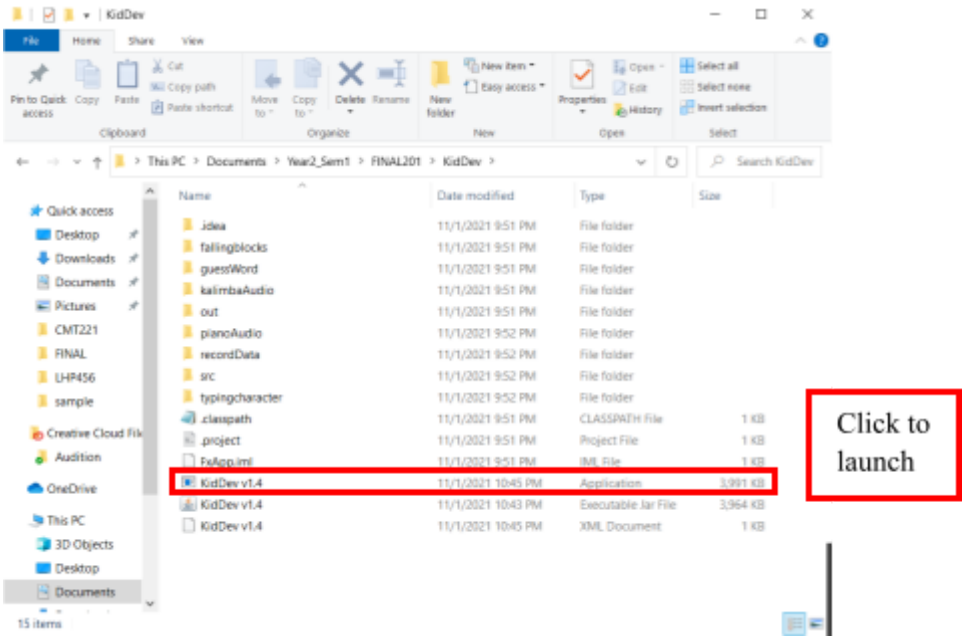
User Guide

This application is designed for adults and children, so the interface is designed for easy understanding and operate.

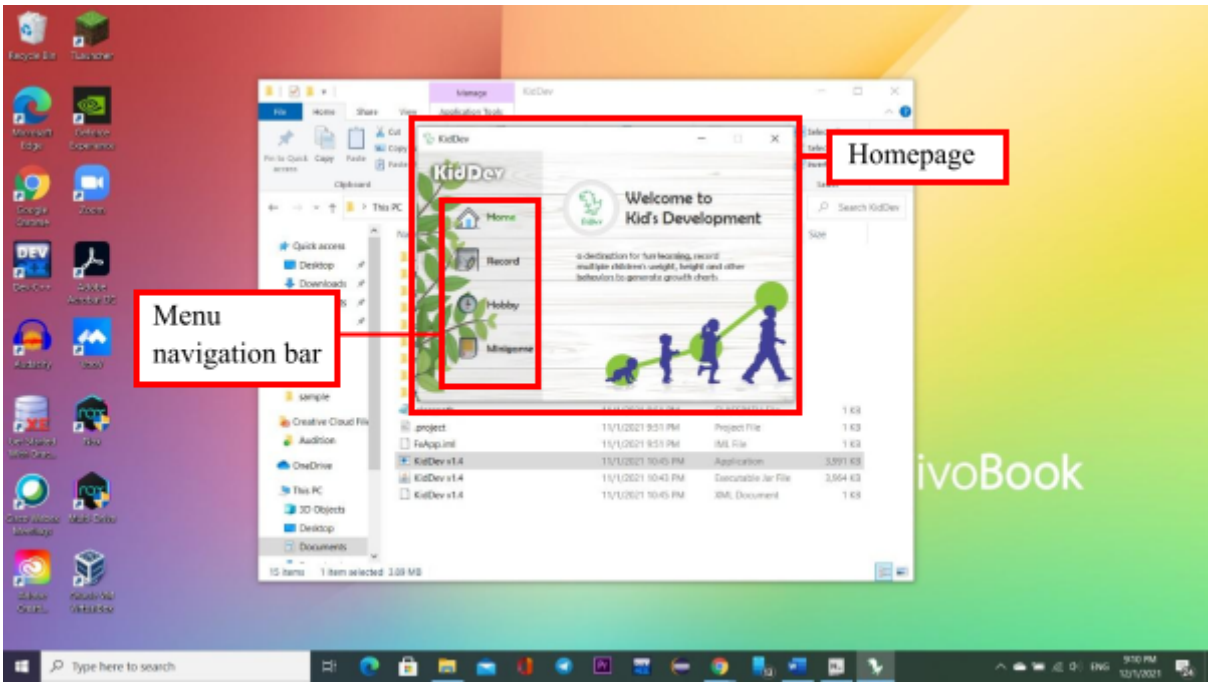
Launch application

Find the application name “KidDev v1.4” to launch the application.



Homepage of application

After clicking, the application will start launching and pop up on the display screen.



The first page appears on screen also known as the home page of the application. At the left side, there is a menu navigation bar which consists of Home, Record, Hobby and Minigame. Middle of the page, we have our application description together with logo and title. Users can now proceed to other functions by clicking “Record”, “Hobby” or “Minigame” on the menu navigation bar.

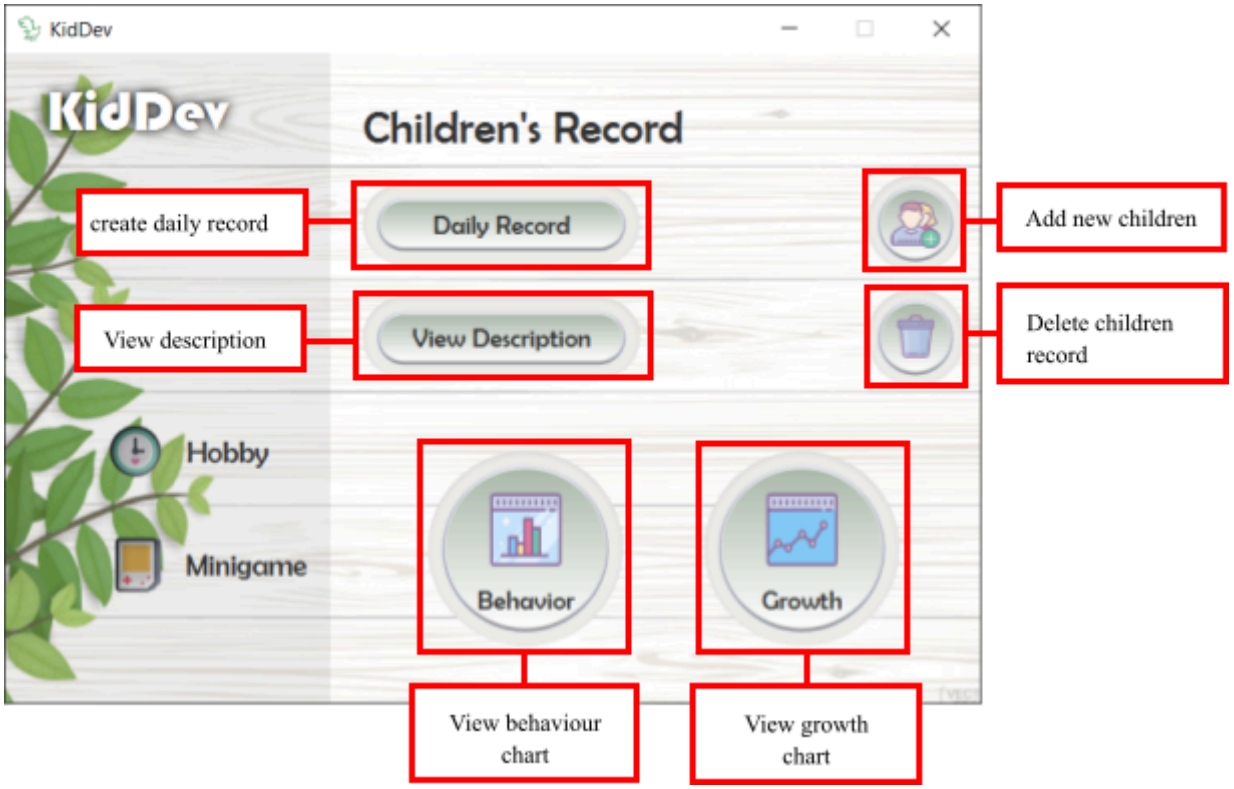
Record

This page functions as to record a children’s daily behaviour, growth record and view description added by users daily for the past 14 days. Users are allowed to save more than one child’s record as long as client-side storage has adequate space. Together with the add new children features, users can also delete any children’s record.

