UX Fundamentals

Task 1.4 Information Architecture

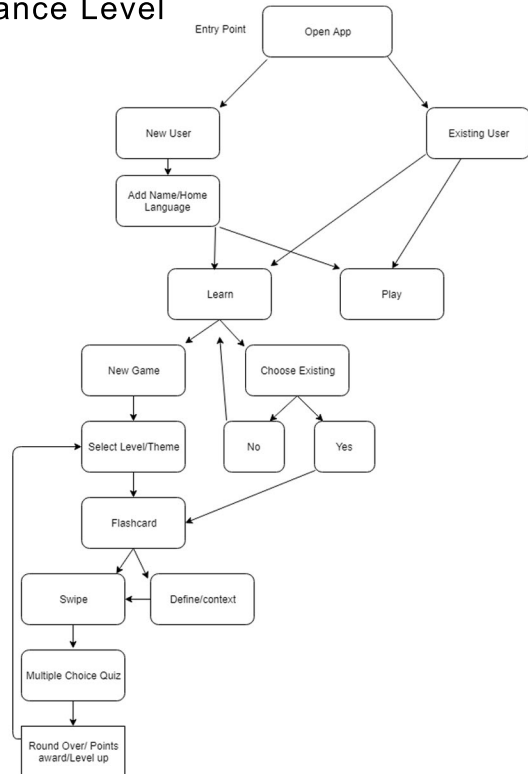## User Flow

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Success Criteria: Complete Quiz to Advance Level

Task Analysis

1. Entry Point - Open App
2. Select New User
3. Enter name & Home Language
4. Select Learn
5. Select New Game
6. Choose difficulty/theme
7. Game Begins
8. Flashcard X 10
9. Tap for Meaning
10. Double Tap for definition & context
11. Swipe to Next Flashcard
12. After 10 cards Quiz Starts
13. 10 questions multiple choice
14. Game ends - 100% needed to advance
15. Level up or repeat

Entry Point   Open App

New User   Existing User

Add Name/Home Language

Learn   Play

New Game   Choose Existing

Select Level/Theme   No   Yes

Flashcard

Swipe   Define/context

Multiple Choice Quiz

Round Over/ Points award/Level up

Success Criteria: Defeat Opponent to win points.

Task Analysis

1. Entry Point - Open App
2. Select New User
3. Enter name & Home Language
4. Select Play
5. Select New Game
6. Select Theme or Accept Challenge
7. Begin Game
8. Flashcard X 7
9. Multiple Choice - Quickest to Answer
10. Game Over - Highest Score wins
11. Profile page - Level Attained