**ohn’s Vietnamese Phrases App — Build Plan v3.2 (Sept 2025)**

**Rationale for Rebuild**  
The app originally displayed full phrases with tone chips. During testing, it became clear that learners (especially beginners) need syllable-level practice with tones shown directly under each syllable, not just as abstract labels at the phrase level. Moving to a syllable model allows clearer pronunciation practice, integrates naturally with tone learning, and future-proofs the system for modular phrase building. Full-phrase audio is preserved for natural listening, while syllable playback makes tone comparison easier. To avoid clutter, fewer phrases will be visible at once, with scroll support.

Change from v2 → v3: All audio filenames are now numeric IDs only (zero-padded to 5 digits). The app uses mapping.json as the single source of truth linking IDs to text, tones, type, English, and category. No filenames are built from Vietnamese text.

**1. Purpose & Scope**

* Deliver a Weekend MVP app for phrase practice in Southern Vietnamese.
* Core experience: play app audio, view syllables with tone labels, compare by ear.
* Phases:
  + Phase 1 (MVP rebuild) → Syllable model, scrollable UI, categories.
  + Phase 1.5 (optional enhancement) → UI polish + Record & Compare.
  + Phase 2 (deferred) → Add-Phrase function (not part of this rebuild).

**2. App Structure**

* Title: 'John’s Vietnamese Phrases' (handwritten font applied during UI polish).
* Categories: 5 groups (Essentials, Food & Drink, Travel, Social, Shopping & Money).
* Category Navigation:  
  • App opens to categories only.  
  • Selecting a category hides the list and shows phrases.  
  • A centred Categories button above phrases returns to the list.  
  • Header includes a small Tone Guide link that routes to a dedicated screen (tone names + English glosses + pitch arrows + micro audio). Back returns to Categories.
* Phrase Display:  
  • **English translation shown above the Vietnamese phrase**, in italics and smaller grey text (#666).  
  • Vietnamese phrase split into syllable blocks.  
  • **Each syllable block is itself the button.** The block shows the syllable text (large) and tone name (small). A tiny ▶︎ icon inside acts as a hint. Tapping the block plays the syllable audio.  
  • Full phrase audio ▶︎ remains available.
* Audio: Pre-synthesised by Giọng Nói AI.  
  • Filenames: /public/assets/audio/00001.mp3, /00002.mp3, etc.  
  • Mapping file: /public/assets/mapping.json is the single source of truth.
* Playback: Works offline after first install.
* Tone Legend: Dedicated Tone Guide screen replaces old info modal.
* Each phrase/syllable screen will include:  
  • Phrase text and playback button  
  • **“Record my attempt” button** → records either the tapped syllable or the full phrase.  
  • After recording, the same button toggles to **“Play my attempt.”**  
  • This playback is separate from app audio, so the learner can compare their attempt with the native audio.  
  • Placeholder 'Check Tone' button, styled consistently with other controls (inactive in Phase 1, included for future ToneChecker integration).

**3. Categories & Phrases (Syllable Model)**

~30 starter phrases across 5 categories. Each phrase has syllables with tone labels, full phrase audio, and English meaning.

(Phrase lists unchanged from Build Plan v2 — only filenames now numeric IDs.)

**4. Phase Breakdown**

**Phase 1 — MVP Rebuild**

* Implement syllable-model UI.
* Scroll works smoothly; fewer phrases per screen.
* Categories button for navigation.
* Preload all syllable and phrase audio.
* Locked ID protocol applies.
* Phrase list fixed at 30; no new phrases until Phase 2.
* Acceptance = Desktop + iPhone (Safari).
* Tone Guide screen implemented and working.
* Phase 1 will deliver phrase playback and Record/Compare functionality, with the 'Check Tone' button present in the UI but inactive.

**Phase 1.5 — UI Polish + Record & Compare**

* UI Polish (early): handwritten font, remove redundant info, colour feedback on playback.
* Apply Teal/Orange palette: Primary (App Audio) #009688, Secondary (My Recording) #FF7043, Positive feedback #43A047, Negative feedback #E53935, Background #FAFAFA, English translations #666.
* Record & Compare: works at both syllable and phrase level, temporary storage, toggle playback between attempt and app audio.
* Must work desktop + iPhone Safari.
* UI Polish (later): Categories-only start, centred Categories button.

**Phase 2 — Add Phrase (Deferred)**

* User input + TTS proxy + local caching.
* Optional extras: pinning, storage meter, speed toggle.
* Out of scope for this rebuild.

**5. Button Protocol (Locked Format)**

<td><button class="btn primary" data-id="00001">▶︎</button></td>

Rules:

* Use data-id, not filenames.
* Path = assets/audio/{id}.mp3.
* UI loads text, tones, English, category from mapping.json.
* ▶︎ arrow inside button tags.
* Only output one button line at a time.
* Follow category/phrase order from this Build Plan.
* If a button fails: recheck that line + ID, nothing else changes.

**6. Step Order (High-Level)**

1. Rebuild UI with syllable model.
2. Ensure scroll + category navigation.
3. Implement full phrase + syllable audio playback (ID-based).
4. Apply UI polish (title font, info removal, colour feedback).
5. Add Record & Compare (syllable + phrase level).
6. Switch to categories-only start screen + centred back button.
7. Final tests (desktop + Safari).
8. Commit + redeploy.

**7. Acceptance Tests**

* App loads mapping.json without error.
* 3 sample phrases + 6 syllables play correctly by ID.
* Overwriting an audio file (same ID) plays correctly without UI change.
* Recording/playback works for both syllable and phrase attempts, toggle functions correctly.