Homepage of record

For first time users, click on the add new children button on the top right position. Otherwise, users can now proceed to other features like creating a new daily record, view overall description, view behaviour and growth chart or even delete children records by just clicking the button in red box respectively to its functions.

Diagram below is the home page for “Record”.



Add new children / delete existing children

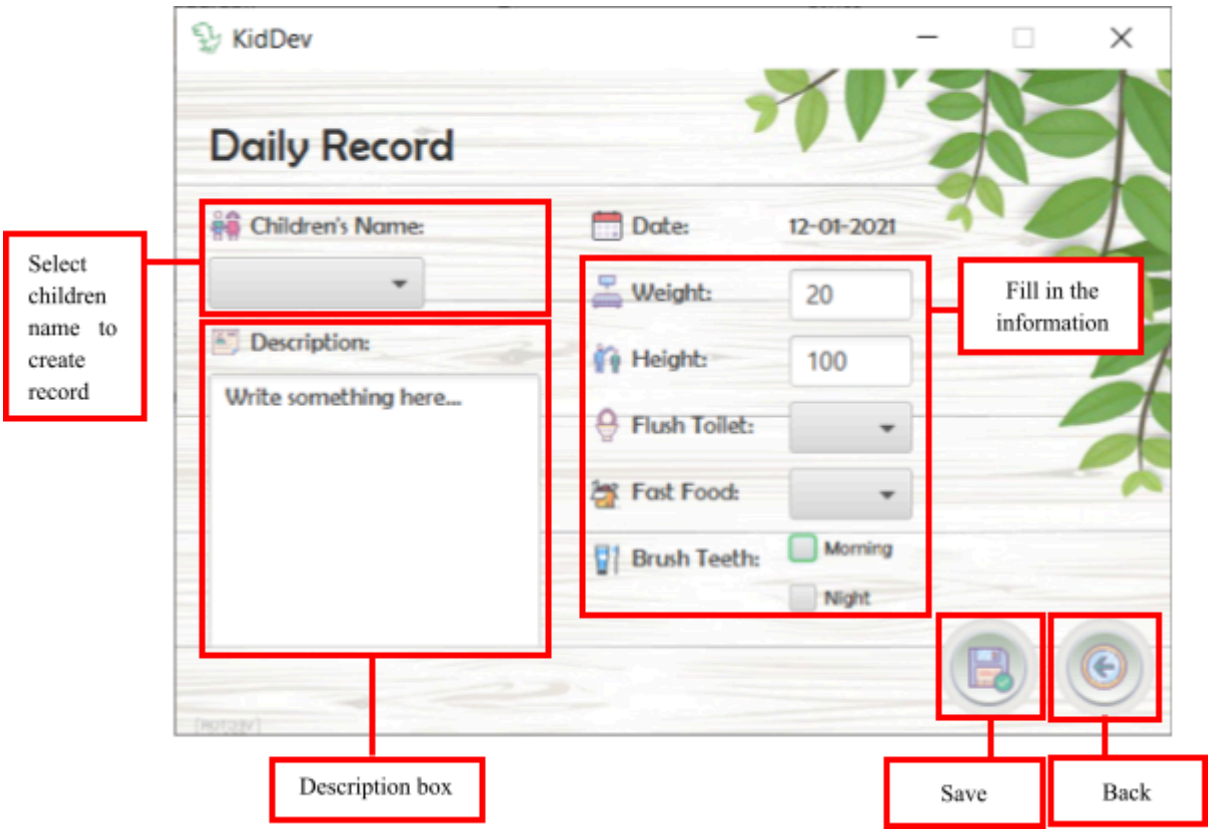
Key in the children name in the box given, then click the save button. The children name will now be added to the application. User can go back to previous page by clicking the back button beside save.

Same GUI and step taken applied on delete existing children.



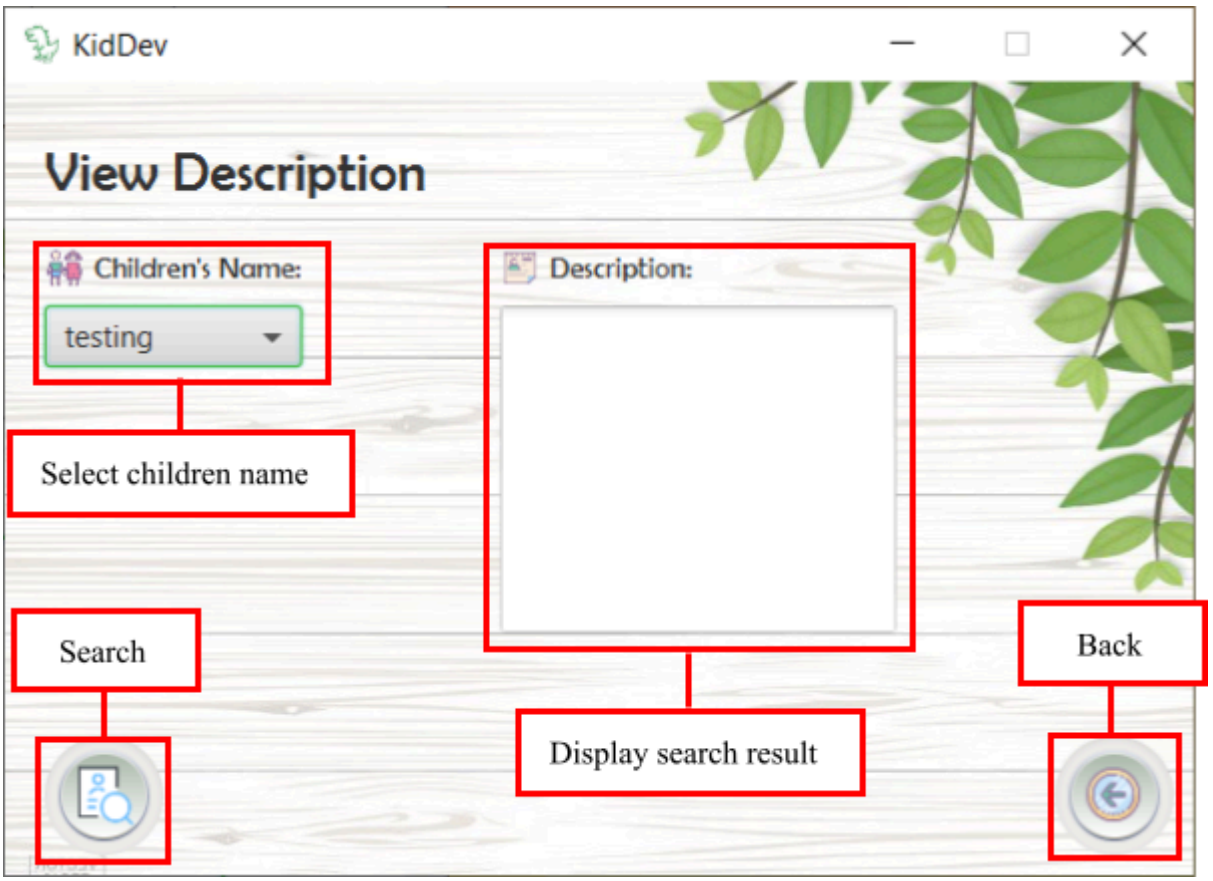
Create daily record

First, user need to select a children's name then fill in the information. User can also write some description to record selected children's other behaviours in the description box. Lastly, user click the save button at the bottom right corner to save.

