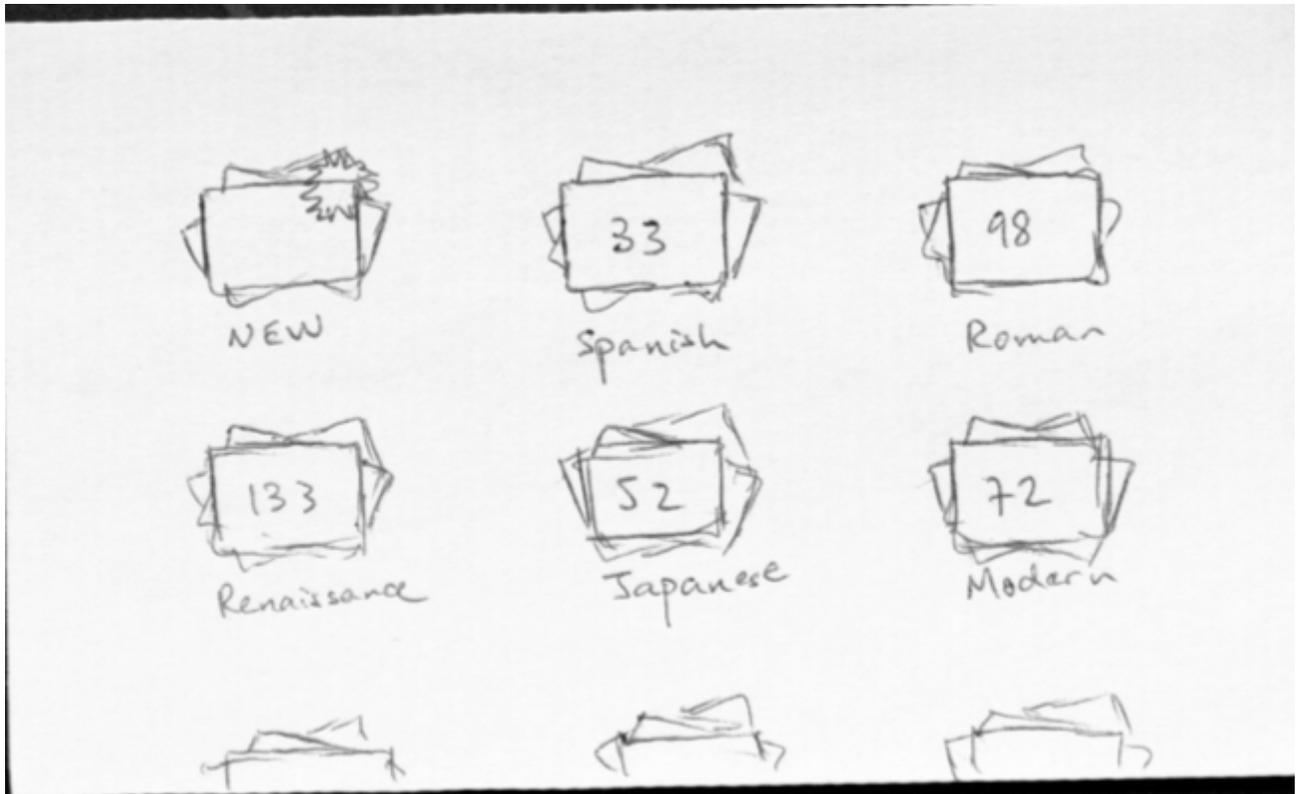


# GR2 Design

## Organizing Flashcards

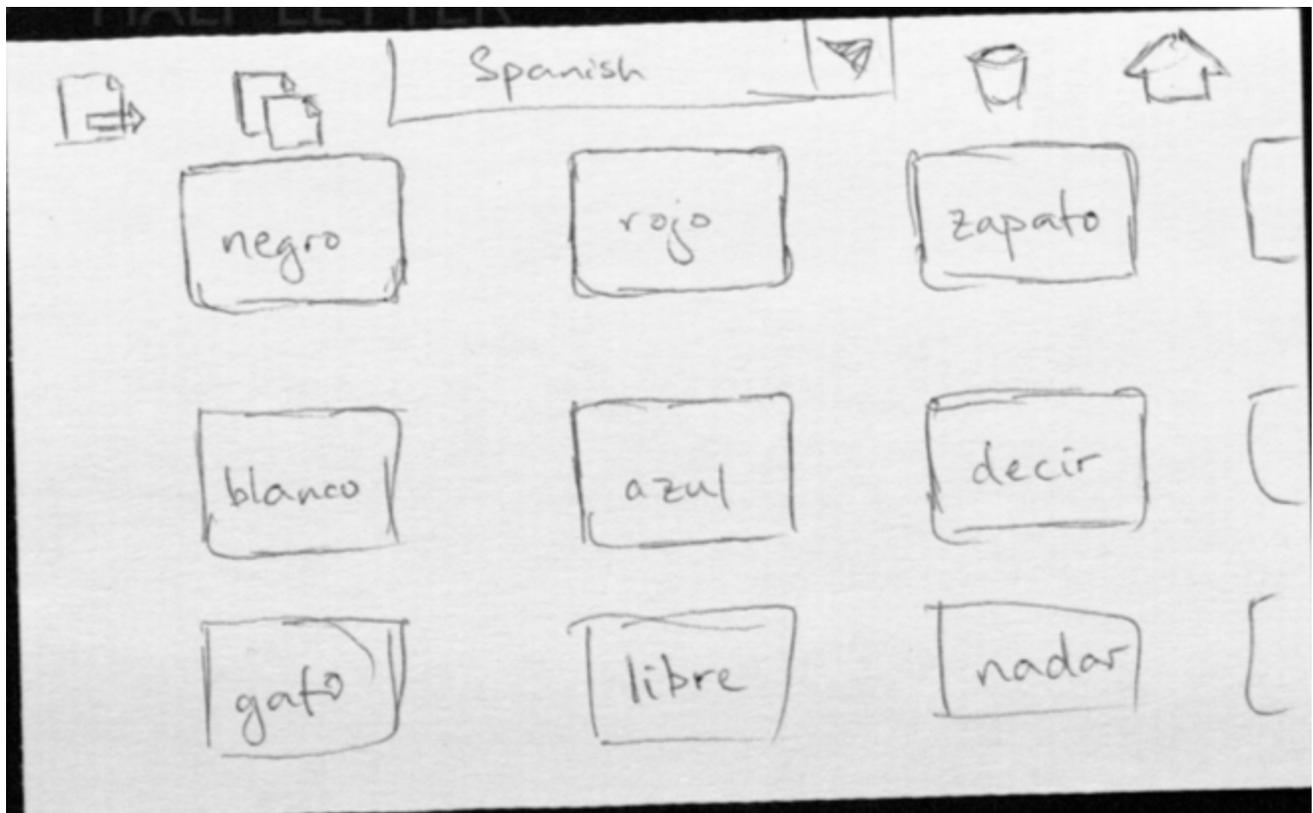
### Home / Deck View

Upon loading the app, the user is taken to a home screen / deck view such as this:



Each of these icons represents a deck of flashcards, and is titled with a name that the user has previously set. The user can drag the decks around by pressing one deck and sliding it to an appropriate position. A line divider between adjacent decks will indicate where the deck is to be moved. Sliding a finger up or down will cause the page to scroll up or down, respectively, showing the other available decks. Clicking on a deck will take the user to that deck's management page, shown below. Clicking on the NEW deck will take the user directly to creating a new flashcard, covered in a later section.

### Deck Management



This is the deck management page. Shown are thumbnails of flashcards in this deck in sequential order; in this view the upper left card is in position 1 and the bottom right card is in position nine. Sliding to the left (or right) advances the view of the current cards; all three columns shift in the appropriate direction to display new cards. Sliding upwards will cause all cards to “flip” and show the content on their reverse side. As in the deck view page, cards may be arranged by dragging them. There are five items on the top row; from left to right they are move, copy, a list of decks, delete, and home. Clicking home takes the user back to the deck view page.

