



# FLASH ME

Flash Card Mobile App

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Version 1  
Thursday November 20th, 2014

1 Start

The user starts her after installing the app or previously installed and signed out.

The user create an account or sign in.

2a Create Account

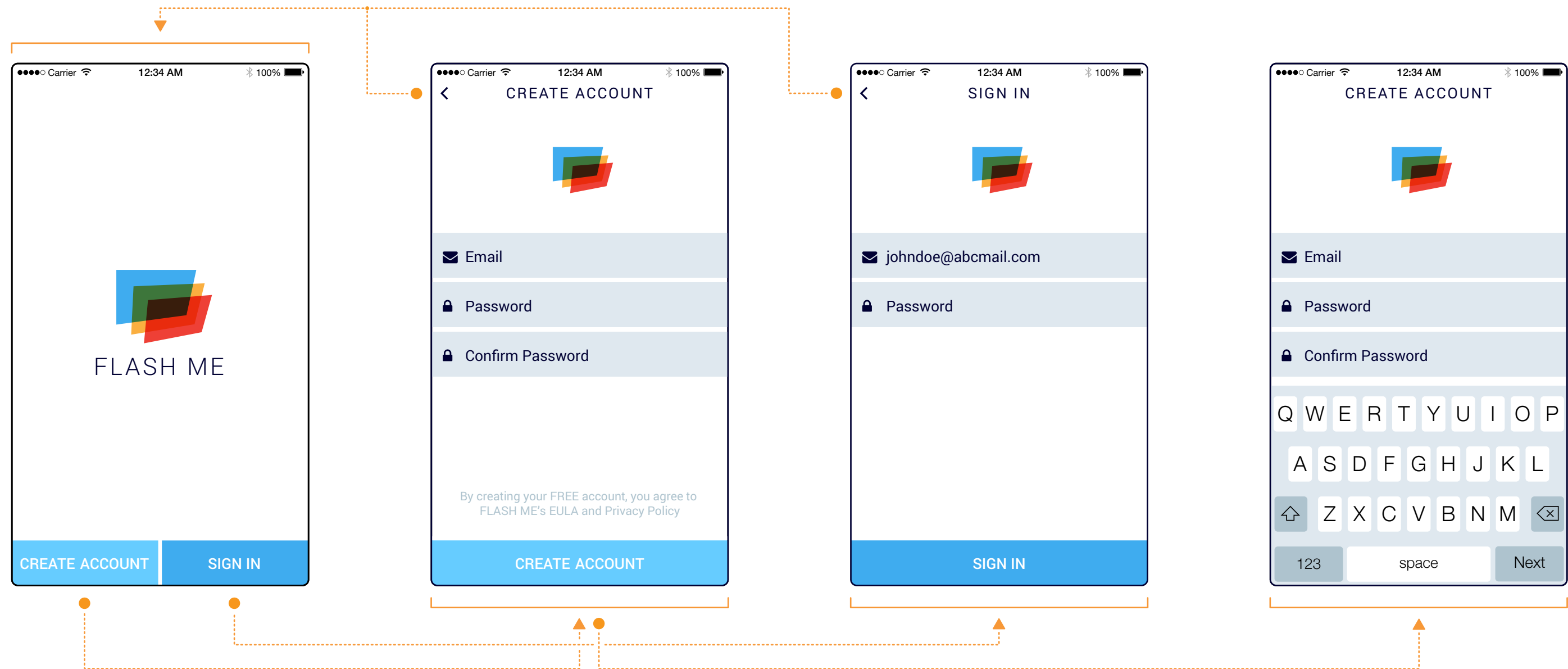
Simple sign up requires only email, password and confirming password to create account.

2b Sign In

If the user has signed out they can simply sign in with email and password.

3 Create/Sign In keypad

Mobile operating system default keyboard slides up to allow user to input their credentials.





### 4 Optional Get More

Opportunity to highlight the additional decks and benefits.

