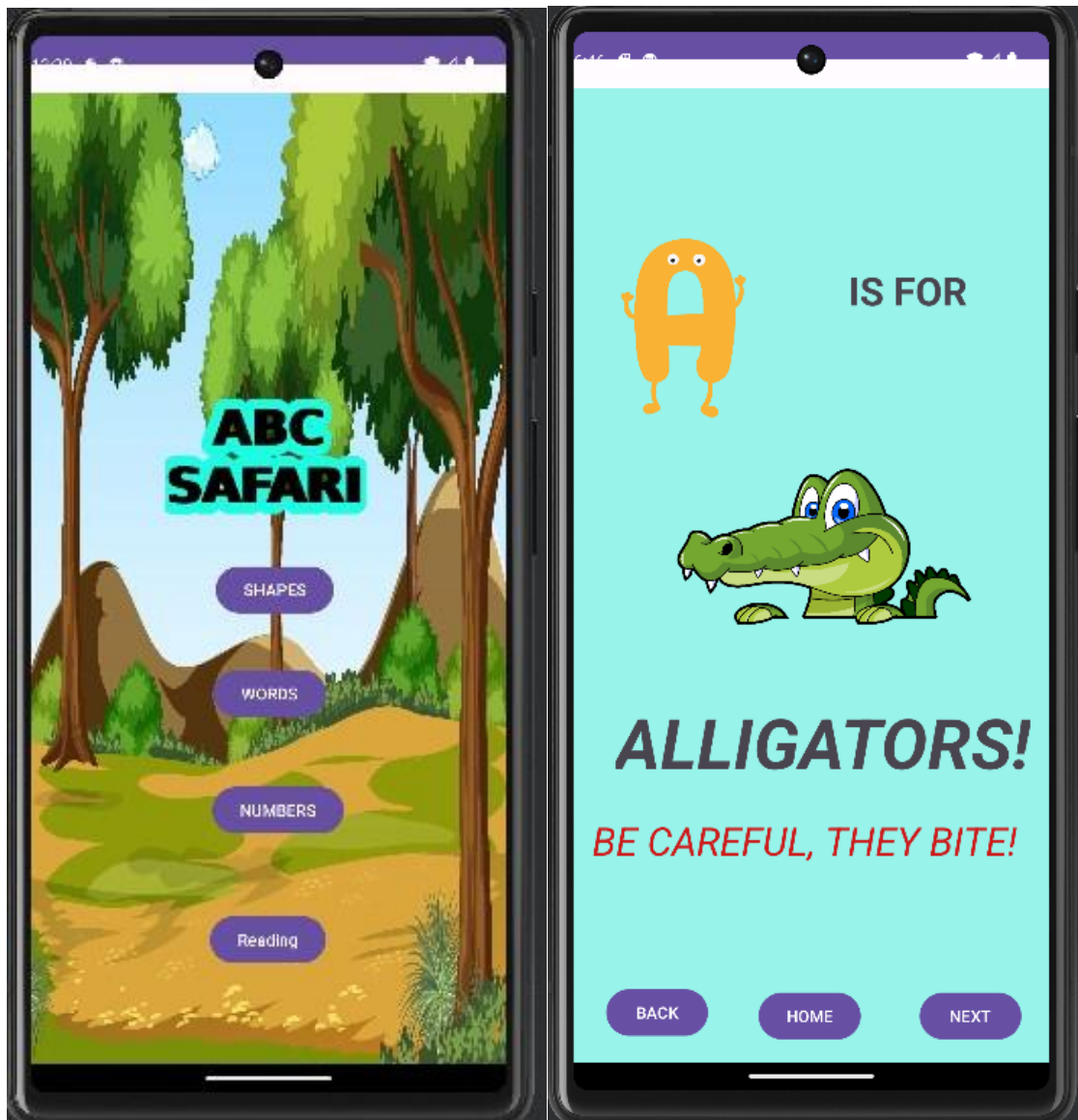


Screenshots of version 1.0

Assignment: PS 01

Intended for CS 458 via Eastern New Mexico University

9/16/2023





## Instructions

Create an educational app for pre-school kids that allows student to learn the numeric and alphabetic words, shapes, and reading.

## Minimum Requirements

1. App Structure: The app consists of at least five screens (activities), including the main activity. The other activities will be dedicated to specific learning areas: numbers, alphabetic words, shapes, and reading.
2. Main Activity: Your app should have a main screen (main activity), with an app name and a large logo.
3. Number Activity: The "number" activity teaches a minimum of four numbers. Each number is visually represented in two ways: numerically and alphabetically.
4. Alphabetic Words Activity: The "alphabetic words" activity will introduce at least four alphabetic words. Each word will be associated with three elements: an alphabet letter, an animal picture whose name begins with the corresponding letter, and a short sentence describing the animal.
5. Shape Activity: In the "shape" activity, the kids learn a minimum of four shapes. Each shape is visually presented with a statement introducing the corresponding shape.
6. Reading Activity: The "reading" activity will serve as a storytelling feature. There should be at least one short story, consisting of 1-3 sentences accompanied by a picture that illustrates the story's content. For example, a sentence like "A kid chases a frog near the river" will be paired with a corresponding image.
7. Navigation Support: Ensure that your app includes navigation support, enabling users to easily switch between the learning activities from the main screen. This functionality should also allow users to return to the previous screen, providing a seamless learning experience.