



UI Mockup

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Screen 1: Home Screen

Allows the user to enter in their login information so that they can access previously stored vocabulary they have stored in the vocabulary list in screen 5. Pressing the login button for the first time redirects the user to the user preferences page (screen 6), and if the user had already set their user preferences, the user will go to the camera page (screen 2) instead. If the user does not have an account, then entering a username and password automatically creates an account in the database.

A mockup of the Visionlingo login screen. It features a light gray background with a white rounded rectangle in the center. Inside the rectangle, the text "Visionlingo" is at the top. Below it are two input fields: "Username" and "Password", each with a light gray border and a small gray label on the left. At the bottom of the rectangle is a light gray oval button with the text "Login" in the center.

Visionlingo

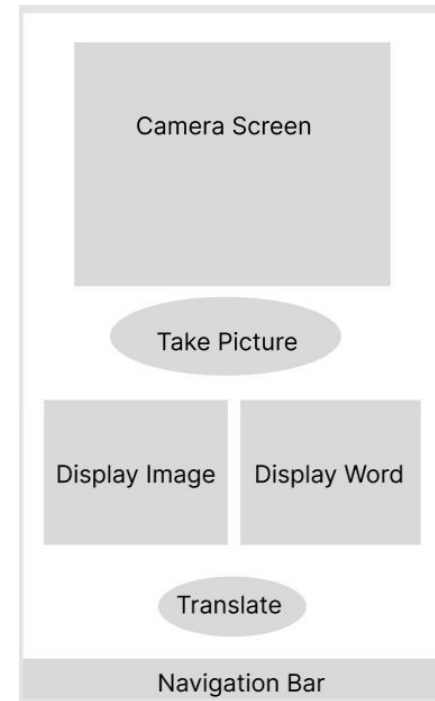
Username

Password

Login

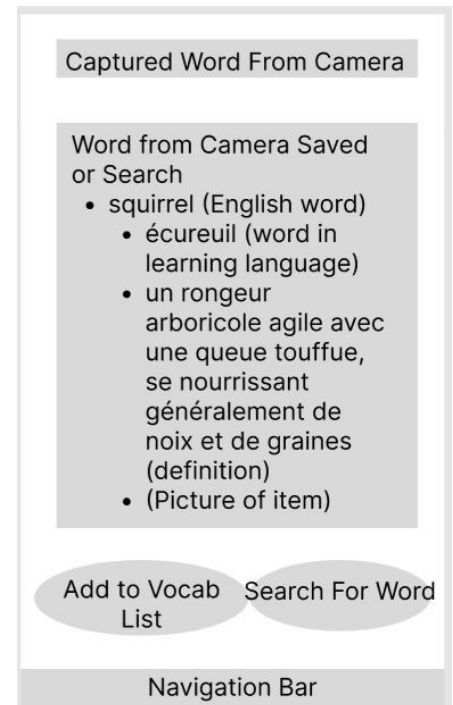
Screen 2: Camera

Lets the user take a picture and then display the image/object of the picture taken. It also displays the word of that object in the image on the same screen. The user then has the option to translate the word of the object which sends them to screen 3 to display the information of the word they just took a picture of. The user is able to navigate in the navigation bar to different screens, such as User Preferences, Camera, Quiz Screen, and Vocab List Screen (and this is true for all screens except screen 1).



Screen 3: Info of Word Detected (Result of Camera)

After the user presses the translate button from screen 2, the user is provided a translation of the word detected from the image, a definition of the word, and the picture of the item from screen 2. The user then has the option to add this word to the vocabulary list (screen 5) or to search for a word by entering text in the top text box (captured word from camera). Searching for a word allows the user to add their own custom words they want to find the translations for, which we will use the network to access a dictionary to get this word.



Screen 4: Vocabulary Quiz

The vocabulary Quiz tests the users knowledge on the collection of words that they received from the app so far. The user is able to shake the phone to display a new word from the translated dictionary or simply press the “New Word” button. “New word” button will grab words from the Vocabulary list, to display the translated word in the first text box. The user must then correctly put that word into english in the box below. Once the user clicks submit we will then show a toast to tell the user if what they entered is the correct english word or not.

Vocabulary Quiz

écureuil (Word in [learning language])

squirrel (Answer)

Submit

New Word

(Or shake your phone for a new word)

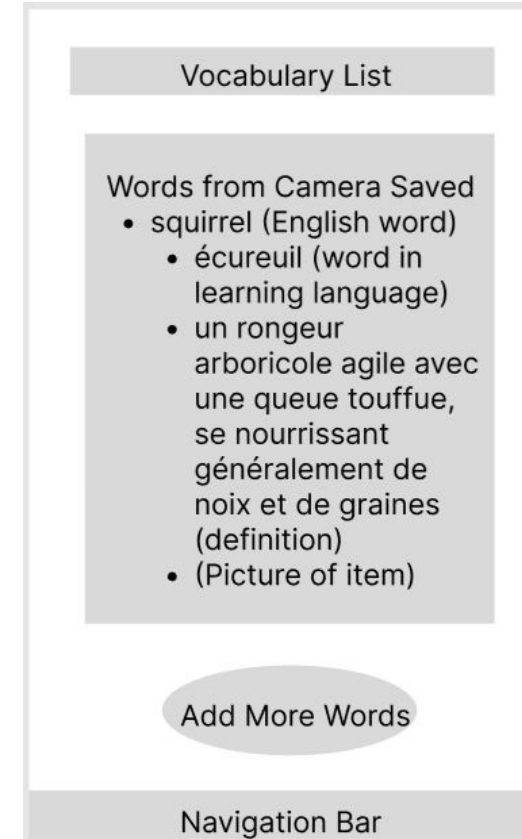
(Toast displaying correct/wrong)

Navigation Bar



Screen 5: Vocabulary List

A vocabulary list containing words obtained from the camera screen. This screen is similar to screen 3, except it provides a history of all the words detected. This vocabulary list will be used as a way for the user to refer back to the words they have already scanned or words they searched up and as words to be used in the vocabulary quiz.



Screen 6: User Preferences

Allows the user to select the language that they are learning (French, Spanish) and the main color of the app (red, green, blue, etc.). Clicking the confirm preferences button updates the user's preferences throughout the app.