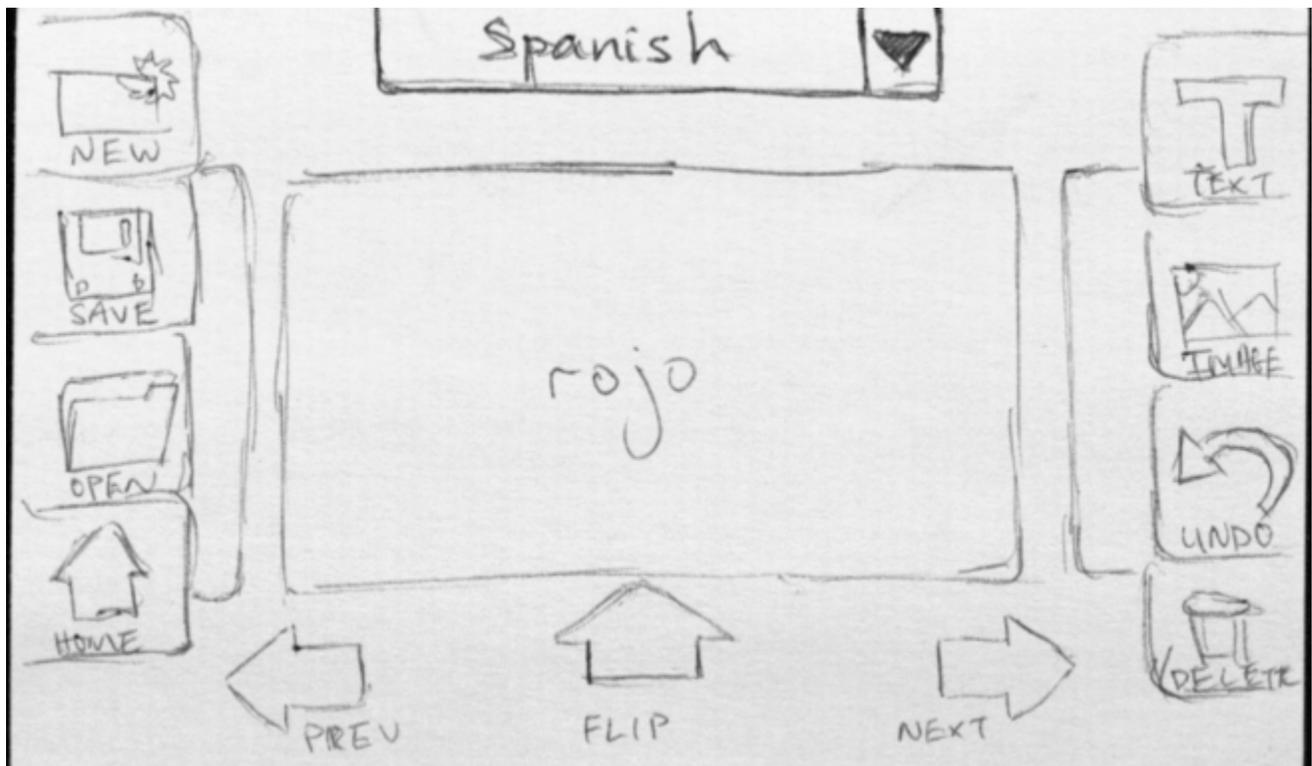
A user may click cards to select or deselect them. A selected card will have a highlighted border to indicate that it is selected. After selecting one or more cards, the user may click the move, copy, or delete icons, located on the top row. Clicking on the move or copy icons will create a pop up with a drop-down menu, which lists all of the user’s decks as well as a new deck option. The user may select an appropriate deck and confirm, or cancel. If the user confirms, the selected cards are moved or copied to the appropriate deck, and the screen returns to the original deck management page that the user was viewing. If the user selects new deck, they will be prompted for the name of the new deck, which will then be created and the selected cards moved/copied as before. Clicking on the delete icon will ask the user to confirm; if they do so, the selected cards will be deleted.

Selecting a new deck from the drop-down menu will switch to the deck management page of that deck. Doing a pinch out movement will “zoom-in” to the last viewed individual card (see

adding/editing cards, the next image). If there was no last card, it zooms in to the first card on the current page.

Missing from this display are three things. First, there should be a pencil icon on the top left of each card; clicking on the icon will take the user to that card's edit page. Second, there should be a new blank flashcard as the very first card, similar to the new deck on the home screen. Third, there should be a play icon, allowing the user to use the flashcards.

### Add / Edit



On the add / edit page, the user has the usual new / save / open options on the left. Clicking new will create a new blank flashcard on the page, located before the current flashcard. Save saves all changes to all flashcards in the current deck. Open allows the user to select a new flashcard within the same deck; it asks the user to save (if necessary) and takes the user to the deck management page for this deck. The home icon takes the user back to the home page.

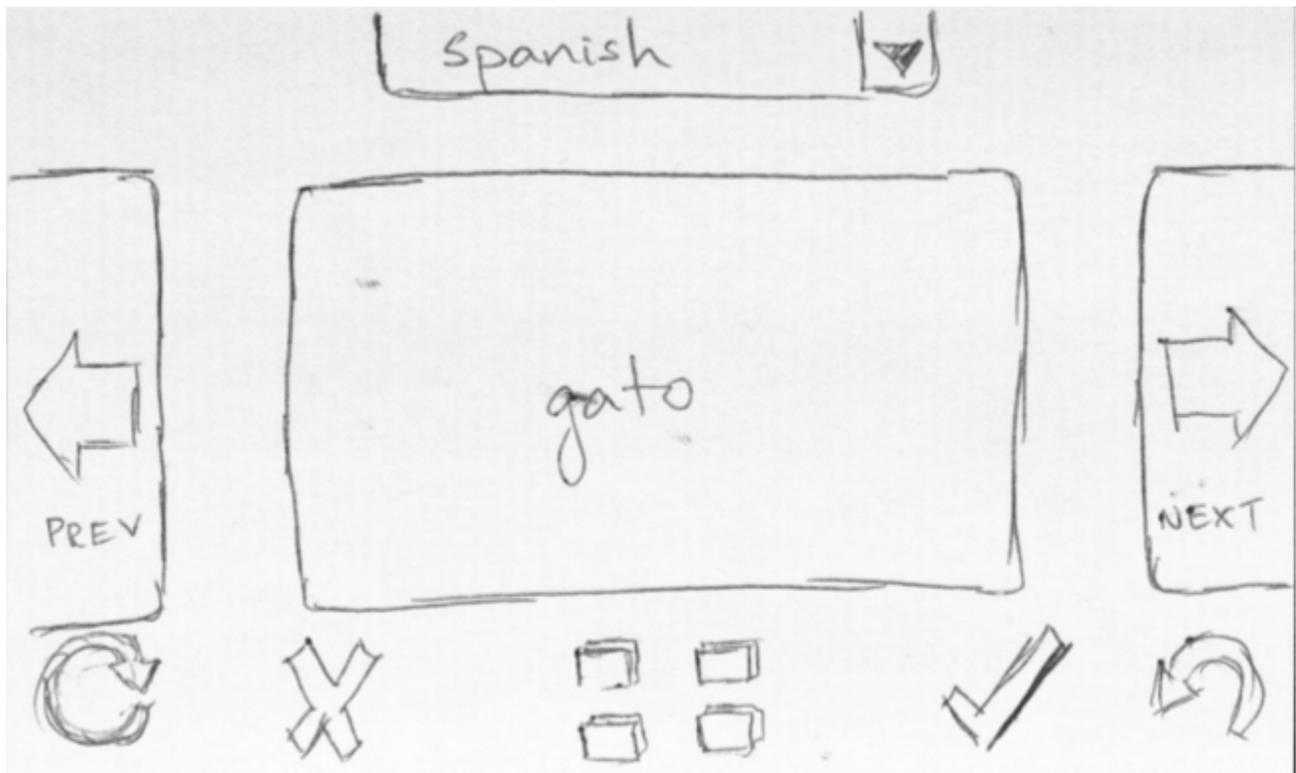
On the right the user has tools to edit the flashcard. Clicking text automatically places a text box centered on the card, which the user can move by dragging. The user may type into that box via the phone's keyboard. The image button prompts the user to provide an image URL, or to browse through the phone's memory (via the phone's standard dialog) to find a file. That image is then placed onto the card, which the user may move by dragging. Any element may be selected by clicking on it, which highlights its border. Clicking the trash icon when an element is selected will remove that element from the page. Clicking the undo button will undo any edit made to the card that is currently being viewed.

The drop-down at the top allows the user to switch decks, and will take the user to the management page of the selected deck.

The previous and next buttons take the user to the previous and next flashcards in the deck. The user may also do this by clicking on the edges of the previous and next cards, shown to the left and right, respectively, of the current card. This can also be done by swiping right and left, respectively. Clicking the flip button or swiping up will flip the card over to show its reverse side.

Pinching out takes the user to the deck management page for the current deck.

## Using/Playing Flashcards



This screen allows the user to play with the flashcards in a deck. The drop-down menu allows the user to switch to another deck; the app stays in use / play mode. Pinching out takes the user to the deck management page.

The user may tap the currently displayed card or swipe up to get it to flip and show its other side. The user can then click the check mark at any point to indicate that they know the current card, or they may click the X to indicate they don't know the card. In either case, the card becomes hidden and the next card is shown.

Clicking the pile button (bottom center) will allow the user to move the card to a separate pile, hiding the current card and showing the next card. Clicking the phone's menu button will allow the user to switch the currently viewed cards with one of these piles.

Shaking the phone shuffles the currently viewed cards. Clicking the next or previous cards

will show the appropriate card; the user may also advance/backtrack by swiping left or right, respectively. Clicking the undo button will undo all previously mentioned events within the current deck.

The reset button on the bottom left resets everything; it clears all piles and correct / incorrect cards, and displays all cards in the deck. A reset cannot be undone.