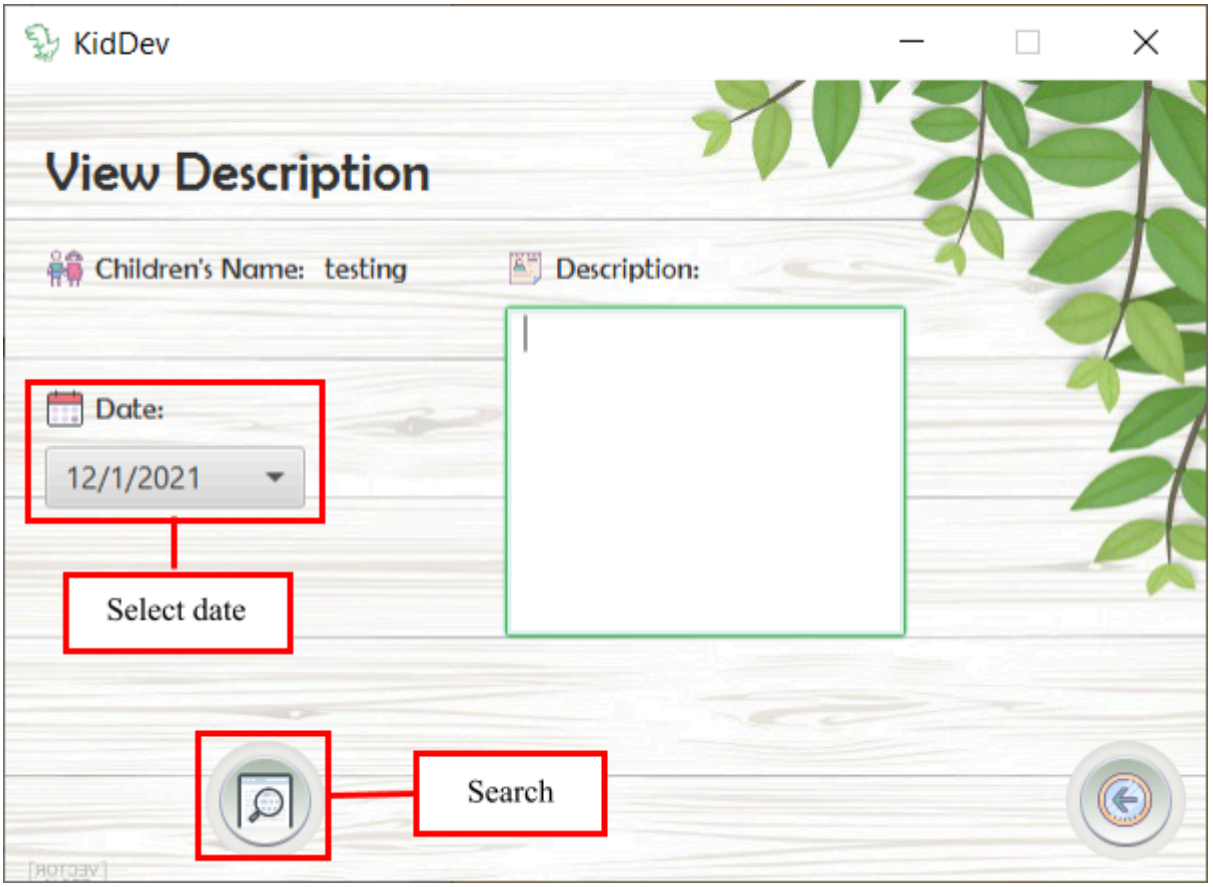


View description

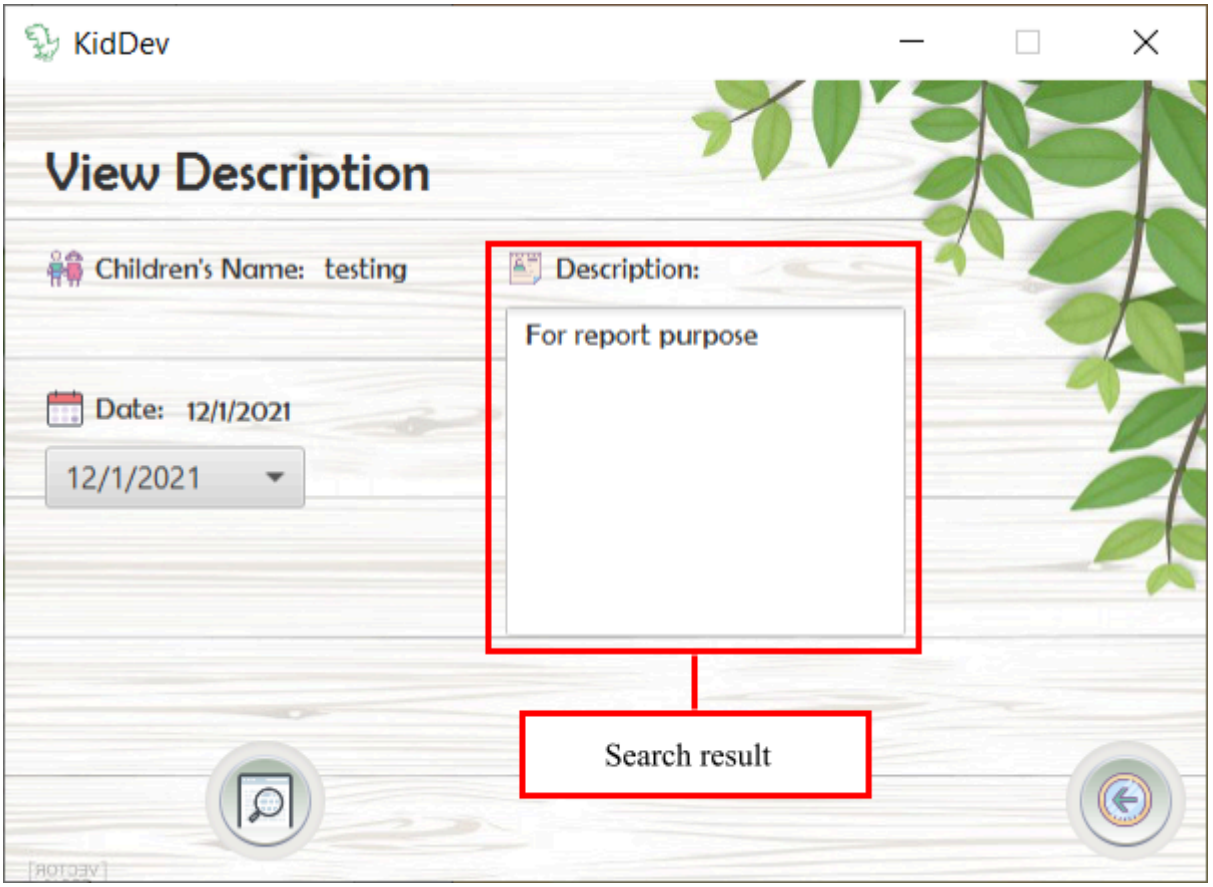
First select the children name from a list, then click the search button below.



Then, select the date to view the description that was submitted on that day.

