# John’s Vietnamese Phrases App — Build Plan v3.1 (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:  
 • Vietnamese phrase split into syllable blocks.  
 • Each syllable is displayed as a button block. The block shows the syllable text (large) and tone name (small). Tapping the block plays the syllable audio. No separate ▶︎ icon is used.  
 • Full phrase audio ▶︎ remains available.  
 • English translation shown directly beneath the phrase in italics and brackets, smaller grey text (#666).  
- 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  
 • Optional 'Record' button for user attempts  
 • Toggle for 'Play My Recording' vs. 'Play App 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: record at phrase level, temporary storage, toggle playback.  
- 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 (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.