**Implemented Modules**

1. **Manual Play**

**Layout:**

* The Manual Play mode Button is available beneath the PoemSquare.
* The mediator clicks on the button to start the Manual Play.
* A pop up comes up asking for the mediator to start the Play.
* Once the Mediator clicks on ok. The Manual Play starts.

**Implementation**:

* The Manual Mode Plays the Tile in the Sequence A, B, C, L, M, N, X, Y, Z.
* When the Mediator starts the play.
* The Script plays all the Play icons of all the Tiles in the Sequence.
* At the End of all the Tiles. The mediator is given a prompt that the Play mode is completed.

1. **Slideshow**
   1. **Validation of sequence entered.**

**Layout:**

* The Mediator is given a text box to enter a sequence of the Tiles.
* Instructions are given to the Mediator.
  + The Mediator has to give a sequence of Tile Indices (A, B, C, Z) separated by comas.
  + The Mediator needs to give the indices of the deleted tiles also.
  + The Deleted tiles are skipped during playing the slideshow.

**Implementation**:

* The Mediator is given a message that the Textbox cannot be empty.
* The Mediator is also given a message when all the instructions are not satisfied by the Mediator.
* Once the Mediator Enters the sequence following all the Instructions and clicks on the Slideshow Button, The Slideshow Starts.
  1. **Playing.**

**Layout:**

* Once the mediator enters the sequence and all the instructions are satisfied the Slideshow starts.

**Implementation:**

* The Sequence given by the Mediator is Analyzed and the Sequence array is Generated.
* Taking this sequence as the input the Mediator. The sequence of the of the tiles is generated.
* A pop up comes up asking for the mediator to start the slideshow.
* The slide show starts in the sequence given by the user.
* Mediator is given a prompt when the slide show is completed.

1. **Sparkle** 
   1. **Generating Random sequence**

**Implementation:**

* The Random sequence is generated for the Tiles. The random numbers are generated from the range 1-9 and the sequence is stored in the array.
* The sequence is mapped to the tile indices A, B, C, L, M, N, X, Y, Z.
* This sequence is stored.
  1. **Playing**

**Layout and Implementation:**

* The mediator has to click on the Sparkle button below the poem square to start.
* The Random sequence is generated.
* A pop up comes up asking for the mediator to start.
* The Playing starts in the random sequence.
* A pop up comes up at the end of the show.

1. **Skipping the Tile which is deleted in the play modes.**

The mediator can delete few Tiles in the process of creating a poem square. When the play modes start The Deleted Tiles should be skipped in all playing modes.

**Layout and Implementation:**

* The Deleted tiles are marked as empty and the records in the database are set to null.
* By checking these 2 constraints the tiles are marked as empty.
* When The Playing modes are turned on, before playing the Tile It is checked if the Tile is empty or not.
* If the Tile is Empty, it implies that the Tile is deleted.
* The Playing continues with the next Tile.

1. **Improvements in the Play modes.** 
   1. **Close each Tile after the play in all Modes:**

**Implementation**: When the Mediator starts the Playing Modes (Manual or SlideShow or Sparkle) The Tiles Plays and closes for about a second and then continues with the other slide. This shows the Poem and the Poem Square after playing a tile in all the modes.

* 1. **Start Play Audio/Video on click Play.**

**Implementation:**

* The Mediator can preview a tile Once they upload Image or Text or Audio or Video.
* In the case of Audio and Video When the Mediator previews the tile.
* The Audio or video starts playing once the Mediator Clicks on the preview Button

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* 1. **Stop Play Audio/Video on Close of the Play:**
* The Audio/ Video stops playing when the Mediator closes the Play Button on the respective Tile.

Screenshots:











