

Yunu Cho – SENG303 Assignment 1 - Flashcard App

My development process for this assignment consisted of referring to the reference implementation and acceptance criteria for the list of features. Some features are not identical to the ones shown in the video, however I do believe that my interpretation and implementation of these features is more intuitive.

The source code for this application can be found at

<https://eng-git.canterbury.ac.nz/yhc226/seng303-2024-flashcard-assignment-yhc226>,

and screenshots of the application can be found on pages 2 - 3.

The features of my application are listed below:

- **Application icon and splash screen with animation (Figure 1)**
 - The icon shown within the splash screen is the application icon itself. The splash screen is animated as it fades out when transitioning to the main page.
- **Create flashcard screen (Figure 2)**
 - The create flashcard screen features an input field box for the question: “term”, and the answers: “definitions”. By default, there are two cards for definitions, but you could add more. In the image shown, there is helper text if a field isn’t filled out, to additionally assist the user in creating a flashcard. When pressing the disabled save button (due to errors within the form), a toast message will pop up, telling them what the requirements are to create a valid flashcard. When there are more than two definitions, you can delete definitions.
- **View flashcards (Figure 3)**
 - The view flashcards screen displays a list of flashcards as cards, where the terms are displayed to the user, and the option to search, edit, and delete the flashcard can be seen.
- **Play flashcards (Figure 4, 5)**
 - The play flashcards screen shows the term, and the possible definitions where the user has to make a choice to pick the correct one. The “submit” button is disabled until a selection is made.
 - After the user clicks “submit”, then the correct definition is displayed in green, and if an incorrect definition was selected, that selection is also shown in red. A toast message is also shown. The “submit” button becomes a “next” button and the user can press this to progress onto the next question.
 - At the end, once the user is finished, a summary screen can be shown, with a list of correct and incorrect questions answered.
 - A demonstration of this can be shown in Figure 4, and 5 respectively.
- **Edit flashcards (Figure 6)**
 - Flashcards can be edited, and it has essentially the same functionality as creating a flashcard, except the fields are pre-populated with the data for the flashcard that is currently being edited.
- **View a flashcard (Figure 7)**
 - Flashcards can be viewed individually, where tapping on the flashcard itself shows a flipping animation, to reveal the definition of the given term. A floating action button can be pressed to expand an additional menu that shows the edit button, and search button, which have the same functionality as the buttons on the View Flashcard screen.



Figure 1: Splash screen with icon

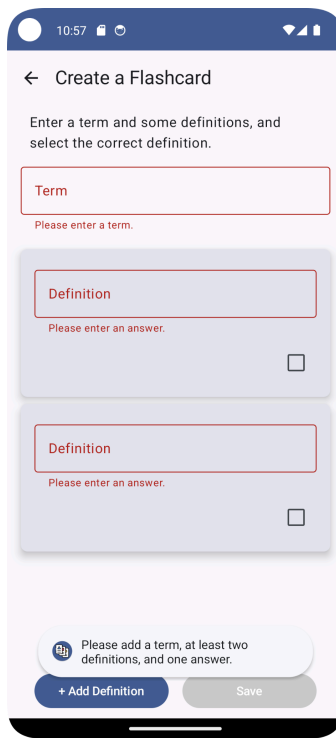


Figure 2: Creating a flashcard, with validation error

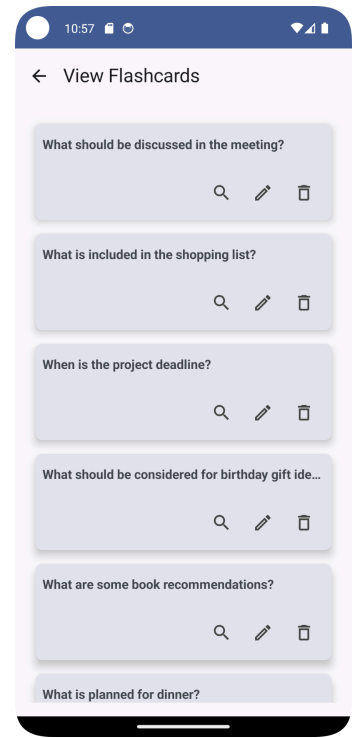


Figure 3: Viewing flashcards

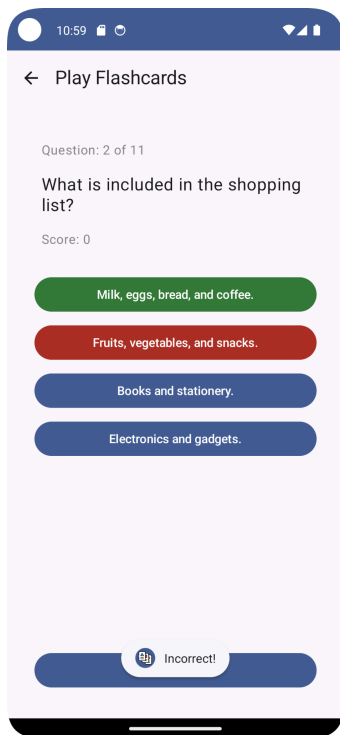


Figure 4: Playing flashcards, incorrect answer submitted

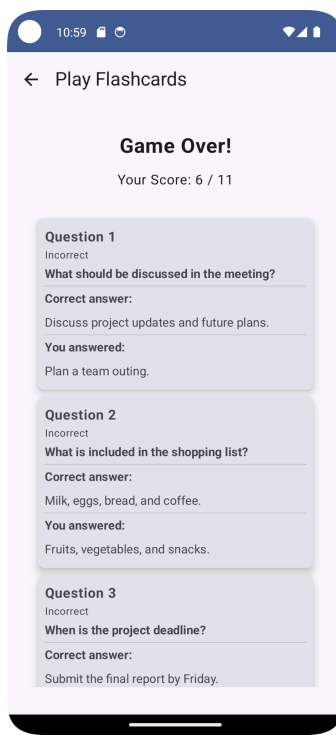


Figure 5: Summary screen after all flashcards played

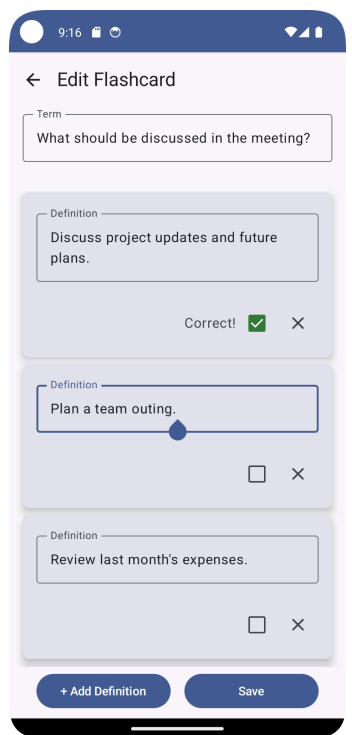


Figure 6: Edit Flashcard screen

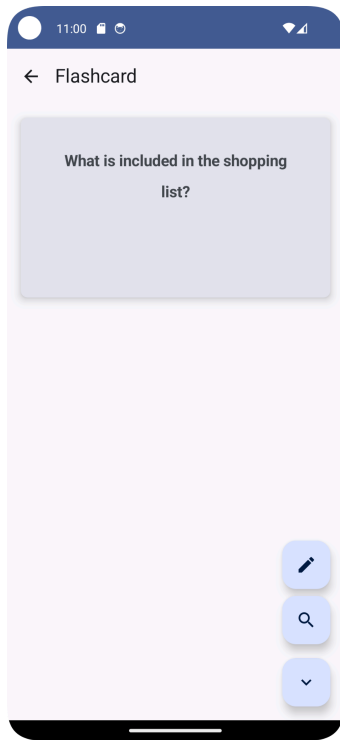


Figure 7: The View
Flashcard page, with floating
action buttons to edit and
search