CS31620 Assignment 2022-23 Assignment: Native Mobile  
Vocabulary App

Part A : UI Design of the app

Diagram

Description automatically generated**App Functionality**

**Start-up**

The first part of this app would be the start-up message that lets the user define the two languages. For this I want to use a dialog box as that would put more emphasis on this screen as it will have a scrimmed background and is right in your face about it. You will not be able to exit out of this without selecting this. This screen will only pop up once after you press done.

Diagram

Description automatically generated**Top-Level Design**

For this app I want to have a Top App Navigation bar in this ill have the logo for the app that doubles as a home button to get back to the home screen and a setting cog wheel that lets you access setting like deleting the app data

A picture containing diagram

Description automatically generatedFor the Bottom App Bar I’ll have three Buttons One that goes to the Play screen that lets youi pick a game and play it. The add button lets you quickly add a new word by going to the Add Screen and the list button lets you view the list of words you’ve made.

Diagram

Description automatically generated**Home Screen**

For the Home screen I wanted to add some flair as the requirements don’t specify much about it. For this section I wanted to have cards / boxes that contain different actions for the user in an engaging way. One will have a list of recently added in a list to help the user remember words without having to look at the potentially long list of words. Another prompting the user to play a game and some others having other useful information to help learn for this screen I most likely use columns and rows to do this as its just boxes stacked on each other

Diagram

Description automatically generated**Add Screen**

The add screen doesn’t have much to talk about, it has two text fields and two buttons that let you input the words of you chosen language and your native language. My goal is to change the titles to be the languages you specify at start up. To do this ill use a constraint layout as its similer to something ive done before so I can recreate it easily

Diagram

Description automatically generated

**List Screen**

Graphical user interface

Description automatically generated with low confidenceWhen you press the list button it will take you to the List Screen here you’ll be able to view all the words in your native and chosen language, additionally there will be a search bar to search for words in your native language, a button to add words (that will take you to the app screen), the Delete button will show a dialog box that will let you select a word to remove and lastly the search button with search for the word in the search bar. Again, ill use a constraint layout for this.

**Game Screen**

Graphical user interface

Description automatically generated with medium confidenceOn this Screen I’ll be using 2 buttons so you can select a game. Ill be using a column for this because it’s a simple screen. The buttons

**Translation Game Screen**

In this game there will be a word that shows up in the chosen language then the user needs to type the translation in their native language. This is a simple screen with two texts a text field and a button.

**Diagram

Description automatically generatedHangman Game Screen**

Lastly this is a simple hangman game. The user gets the length of the word and they have to guess the translated word before the hang man is made.

A picture containing website

Description automatically generated**Colour and Design**

For this project I’ll be using material3 theme builder where the colours my primary, secondary tertiary, and neutral colours are shown in the diagram. When looking at language learning apps apps on the Google play store most of them have a red, yellow, or green primary colour to them. Therefore, using a bluer/ purple colour scheme will make my app stand out more.

Here’s a concept of what my app would look like in a dark mode with this colour combination

Graphical user interface, application

Description automatically generated

Additionally ill need to make sure to use a font that is clear to read for accessibility issues and that the font size is large enough for the same reasons.