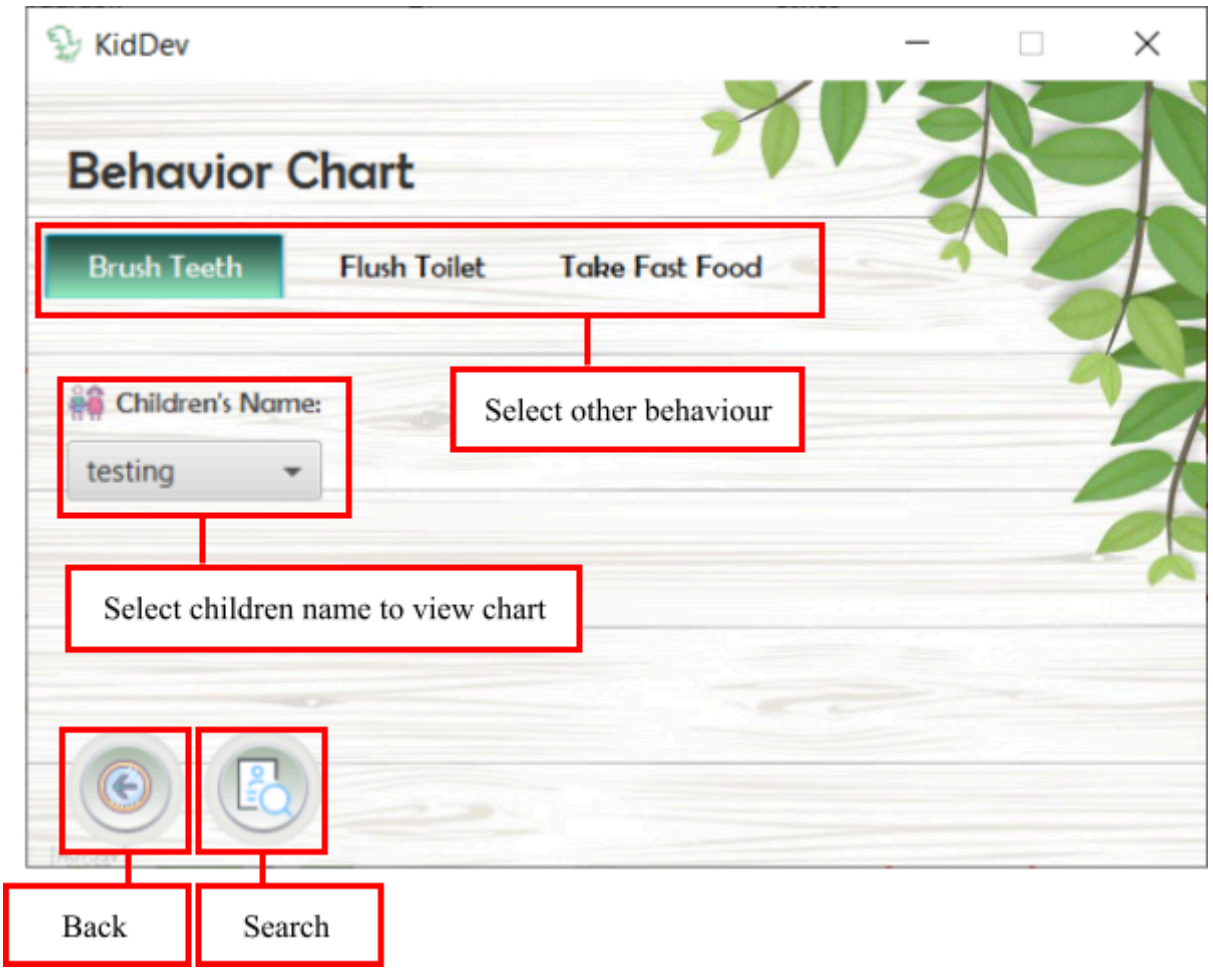


After clicking the search button the user is able to view the result.

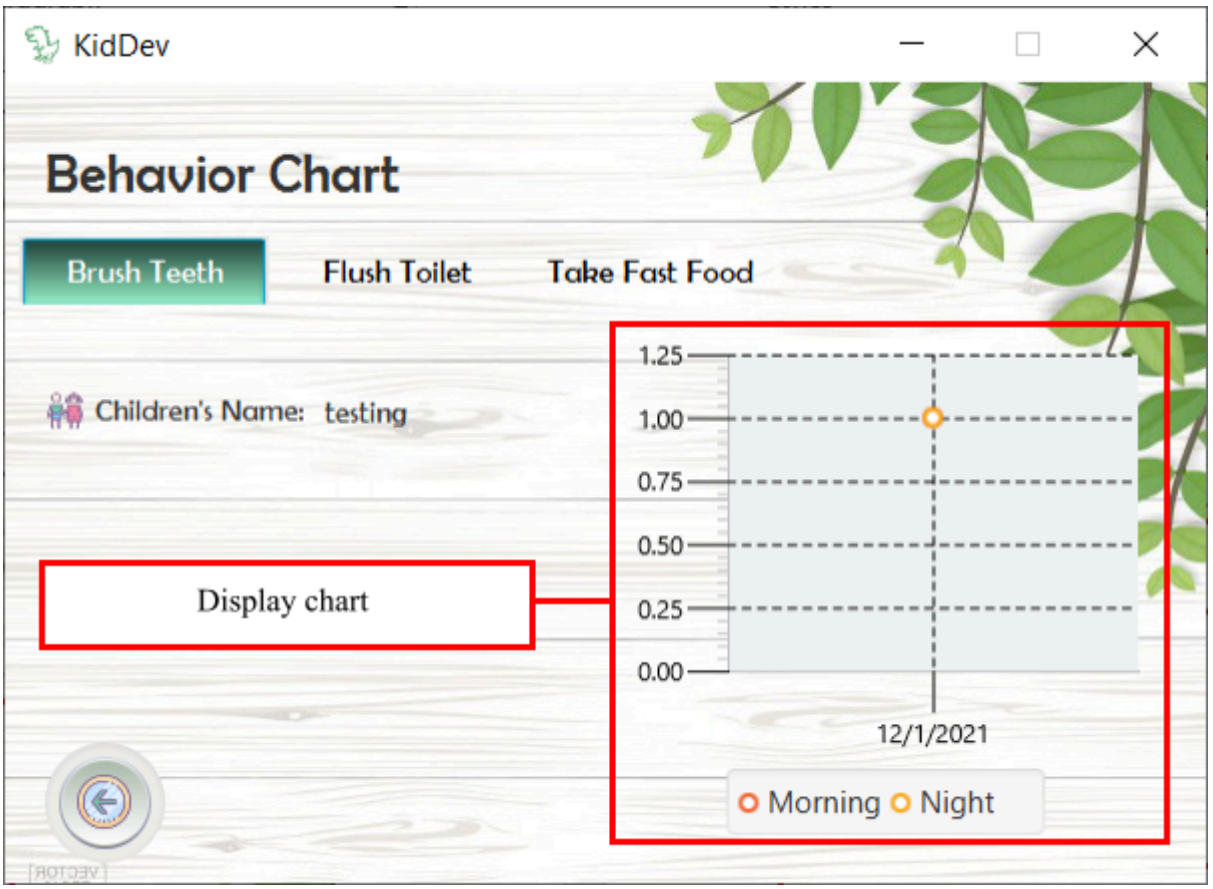


View Behaviour chart / Growth chart

Firstly, user need to select the children name for displaying it's record from the list, then click the search button to submit a search.

