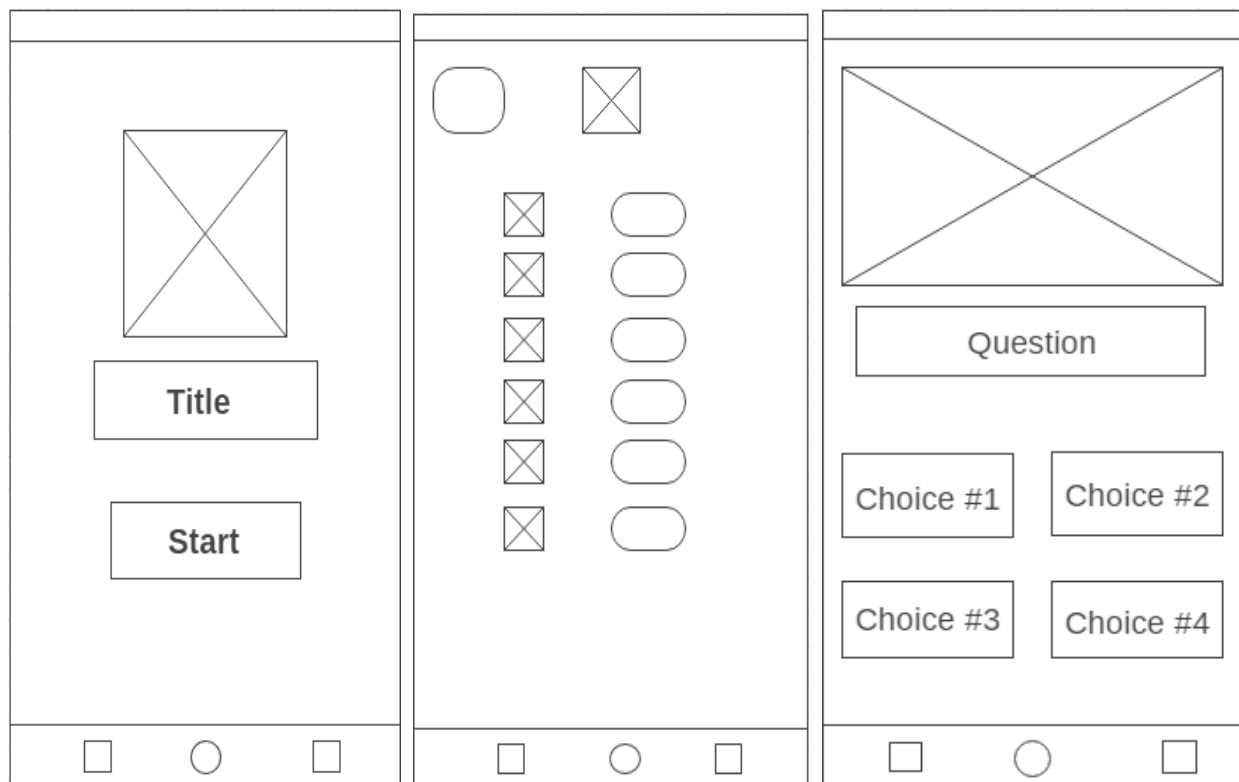
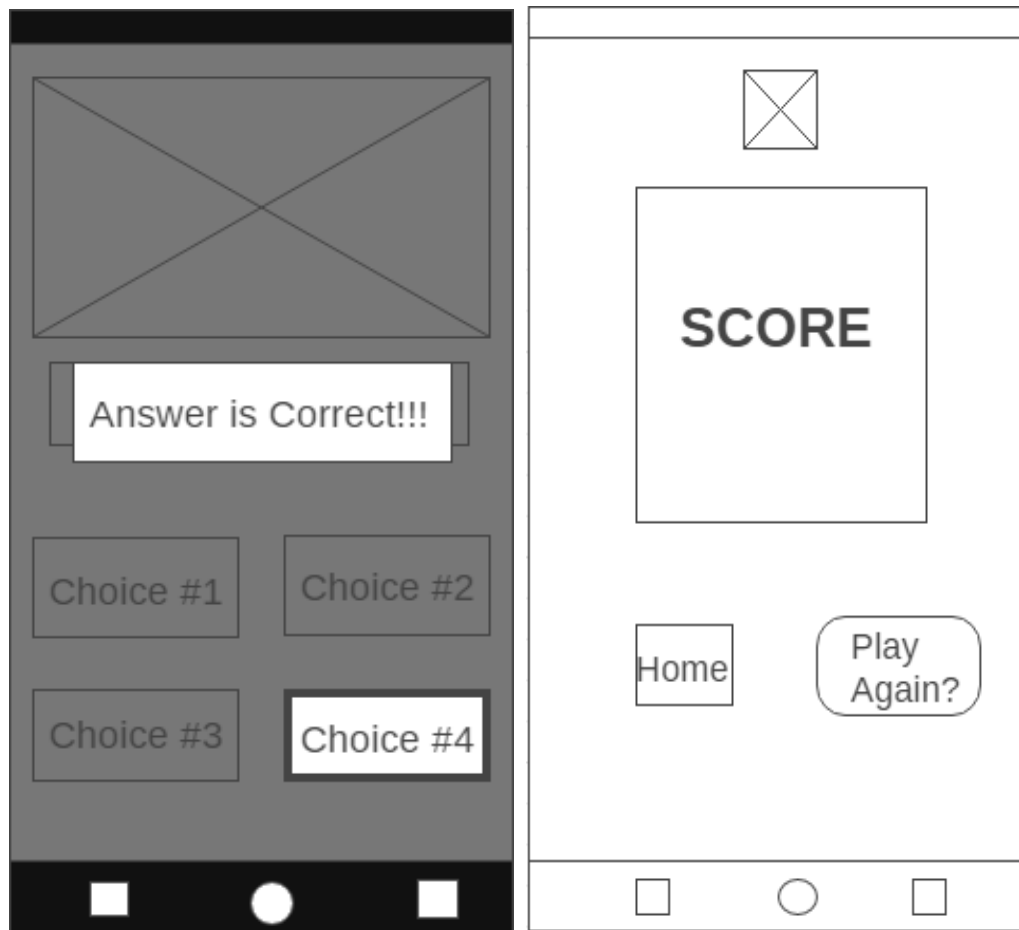