Or the user can simply skip.

### 5 Lesson Landing

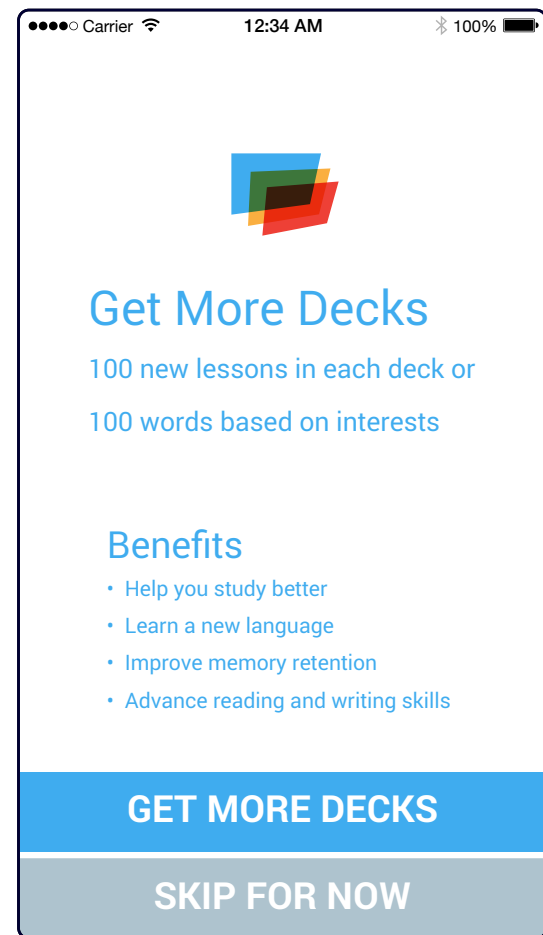
User has an account and views their current lesson(s), has an opportunity to continue their lessons and/or get more decks.

### 6 Home

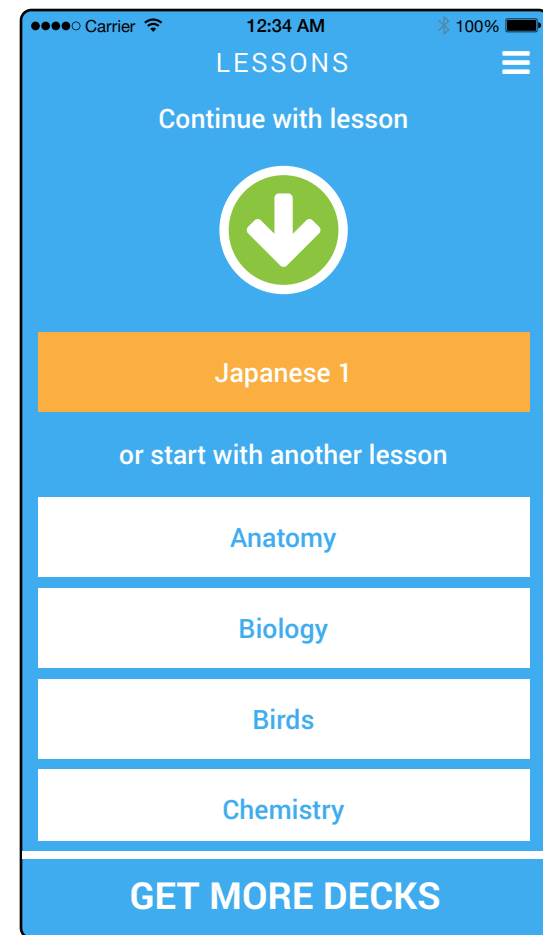
User selects a lesson to study from.

