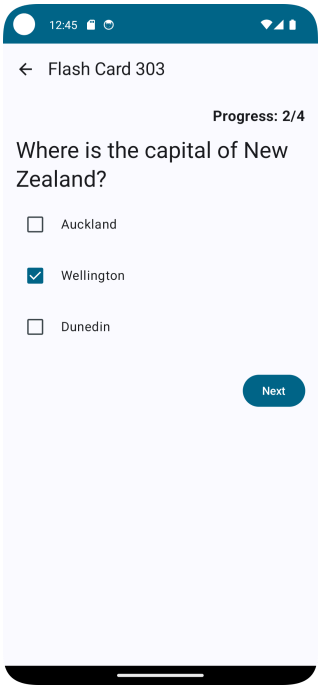
<Create/Edit>



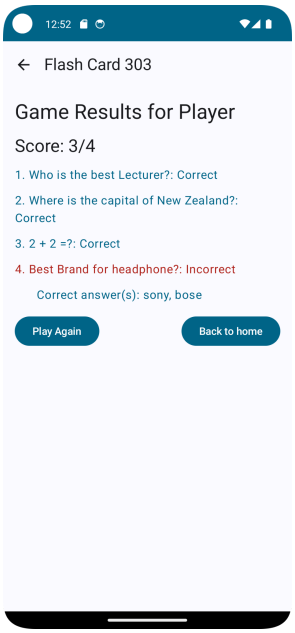
<View cards>



<Shuffle Animation>



<Play>


12:52
Flash Card 303
Game Results for Player
Score: 3/4
1. Who is the best Lecturer?: Correct
2. Where is the capital of New Zealand?: Correct
3. 2 + 2 =?: Correct
4. Best Brand for headphone?: Incorrect
Correct answer(s): sony, bose
Play Again
Back to home

<Result>