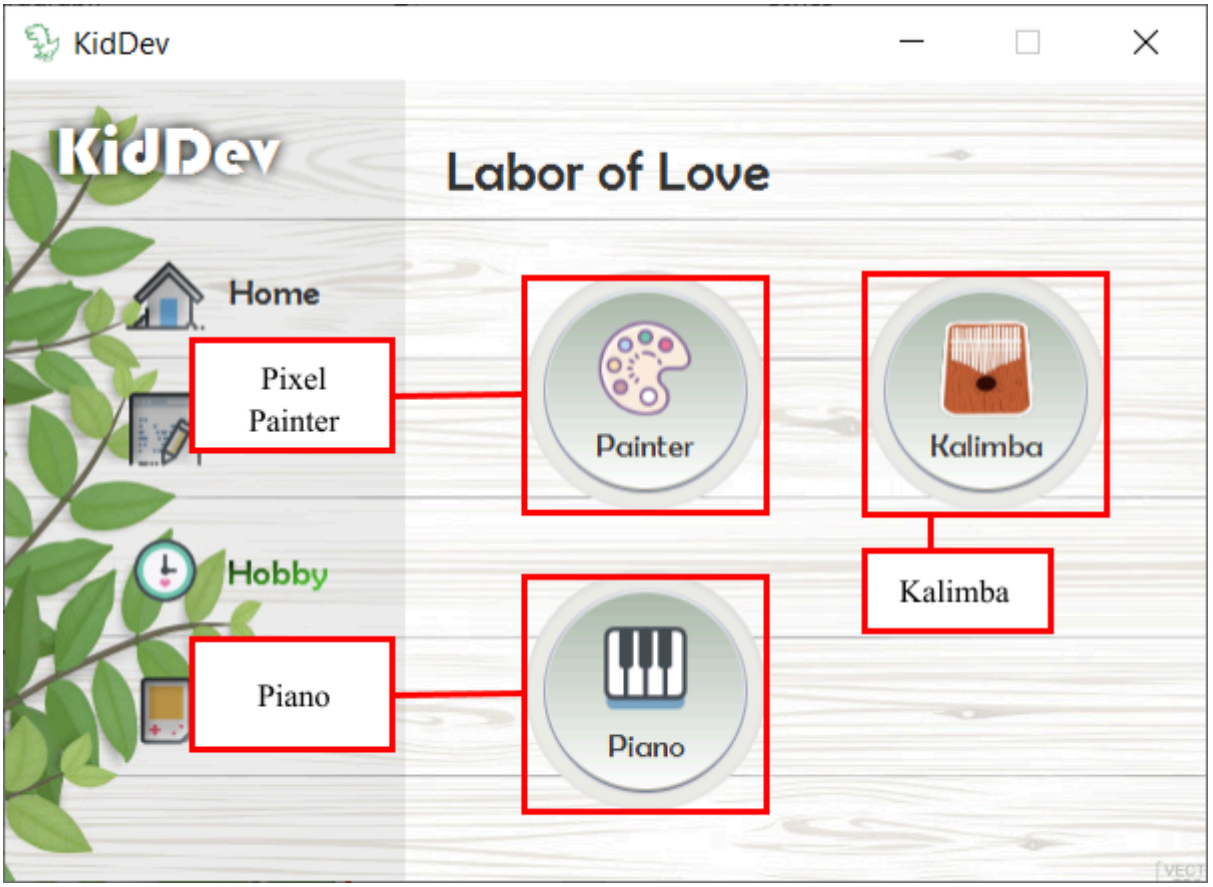


Then the data is presented in a chart. User can switch to other behaviour's chart by clicking the navigation bar on top before or after search.



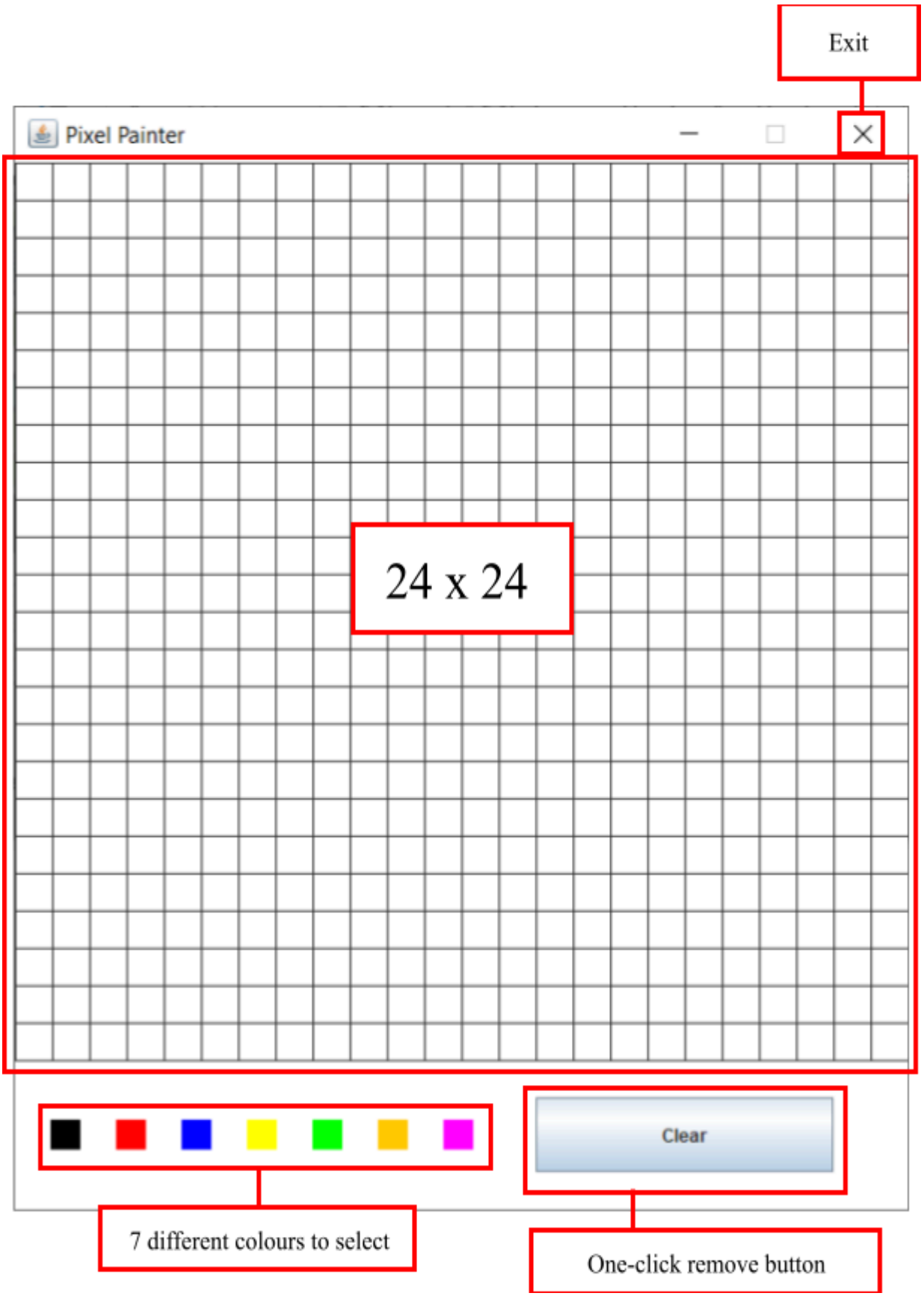
Hobby

There are 3 little features which are used to help to form children's hobbies, pixel painter, piano and kalimba. Users can access it by clicking the respective button.



