

Logicblocks by Techligence Robotics Task Sheet

Sound Tab UI

January 8, 2024

Important All the **underlined** text are **links**, which might not be visible based on your application, so do not forget to click any underlined text throughout the document and make sure to follow the coding standards given in the file.

1 Task Statement

Our objective is to enhance the sound tab category, ensuring the user experience is good as in the case of Scratch. The interface revision will focus on facilitating effortless and intuitive addition, editing, and manipulation of sound assets.

1.1 UI Design and Development

- **UI Mockups:** Reevaluate the layout, buttons, and sound management features from a user-centric perspective.
- **User Workflow:** Map out the process for adding new sounds, detailing steps for both uploading and recording audio within the application.
- **UI Implementation:** Develop and implement the UI components based on the mockups, emphasizing responsive design to cater to various devices and screen sizes.

1.2 Sound Asset Management

- **Asset Listing:** Create a comprehensive system for listing all available sound assets.
- **Asset Addition:** Develop versatile functionality for adding new sound assets, allowing both file uploads and direct in-application recording.
- **Integration with Blocks:** Ensure smooth integration of sound assets within the block programming interface, enabling easy access and utilization.

This task aims to significantly enhance the sound tab's usability and functionality, aligning it closely with user expectations.