

USER MANUAL

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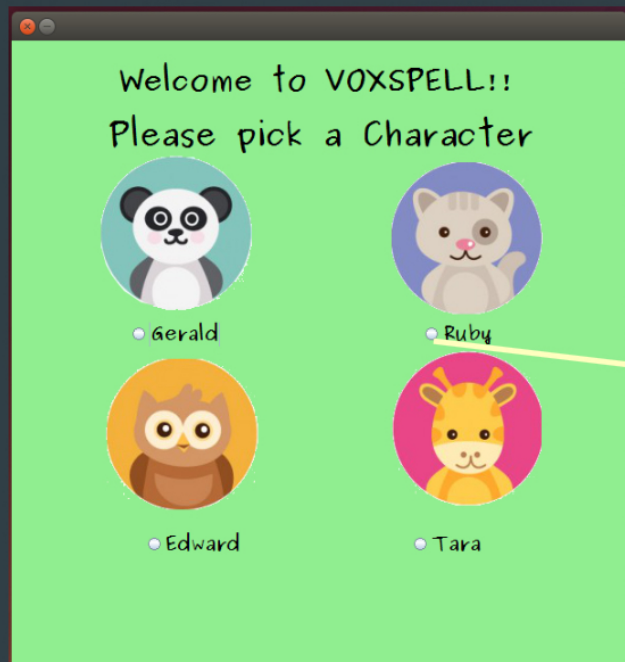
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Introduction

This is the User Manual for the Spelling Aid application, VOXSPELL. Through images and annotations, it will show you how to get around using the application. The application is intended to be very easy to use and self-explanatory for the most part, but each of the annotations detail the functionality so as to our help our user with whatever troubles they encounter. VOXSPELL was truly a fun application to make and I hope you like it the same!

1. Getting Started

1.1 Selecting a Character



When the application is first run, this window will appear first. You will be asked to select any of these characters. All you have to do is click on the circles and you will be lead to the main menu.

1.2 Main Menu

This is the main menu

The screenshot shows the main menu of the 'Welcome to the VOXSPELL Spelling Aid' application. At the top, a grid of letter tiles spells out 'VOXSPELL'. Below this, a teal background features a cartoon cat, a 'Start a Spelling Quiz' button, a 'Select Level' dropdown menu, and three buttons: 'Settings', 'See how you're going!', and 'Review Mistakes'. A yellow speech bubble points to the cat, and several white callout boxes with yellow arrows provide details about the buttons.

This speech bubble will update itself whenever the mouse is moved on all the buttons, explaining what each button does.

This button will display the settings of the application. This will allow changing the voice, spelling list and clear progress

Here you can change all your settings: like deleting saved progress, changing voices and getting a new wordlist

This button will lead to a new quiz session for a level that has to be first selected in the dropdown below. Each quiz session will ask 10 words from each level.

This button will lead to the a quiz session solely meant to review mistakes made in the main spelling quiz (which can be taken by clicking the button above).

This button will show user performance in the form of a list and a bar graph.

2. New Spelling

2.1 Starting a quiz

This is a New Quiz session

The screenshot shows a window titled 'New Quiz, Good Luck!'. Inside, there is a light blue background with a cartoon cat on the left. A speech bubble from the cat says: 'Click Submit whenever ready, play button to listen to the word again and back button to go to main menu.' On the right, the text 'Score: 0' and 'Words left to spell: 10' is displayed, followed by 'LEVEL 1'. At the bottom left is a text input field. At the bottom right are two buttons: a blue 'Submit' button and a blue 'LISTEN AGAIN' button with a play icon. A 'Back to Main Menu' button is at the top left. Red lines connect callout boxes to these elements.

This button leads back to the main menu

This text field is where the user attempts the spelling of the word after a voice asks the user to do so.

