

EduGame AI — Wireframes Document

Audience: Designers, Developers, Stakeholders

Purpose: Visual representation of key screens, navigation, and interactions for Students and Teachers.

1. Navigation Overview

Student

Header: EduGame AI Logo | Notifications | Profile

Sidebar: Classes | AI Doubt Solver | Lecture Summariser | Quiz Arena |

Assignments

Main area: Quick stats (XP, Level, Streak) | Recent activities | Join Class

Footer: Weekly leaderboard

Teacher

Header: EduGame AI Logo | Notifications | Profile

Sidebar: Classes | AI Quiz Generator | Assignments | Analytics | Lesson Planner

Main area: Class overview | Quick actions (Create Quiz, Assign Homework)

Footer: Performance snapshots / Top students

2. Student Dashboard Wireframes

2.1 AI Doubt Solver

[Header: Subject dropdown | Attach files]

| Chat history (scrollable) |
| -> Student question (left) |
| -> AI answer with steps (right) |
| [Show sources] [Add to flashcards] |

[Input area: Textbox | Attach file | Send button]

Notes:

- Display confidence score for AI responses
- Source references clickable
- Option to expand/collapse step explanations

2.2 Lecture Summariser

[Upload area: Drag & Drop or browse files]

```
| Top Section: Generated Summary |  
| Key Points (bulleted list) |  
| Flashcards (card carousel) |  
| Quick Quiz: 3 sample MCQs |  
| Buttons: Export PDF | Save to Class | Review |
```

2.3 Quiz Arena

[Filter Bar: Subject | Topic | Difficulty | Mode (Timed / Practice)]

```
| Quiz Card: title | #Questions | Timer | Start Button | Leaderboard |  
| Quiz Interface: question | options | submit | next |  
| Post-quiz: Score, Explanation, XP Gained, Streak Update |
```

2.4 Assignments

[Assignment List]

```
| Assignment Title | Due Date | Status | View/Submit |  
| Submission Page: Upload file or paste answer |  
| Feedback Section: Teacher + AI marks, comments |
```

2.5 Classes

[Class List]

```
| Class Name | Code | Join Button |  
| Option: Enter class code manually |
```

2.6 Explain My Mistake (Signature Feature)

[Upload or Type Answer]

```
| AI Result Card:  
| - Mistake identified  
| - Why the answer is wrong  
| - Corrected solution with step-by-step  
| - 1-3 practice questions (Try buttons)
```

3. Teacher Dashboard Wireframes

3.1 Class & Student Management

[Class List / Sections]

```
| Class Name | Teacher | #Students | Actions: View Students / Create Quiz |
| Student List: Name | Email | Enrollment Status |
```

3.2 AI Quiz Generator

[Quiz Form]

```
| Select Subject | Topic | Difficulty | Marks |
| Question Type: MCQ | Short Answer | Long |
| Generate Button: Creates full quiz + answer key |
| Option to assign quiz directly to class |
```

3.3 Assignment Creator & Evaluator

[Assignment Form]

```
| Title | Description | Due Date |
| Submission: Online Upload / Text |
| Evaluation: AI automatic grading + Feedback |
```

3.4 Analytics & Insights

[Analytics Dashboard]

```
| Topic-wise performance | Weak / Strong areas |
| Quiz stats | Class comparison | Trends chart |
| Filter: By class, date range, subject |
```

3.5 AI Lesson Planner

[Lesson Planner Form]

```
| Topic | Class Level | Duration (Days/Weeks) |
| Generate Button → outputs day-wise plan |
| Day 1: Learning Objectives | Activities | Mini Quiz |
| Day 2: ... |
| Controls: Edit | Save | Publish | Export PDF |
```

4. Interaction Notes

- All dashboards follow **role-based UI**: student vs teacher views.
- Live updates via **WebSocket** for:
 - Chat messages
 - Leaderboards
 - Assignment submissions
- Modals for uploading files, viewing detailed AI outputs, editing lesson plans.
- Cards for summaries, flashcards, quizzes, and lesson plan days.

5. Color & Component Suggestions

- Palette: Soft blues and greens for clarity, high contrast CTA buttons
 - Cards with shadows for content separation
 - Tabbed panels for multiple quizzes or assignments
 - Progress bars for XP / Level / Streak indicators
 - Icons for upload, feedback, AI-generated content
-

6. Suggested Handoff

- Use these wireframes to create **high-fidelity designs** in Figma or Sketch
- Include **annotations** for developers: component props, API integration points
- Map each wireframe to corresponding **backend endpoints and DB tables** (e.g., Explain My Mistake → `mistake_checks` table + `/api/student/mistake-check`)