My proposed application is called "Alamanimals". Alamanimals is an educational application made for kids who is at their early years in school. The users will guess what animal is shown in the picture and they will have to choose one correct answer from the four choices, if they got the correct answer, a message will appear in the screen saying that they have got the correct answer and if they chose a wrong answer they will have to guess again until they got the correct answer. The users can also tap the picture to hear the sound of the animal that was shown. The objective of this app is to educate the kids on different kinds of animals and familiarize them on the sound that the animal creates.

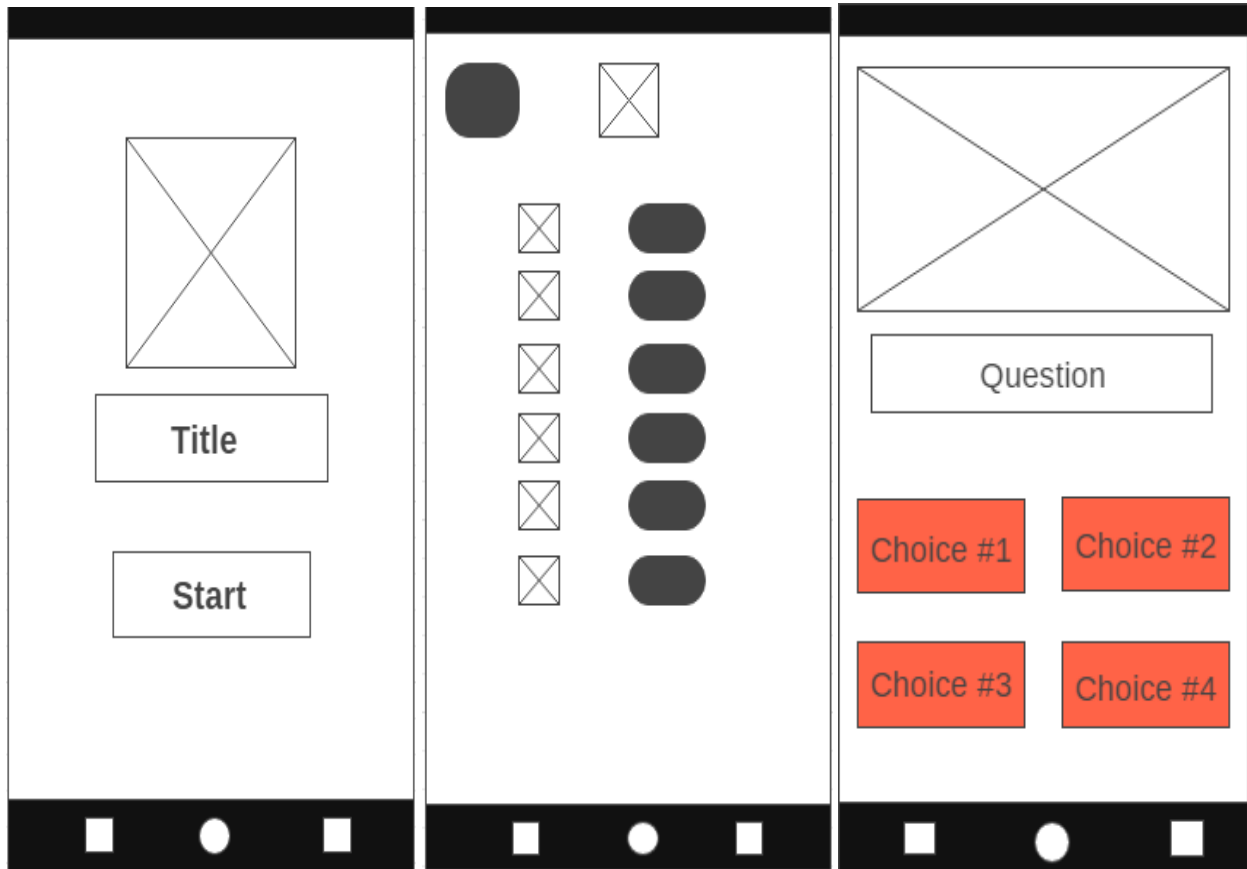