Score: 0
Words left to spell: 10
LEVEL 1

Submit

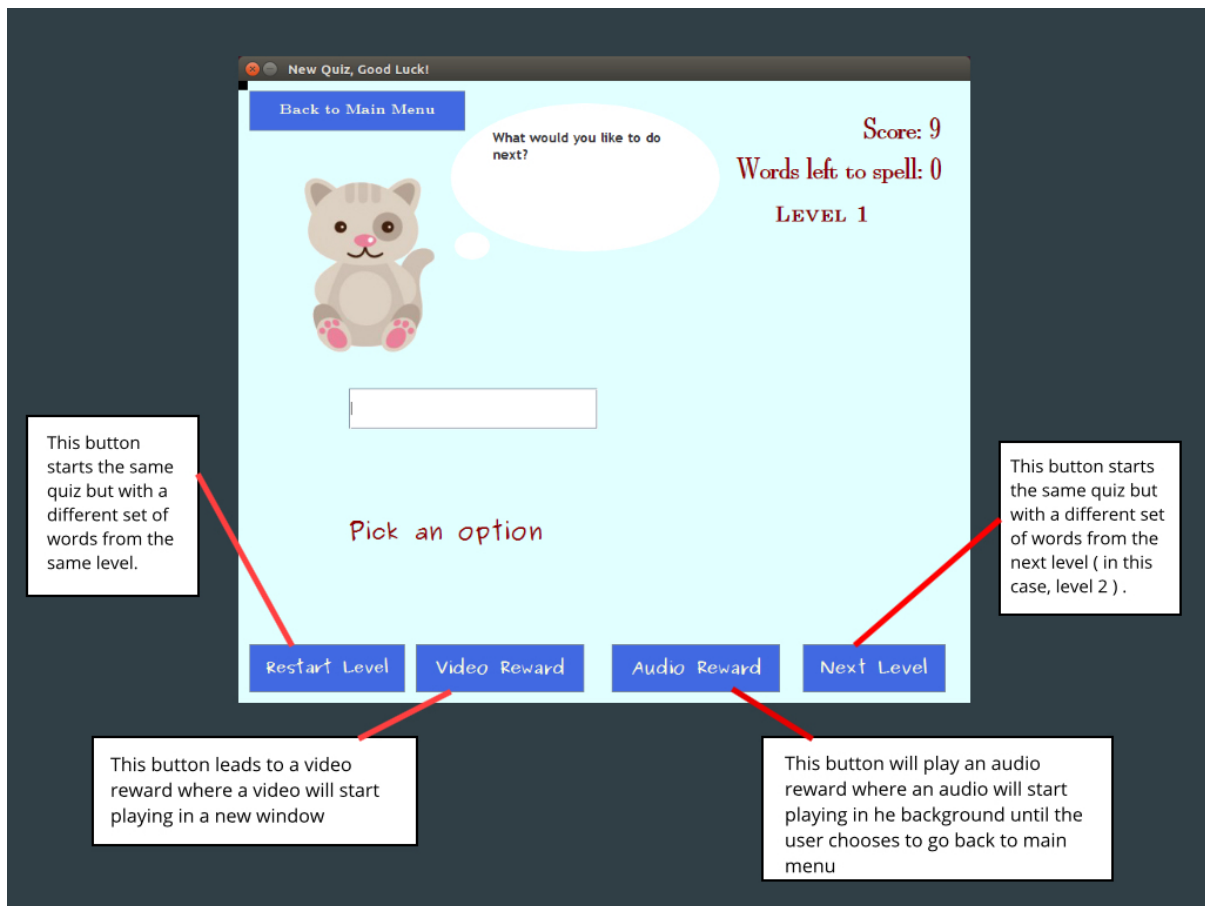
LISTEN AGAIN

This area of the window shows the score during the quiz and how many words are left to spell along with which level is being quizzed

