Safie Ur Rehman

4745  BESE-4A

Web Engineering

Design Document

# Interactive Alphabet Learning Web App

# Introduction

The above mentioned web application is designed for kinder-garden kids to promote learning of alphabets. The app is made using only CSS3 and HTML5 as instructed by the course teacher avoiding any use of flash or JavaScript.

In addition, the app has been made considering the limit of 24 images, whereas, rest of the required images were made using CSS.

# Design and Interaction with App

## Preparation Page:

The home page of the app features a “Preparation Page” where the kids would be able to see the alphabets and images of the corresponding objects starting with those alphabets in front of these alphabets. For example, Apple in front of alphabet “A.”

The interaction is made fun for kids by adding CSS animations. For example, in case of mouse hover, the objects rotate 360 degree. The design of the page has been made as interactive and user friendly as possible under the instructed bounds imposed by the instructor.

## Quiz Page:

Once the user is done getting himself familiar with the alphabets and their corresponding objects, he could direct himself to the “Quiz Page” by selecting the quiz tab provided on the top of the page. The Quiz shows a 5-Question multiple choice test.

If the user selects the right answer, the text turns green.

Red text on selection shows that the answer is incorrect. So the user needs to try again.