Pixel painter

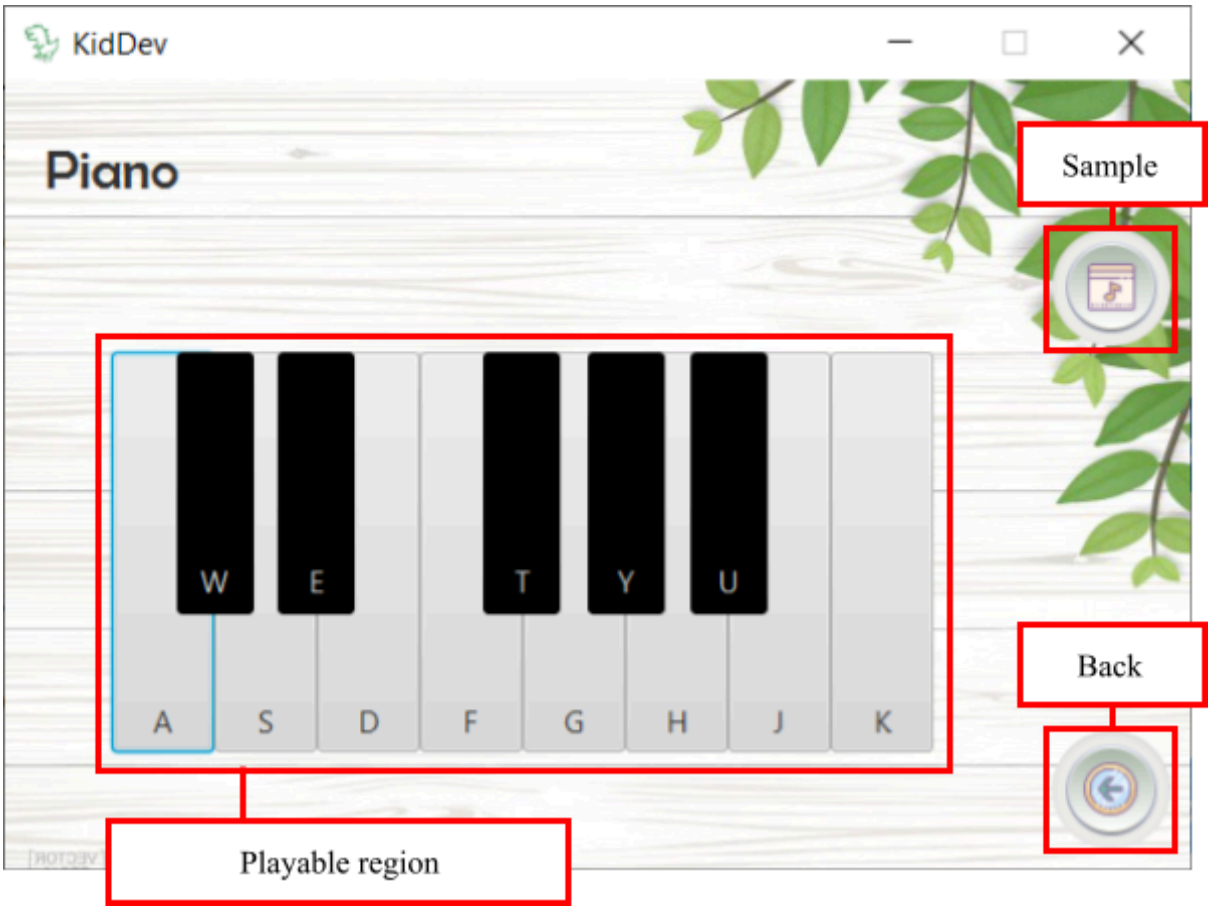
After clicking the pixel painter button, a new window named “Pixel Painter” will pop up. There are total of 24 * 24 boxes for users to fill in up to 8 different colours include white. User can remove any colour of block with tapping on it again, then it will turn back to white colour. Even if a user wants to remove all the work by clicking the clear button at bottom right corner.


Exit
Pixel Painter
24 x 24
Clear
7 different colours to select
One-click remove button

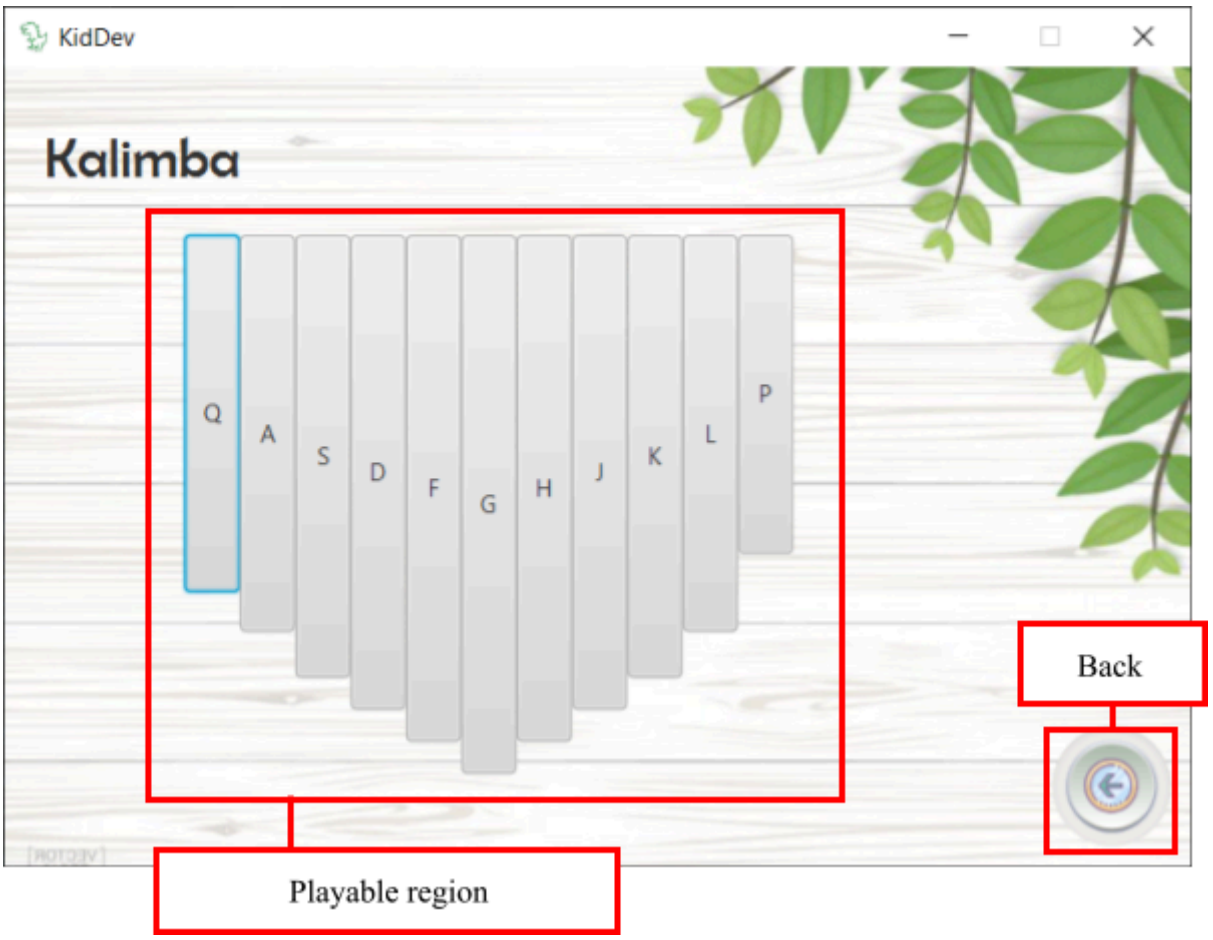
Piano / Kalimba

Both of the musical instruments are playable by either mouse or keyboard.

