



EasyABC APP Documentation

Christian D. Moscosa
Android application

History

Why I decided to create this app?

The reason why I inspire to create this app is for my younger sister age 3 years old, she loves to play mobile game on my phone. Now she is my beta tester for this app and we both learn about something new and fun.

I continue to develop this app in the near future, this app is namely EasyABC or EasyLearning, this app is suitable for kids ages 3-5 years old.

I love android so I take this as my hobby and also I learn more about android by doing some more research.

Introduction

Purpose of the Application

Nowadays mobile phones and technologies had become wider and wider, the traditional way of doing things converted and developed in the latest technology trends. Specially the Children`s, they are affected to the changes that the technologies experience to us.

So then I decided to create an app that most of the kids especially children can use it for the foundation of their basic school lessons like alphabet, letters and shapes.

Technologies/Platform used

For this project I proposed to use android platform since I`m using this for now and I see a potential to market and update it soon as I learn it from time to time. (ADT)

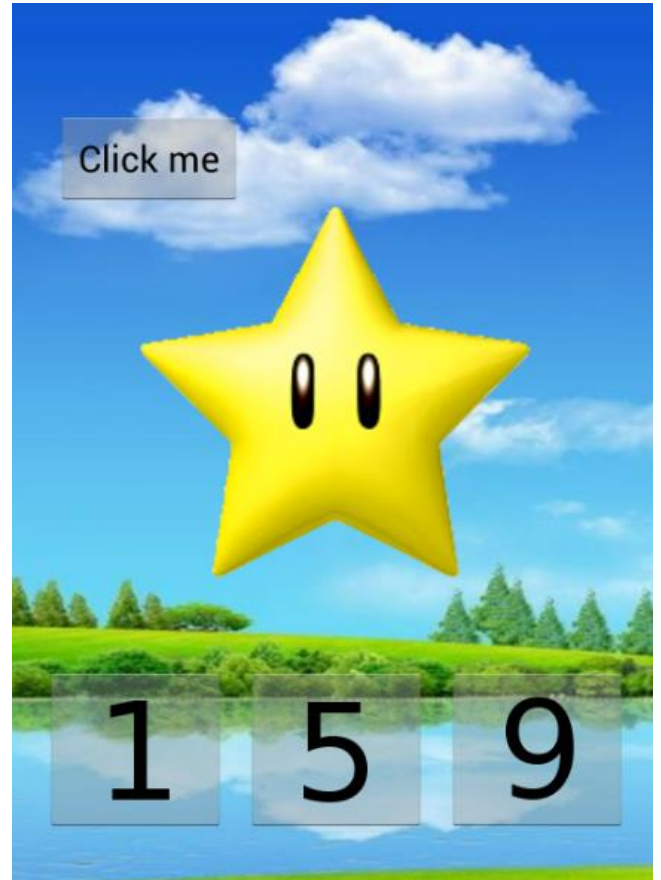
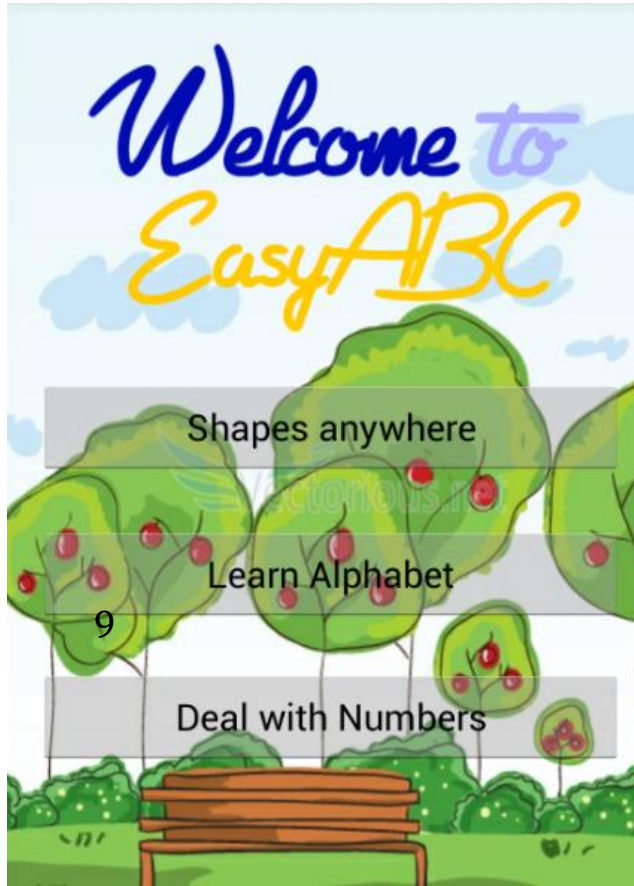
- Android Developer Tool
- Photoshop (for layout)
- Mp3 decoder (for sounds)

App icon



Look and Feel of the App

This is the main user interface of my app,



This is the basic main menu of my app, basically I used colorful background because it looks nice and catchy by the kids, but I need to improve the user interface. It has a three tab, the Alphabet, Numbers and lastly the Shape tab.

Each of them has a game or a window when it click or triggered, I also plan to add some sound effects when the button is clicked and then follow up by the next window or an activity. Since I am newbie at Java back then I was developing sites using PHP and then now I need to study some API's and functions of android but I'm taking it as a hobby not a induced study or slowly but surely.

Target of the audience

The main user of this app is children specially kids to support their basic knowledge in counting, familiarizing with basic shapes and colors.

How do I intent to monetize my app?

I add some unlockable, like pay the full version to unlock more alphabets or instances, so the app can have some profit for the development, I also need to study some management fundamentals to make this app running and expand.

How much this app cost?

The user can download it free since I add pay to unlock more stuffs.

Development

I want this app to be done as much as I can, so that my first tester for this app is my little 3 years old sister. I downloaded some apps that `s look like my app but then I cannot find the thing that I want, something that encourage the children to simply not to take it as a game but a reference and for their basic learnings.

Conclusion

I`m happy to build an app, I know that there are so many app there that are great and much better to my project app but I know that this helps me to be more productive. The technology now are extending by simply invading the community by the mobile apps.

I learn more in doing this app, I challenge myself to finish this and so be it, I hope you enjoy my little app and please email me at shurikit@gmail.com if you see some bugs. Thanks!

Site reference:

<http://www.pond5.com/sound-effects-music/1/correct.html>

<http://www.dafont.com/>

<https://kuler.adobe.com/#create/fromacolor/>

<https://www.google.com.ph/>

<http://www.grsites.com/archive/sounds/>

Music by: Lullatone

Background by: Deviatart