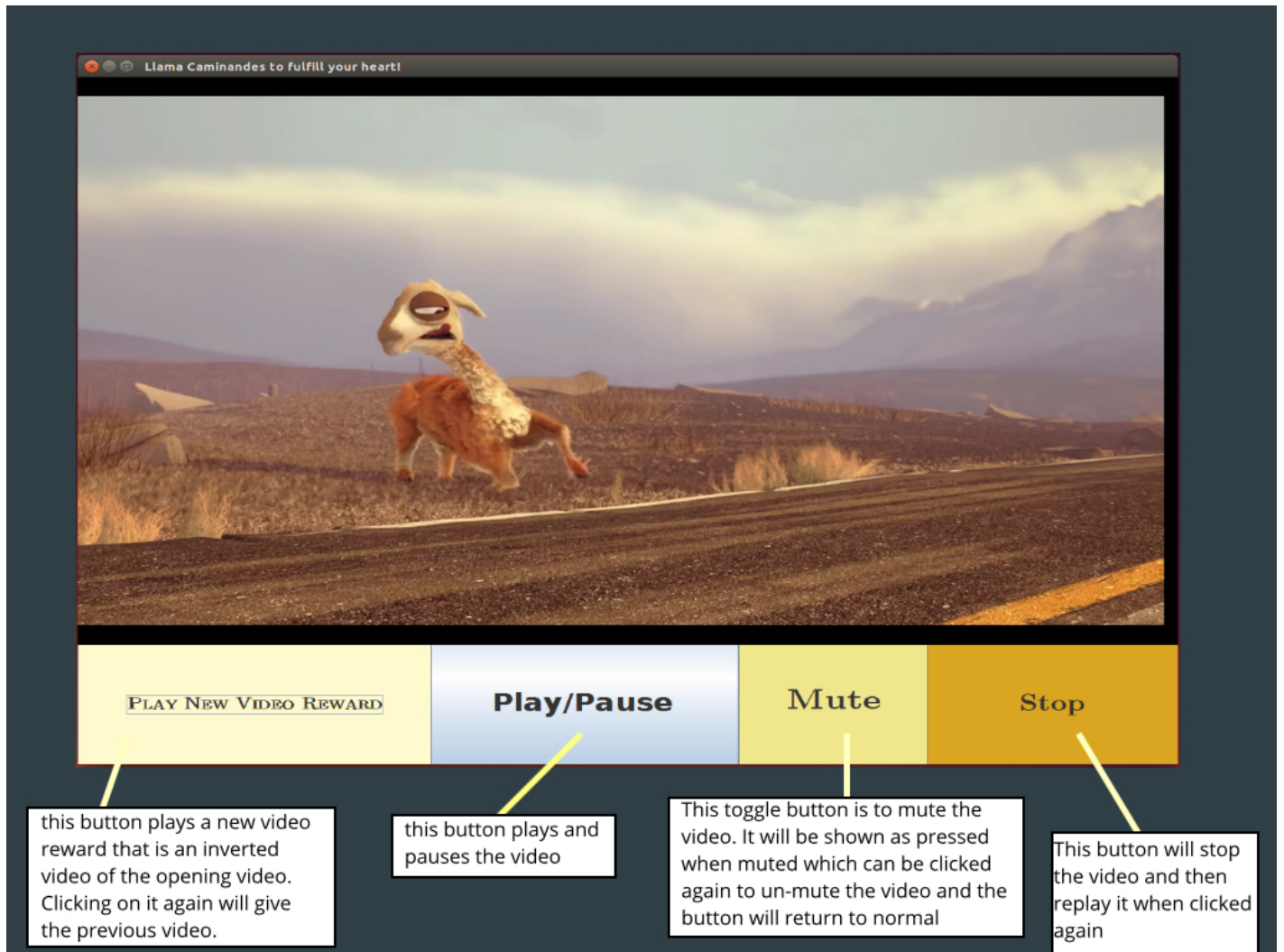
This is a submit button that should be clicked after the attempted spelling has been typed in the text field. After clicking it, a voice will give tell whether the spelling is right or wrong. A Try Again button will appear if it is wrong on the first attempt, this works the same way as Submit.

This is a "Listen Again" button that can be used to listen to the word again before submitting the answer.

