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SWEN303 Assignment 2

I am modifying the Google Glass design by moving the display to the left and having a larger touch panel on the side to allow clicking all the buttons.

On starting the application, a home screen allows the user pick each application for the different environments. Once an application is selected, a back button will appear which is contextual. The back button will ultimately lead the user back to the home screen if clicked enough.

FreeWriting

Free writing is a prewriting exercise where a writer will write for a set amount of time. for more information on free writing, read the wikipedia webpage.

The goal of my free writing application is either 500 words or 5 minutes, the writing session is over when either of the goals are reached. For the purposes of testing I have reduced the goals to 100 seconds and 60 words.

A background picture has been added to simulate an environment the user may use the application. In this case it is a walk through nature. But in reality it would be any number of environments where voice recognition is possible.

Writing a story

Ideally input would be using voice recognition, I am using a text box area to simulate this. When you write, the recognised voice input is displayed on screen. There are also 2 arcs that will appear on screen. The arc on the left counts up the seconds to the time limit and the arc on the right counts up to the word limit. Once a limit has been reached, a message displays which limit you reached. Buttons will then be added to the screen to view either a bubble chart of the story, and to read the story back . The story is added to the list of previous stories written.

Reading Previous Stories:

json data is loaded in to simulate previous stories that the user has written. Any stories the user writes will be added to this list provided one of the goals while writing the story.

- Access previous stories by clicking the "Read Previous Stories" button

- Use the "<<" and ">>" buttons to scroll through the stories, notice that you can continue to scroll in one direction and the list will loop around, i.e. a carousel

- Click on a story to read it

- Stories can be paused and then restarted again by pushing the pause button again.

- Access a bubble chart of the story by clicking bubble chart

Bubble chart displays a set of all the words in the story, bubbles size is based on the frequency that the word occurs. The user will be able to use this information to notice any words they use too often and pick unique words in the future.

Note, the json data is displayed in 3 different ways: buttons to select a story, scrolling text, and a word bubble chart. You are visually interacting with the data when you scroll the list of stories and pause/unpause a story while it is being read. A transition is scrolling the text.

Teleprompter

This is an app to help people give speeches. As such, the environment would be on stage or some sort of public venue. I have selected a background image to simulate one such environment.

Use the "<<" or ">>" buttons to scroll through the list of speeches. Click on a speech to read it. Click again on the ready screen to begin reading the speech. Pause/unpause the scrolling speech by clicking "pause", speed up and slow down the scroll rate by clicking "+" or "-".

Note, these speeches have been loaded in from an external json file, you are interacting with it while scrolling through the list of speeches, pausing/unpausing a speech being displayed, and speeding up/slowing down the scroll rate of the displayed speech.