## Wireframe

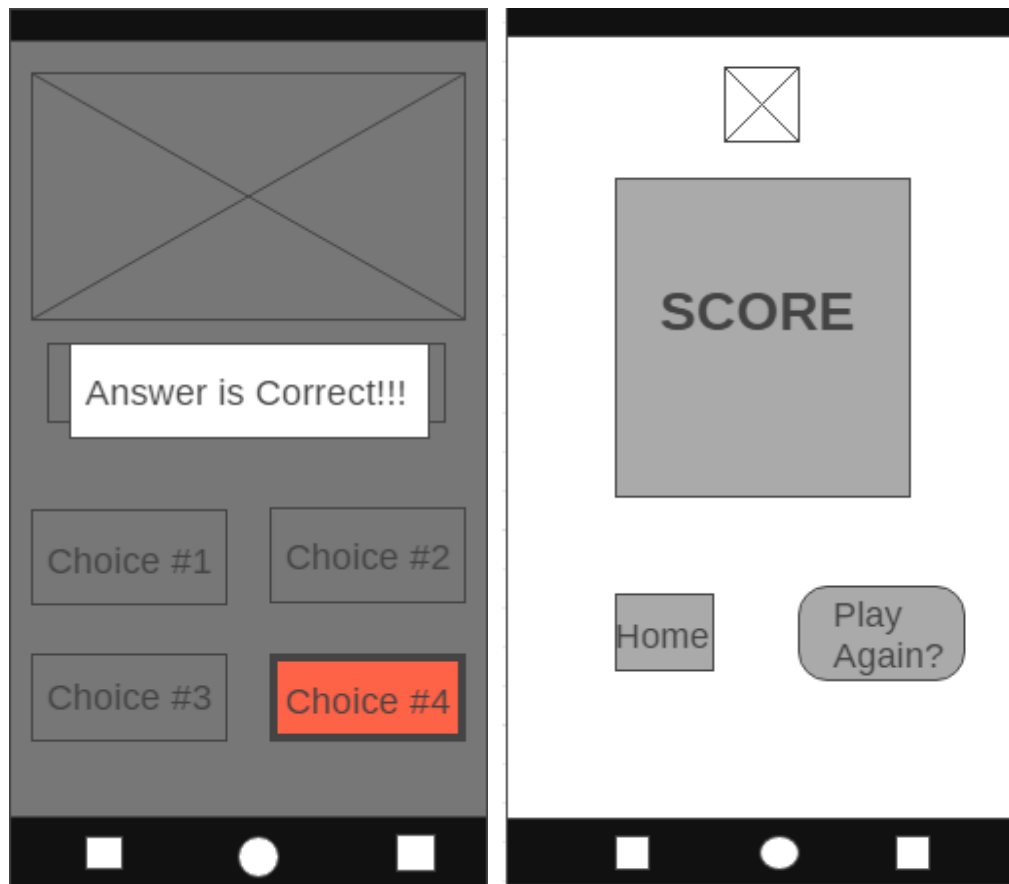




- a. The first wireframe design is the home screen where the user will tap the start button to play the game.
- b. The second wireframe design is the menu where the user can choose from different types of animals based on their habitat.
- c. The third wireframe design is the main screen of the game. The round box at the uppermost screen will contain a photo and a question under it. The four small round boxes will serve as a button for the answer choices.
- d. The fourth wireframe design is the screen that will pop up a message after the user got the correct answer.
- e. The last wireframe design is the screen that will pop when you finished the game. You also have a choice whether to play again or go back to the home screen.