2.2 Finishing a quiz



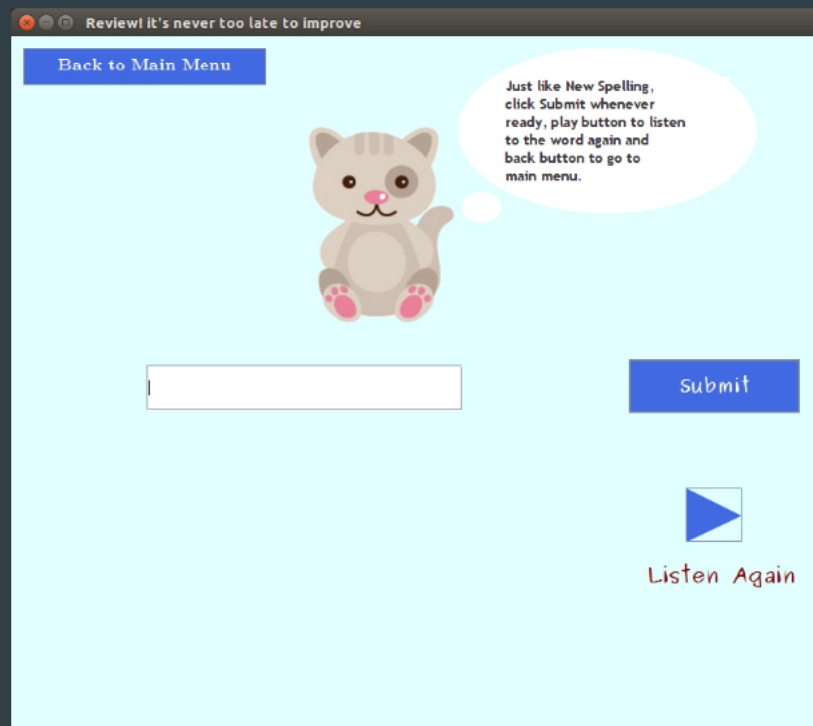
2.3 Video Reward



3. Review

Annotations for review have been omitted for the reason being that it has the same display as starting a new spelling quiz. The only exception in this scenario would be the reward, but like every other reward, you will be asked to select it. You will also, always have the choice to go back.

This is a Review Mistakes session



4. Settings

This is the Settings menu

The image shows a window titled "Settings for all your tinkering" with a teal background. It contains several interactive elements: a "Back" button at the top left, a "Clear" button at the top right, a "Select Voice" label next to a dropdown menu showing "Nasser", an "Apply Changes" button below the dropdown, a "Choose Word List" label at the bottom left, and a "Choose" button at the bottom right. Five callout boxes with yellow leader lines provide detailed descriptions for each of these elements.

