**Intro:** Hello everyone, I’m Dağhan. I worked on Project 1. First I’ll talk about non functional requirements, then the functional requirements I have done.

**Non-Functional Reqs:**

Reaching activities takes one click – from main menu

Response time below 1 second

Colors are made darker for dyslexic kids, as they have trouble reading from light coloured backgrounds.

Application supports both turkish and english, which user can change from main menu during runtime.

**Functional Reqs:**

**Main Menu**: I used a main menu to welcome the user after login, to navigate between activities and to enable the user to change the language here. **TALK ABOUT POINT SYSTEM, TALK ABOUT PLAY AND LEARN LOGIC**

**Login and Register:** Register screen pops up when we click the underlined text. I set on click listener on a text view here. Users are saved locally through shared preferences. I used edit texts for user input with hints.

**Analog and Digital Clock:** So here, this layout is the way I have done all the activities. When I open an activity through main menu, automatically learning activity opens up. Then user can go to play the activty from the learning one. I tried to very briefly explain the topic and how it should be done in every activity. First a quick explanation, then examples. Then a multiple choice, for the most activities again.

**Seasons:** Here you can see the different images I have used for different seasons, they transform into eachother through animation.

**Day of Week:** Again, the same formula.

**Month of Year:** Same

**Digit Remember:** Here instead of multiple choice, I tried having the user to input every number in ascending number

**Digit Remember Reverse:** here, in reverse.

**Spelling:** Same formula with the digit remember activity.

**Directions:** Same formula with the first activities.

**Multiplication:** For a more complex theme, I tried explaining more about the topic and had to use a table to show some possibilities. Later I have the user do random calculations.

**Similar Pictures:** Obviously had to use pictures here.

**Ball on Screen:** Here I did everything in one activity, just to simply follow the object.