Piano



Kalimba

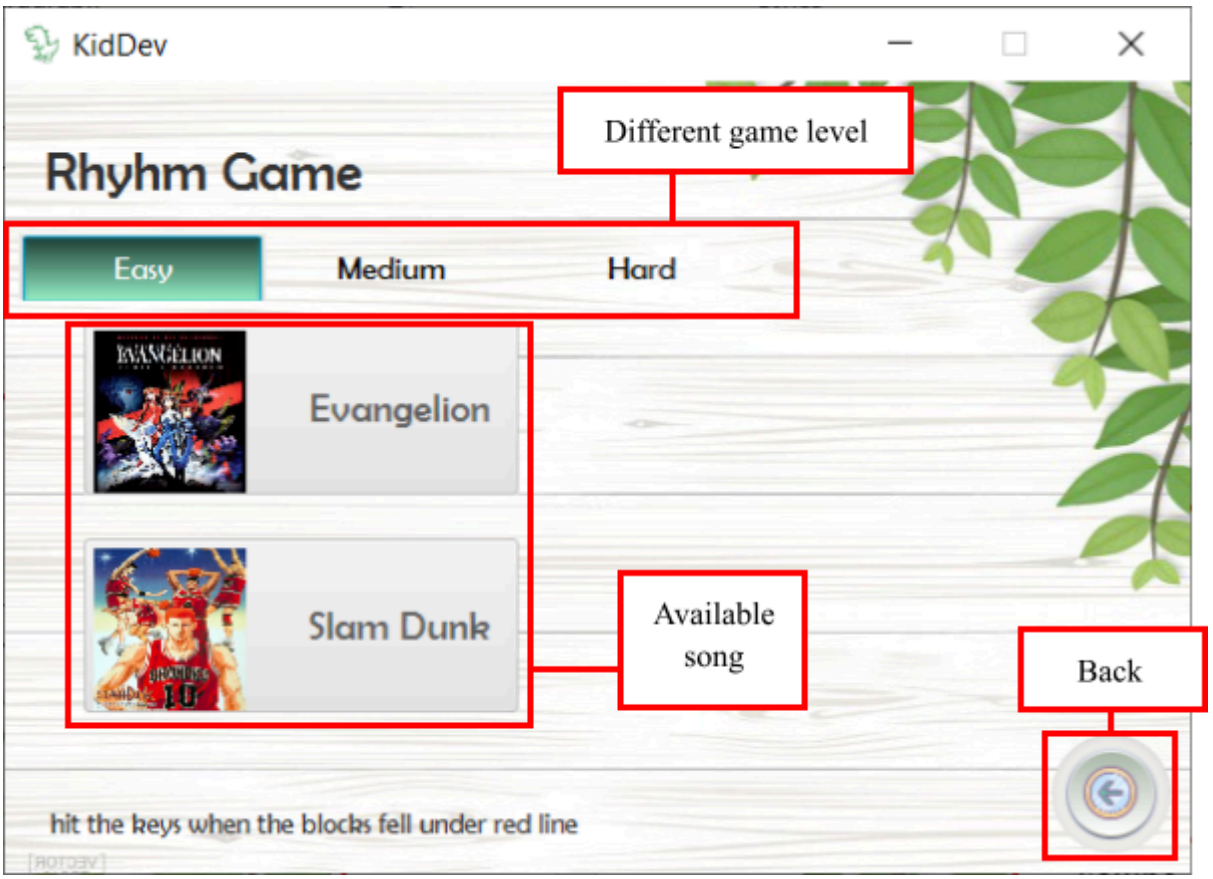


Minigames

Other than forming habits, we also include 3 puzzle casual games which are falling blocks, falling character and word guessing. There are different levels for each game to make the gaming experience of children more challenging.

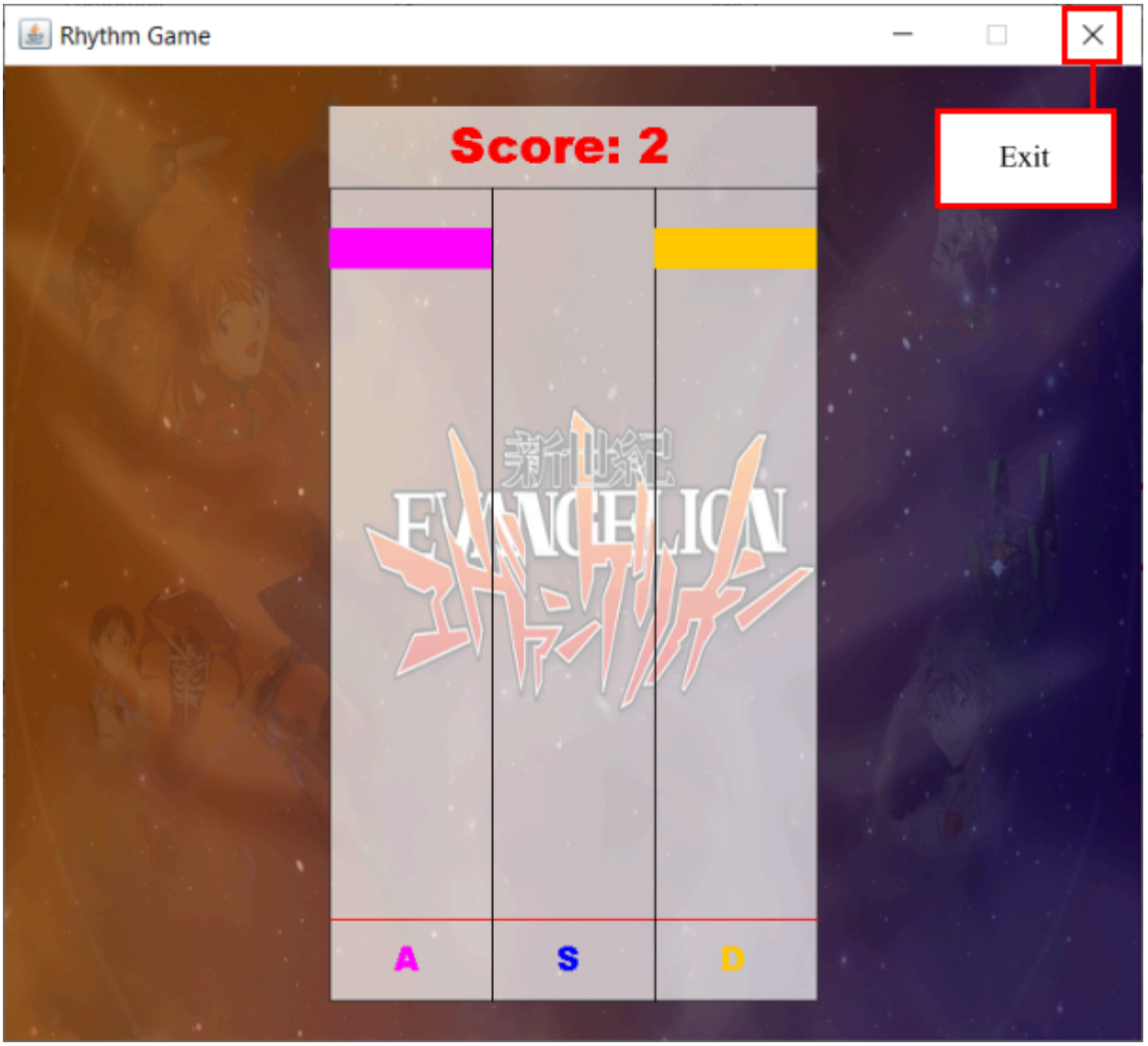
Falling character

For this mini game, user have 3 different levels to play and each level has 2 songs which total 6 different songs to play. User can just simply click on the song to play.



In order to score in this game, user have to press A, S or D according to which column the block falls to. According to the difficulty, the speed of block falling will increase.

Interface when playing.