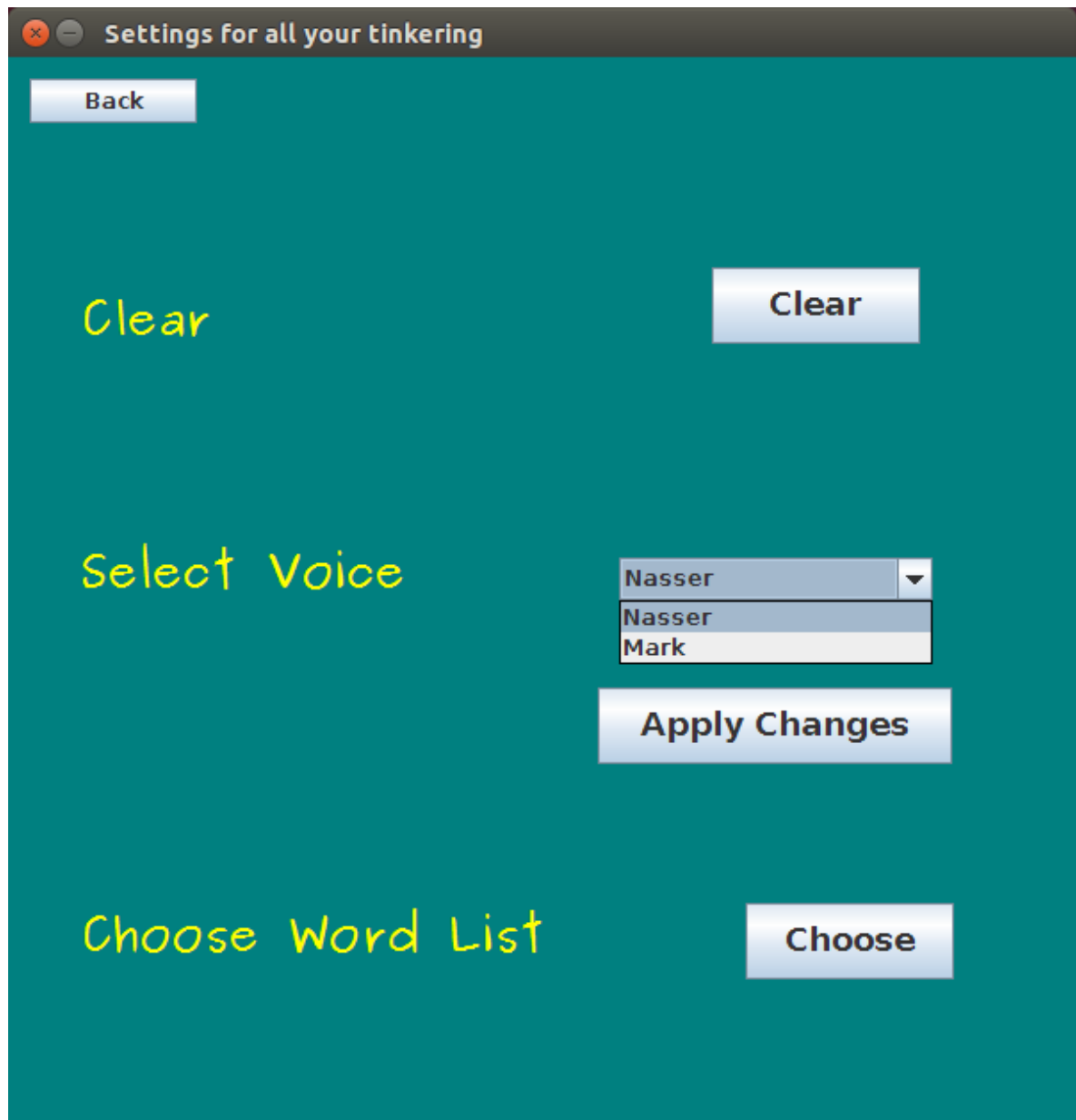
This button leads back to the main menu

This button will clear all the progress, including number of words mastered and the spellist list selection. Clicking this, user will be asked to confirm deletion and will also let user know that everything has been cleared.

This button will change the voice to that selected from the drop down. The chosen voice will then introduced itself as either Mark or Liam.

This button will allow user to pick a text file as a new Spelling List that correctly follows the format, which was given along with the rest of he files, titled template.txt

4.1 Changing Voices



4.2 Changing Spelling List

Settings for all your tinkering

Back

Open

Look In: unixhome

Desktop Umlet
Documents Videos
Downloads win-shares
Music workspace
Pictures list 1.txt
Public list 2.txt
Templates list 3.txt

File Name:

Files of Type: .txt

Open Cancel

Choose Word List

Choose

Cruise through your directories to find the list you would like to add, just like how you normally would. If you are finding this difficult to do, ask an adult for help

This makes sure it is a text file. When a file (that isn't a text file) is added, error messages pop up letting user know that the file is not a text file.

This button will just select the file user wants to add as their desired spelling list. If in case no file has been selected, the list will be set as the default list.

5. Statistics/ “Look how you are doing”

This is the Progress menu

The screenshot shows a window titled 'See how amazing you are doing!'. Inside, there's a teal background with a 'Back' button and a link to 'A cooler chart!'. Below these is a 'Progress scoreboard starting from best!' table. The table lists levels 1 through 11, each with a score of '0 out of' followed by a number (10, 20, 30, 50, 50, 70, 60, 61, 70, 70, 99) and the text 'No progress yet!'. Callouts explain the 'Back' button, the 'A cooler chart!' link, the scoreboard data, and the chart link.

This button leads back to the main menu

A cooler chart!

This button leads to a more graphical representation (in the form of a bar graph) of what has been listed already in this window.

Progress scoreboard starting from best!

Level 1	0 out of 10	No progress yet!
Level 2	0 out of 20	No progress yet!
Level 3	0 out of 30	No progress yet!
Level 4	0 out of 50	No progress yet!
Level 5	0 out of 50	No progress yet!
Level 6	0 out of 70	No progress yet!
Level 7	0 out of 60	No progress yet!
Level 8	0 out of 61	No progress yet!
Level 9	0 out of 70	No progress yet!
Level 10	0 out of 70	No progress yet!
Level 11	0 out of 99	No progress yet!

This shows the total number of words that are in that level, more the quizzes taken, the user is more likely to have mastered (complete 100%) the level

This comments on the progress made. Progress is charted with grades (along with comments) or like this.

5.1 Graphical Feedback