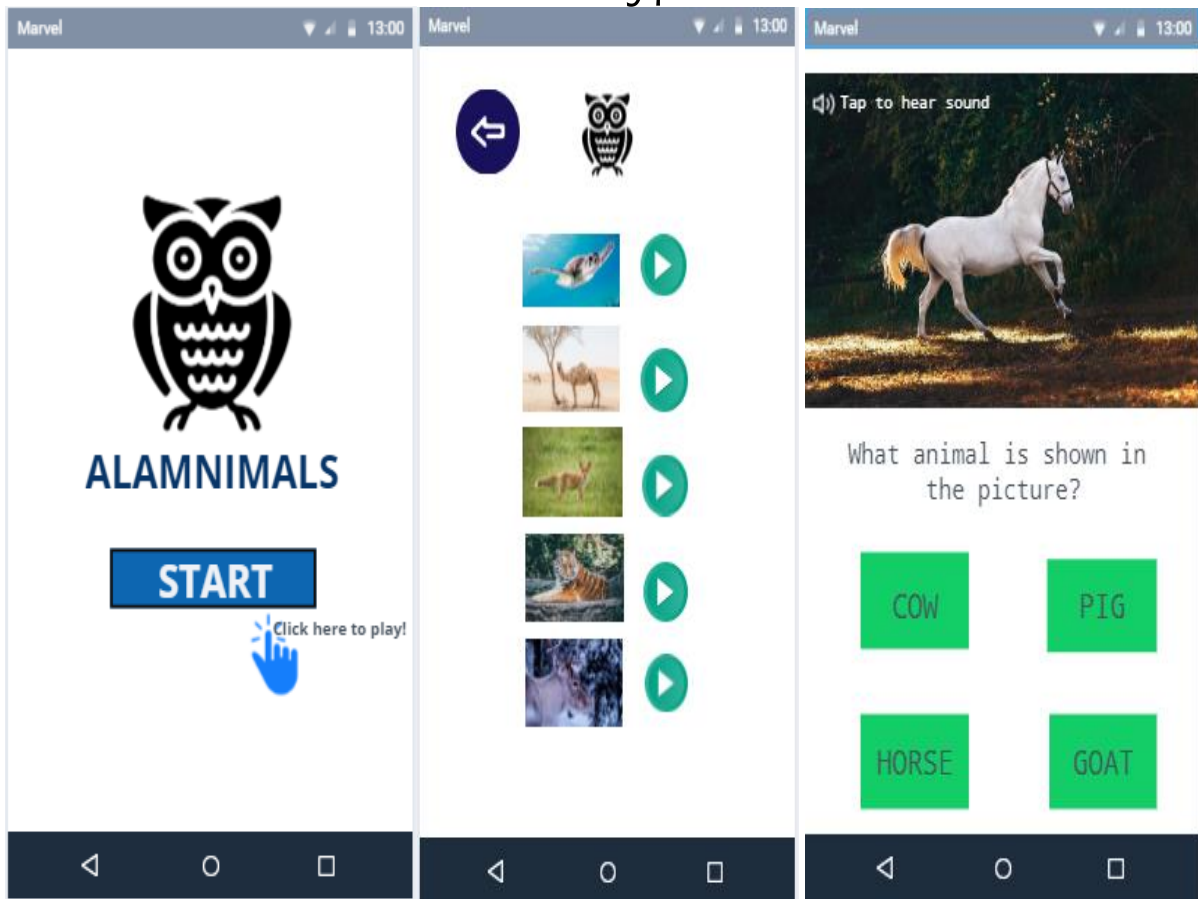
## Mockups

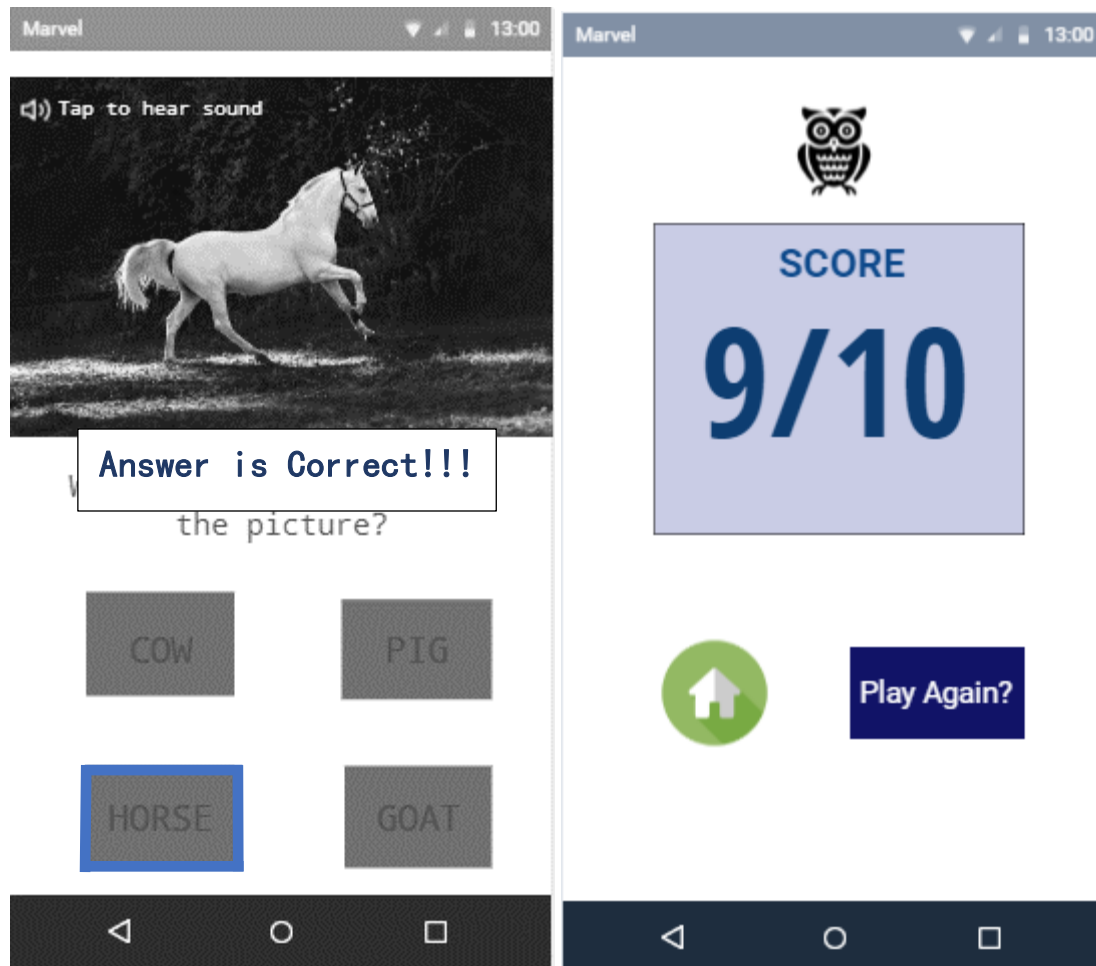




- a. The first mockup design is the home screen where the user will tap the start button to play the game.
- b. The second mockup design is the menu where the user can choose from different types of animals based on their habitat.
- c. The third mockup design is the main screen of the game. The round box at the uppermost screen will contain a photo and a question under it. The four small round boxes will serve as a button for the answer choices.
- d. The fourth mockup design is the screen that will pop up a message after the user got the correct answer.
- e. The last mockup design is the screen that will pop when you finished the game. You also have a choice whether to play again or go back to the home screen.

# Prototype





- The first prototype design is the home screen where the user will tap the start button to play the game.
- The second prototype design is the menu where the user can choose from different types of animals based on their habitat.
- The third prototype design is the main screen of the game. The round box at the uppermost screen will contain a photo and a question under it. The four small round boxes will serve as a button for the answer choices.
- The fourth prototype design is the screen that will pop up a message after the user got the correct answer.
- The last prototype design is the screen that will pop up when you finished the game. You also have a choice whether to play again or go back to the home screen.