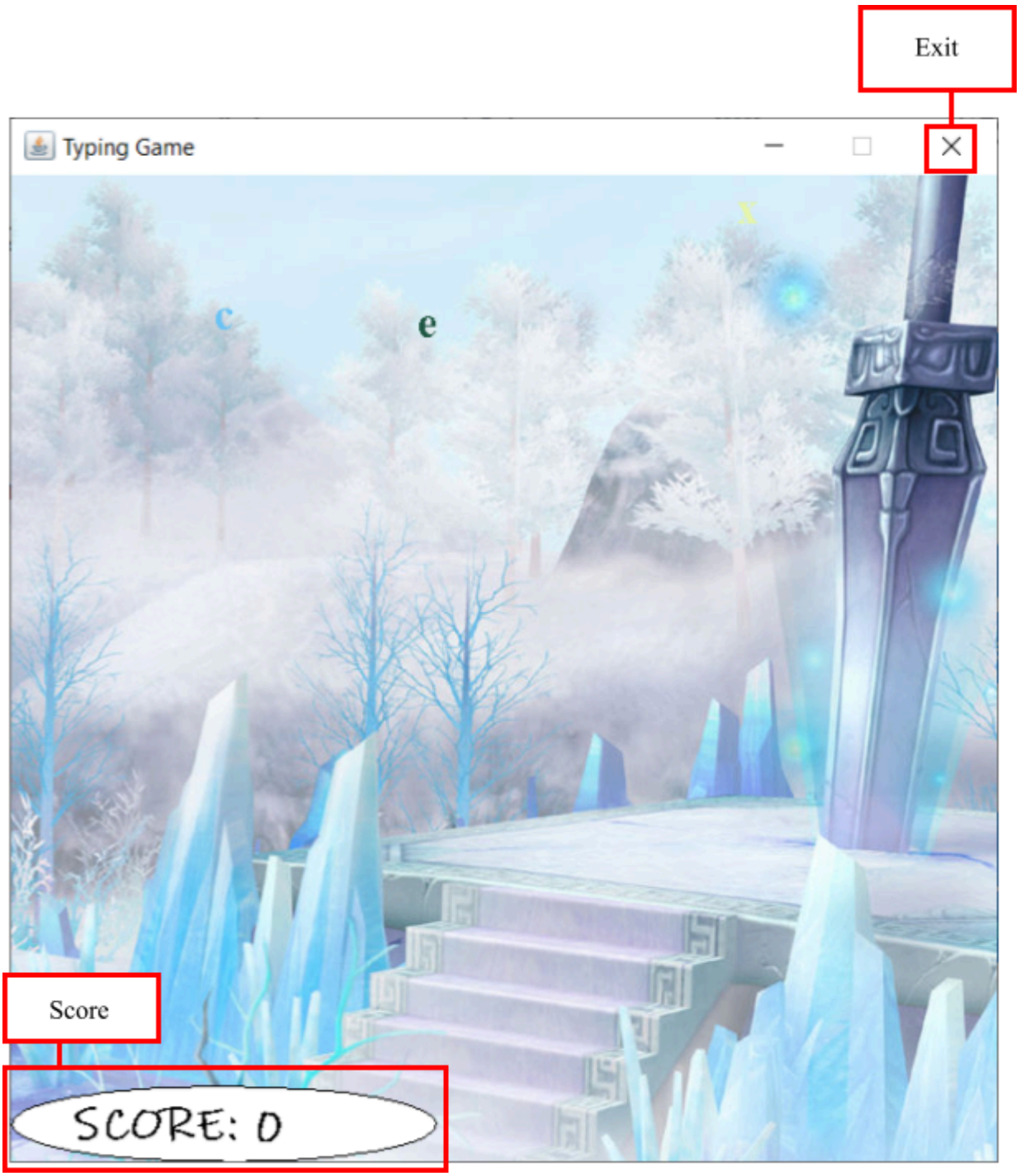
Falling character

Similar to falling blocks minigame, falling characters also include 3 levels. User can choose the difficulty then click the start button to launch the game.



Whenever there are characters falling from top, the user needs to press the respective character on the keyboard to eliminate the character, but if one eliminates another character will fall, so in this game the user can try as hard as possible to break their own high score.

Interface while playing.



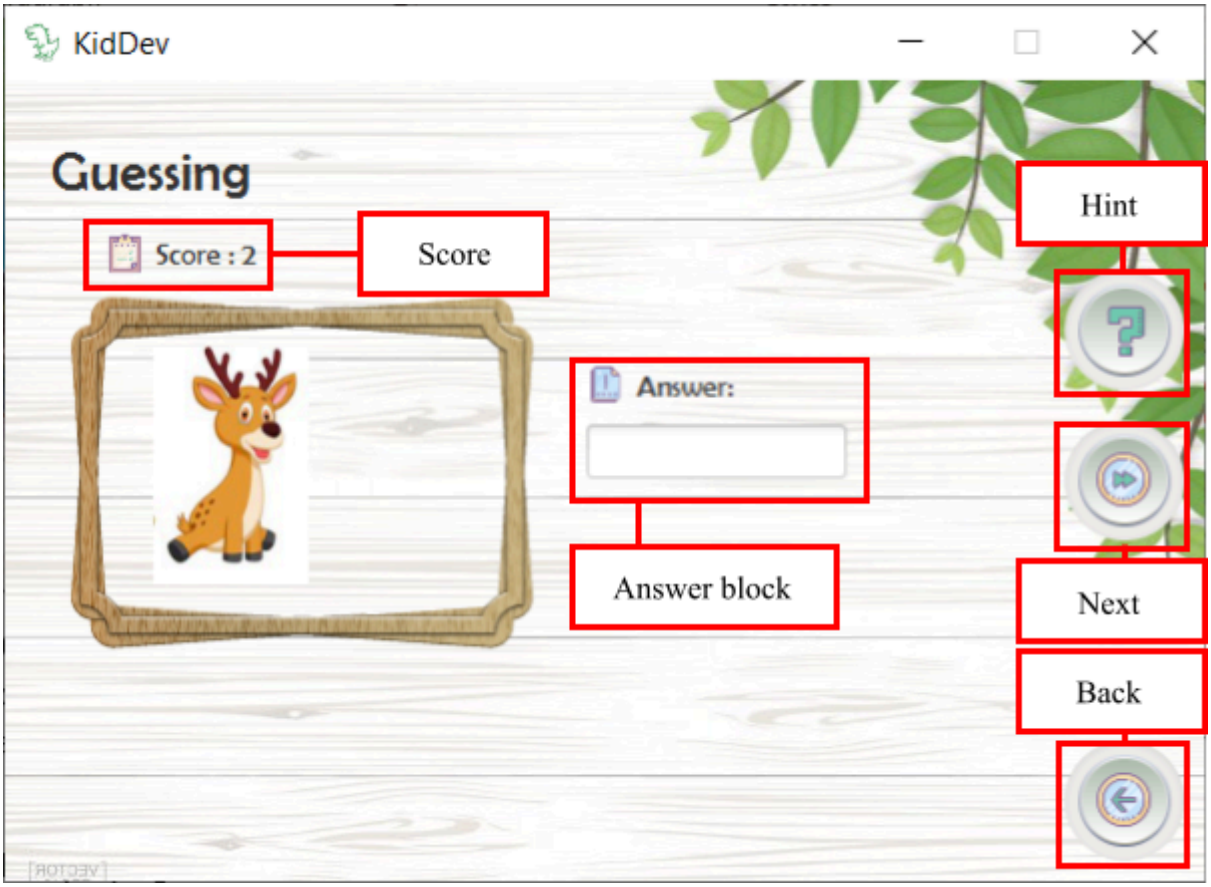
Word guessing

Although there is not a different difficulty level as other minigames, this game also has various categories to play with. User can choose which category then click the start button.



There are 10 pictures included in each different category. User has to guess the word according to the picture, if correct then 2 scores are given, else the system will prompt user the answer is incorrect. Besides, user can use the hint button to get a clue, however, each hint costs 1 mark and only one hint is allowed for one level.

Interface while playing


KidDev
Guessing
Score : 2
Score
Answer:
Answer block
Hint
Next
Back