### 7 Language Screen

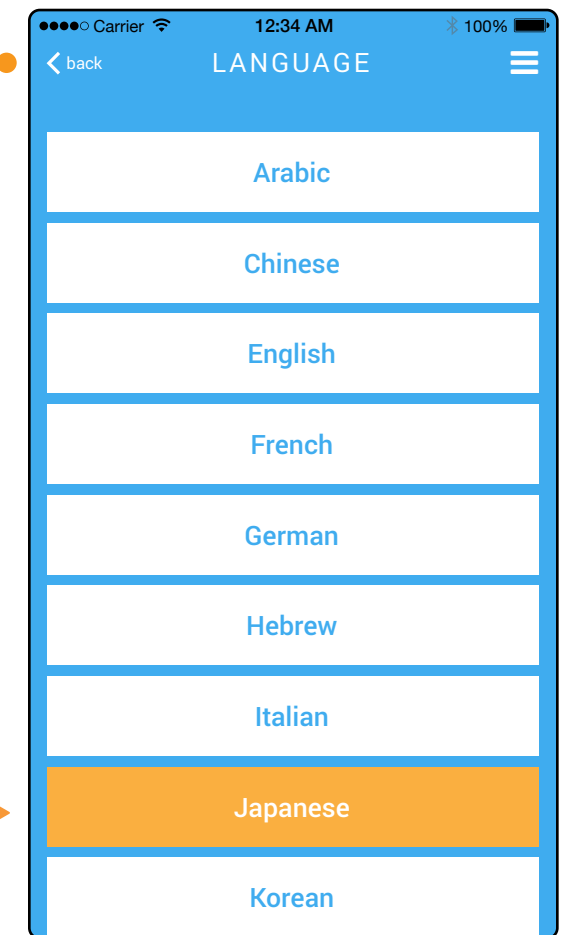
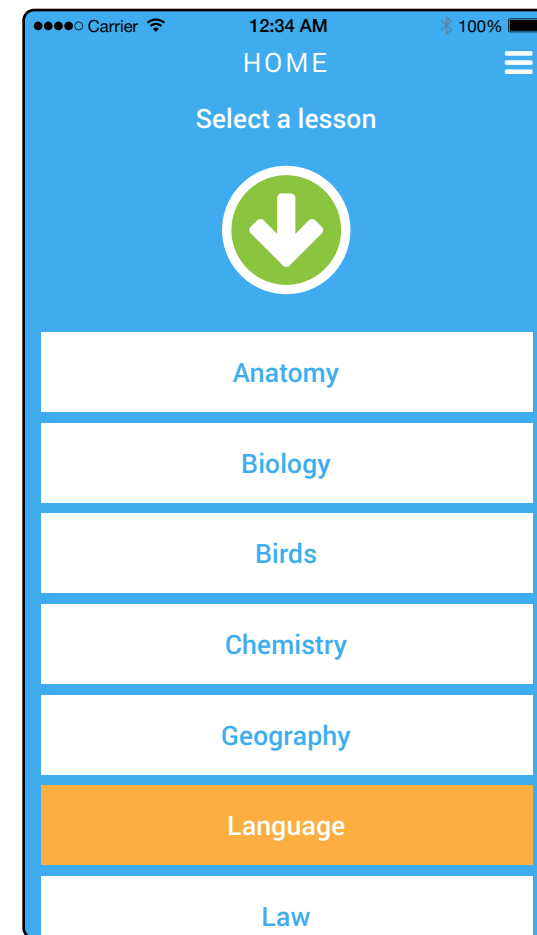
After selecting a lesson the user can choose from a category. In this case a language was chosen and many languages are listed.



Existing User



New User



Go to step 12 "Get More Decks screen" on page 5



### 8 Japanese Lesson Screen

Japanese Lesson 1 was chosen.

### 9 Read Lesson

There are 20 flash cards in each lesson (count is indicated at top).

The user starts by reading the sample word and sentence and attempts to recall the translation.

Select FLASH ME to review the translation.

### 10 Review Lesson

If the user's memory is correct or not they select the corresponding button YES or NO and proceed to the next flash card.

Each YES or NO is recorded and calculated.

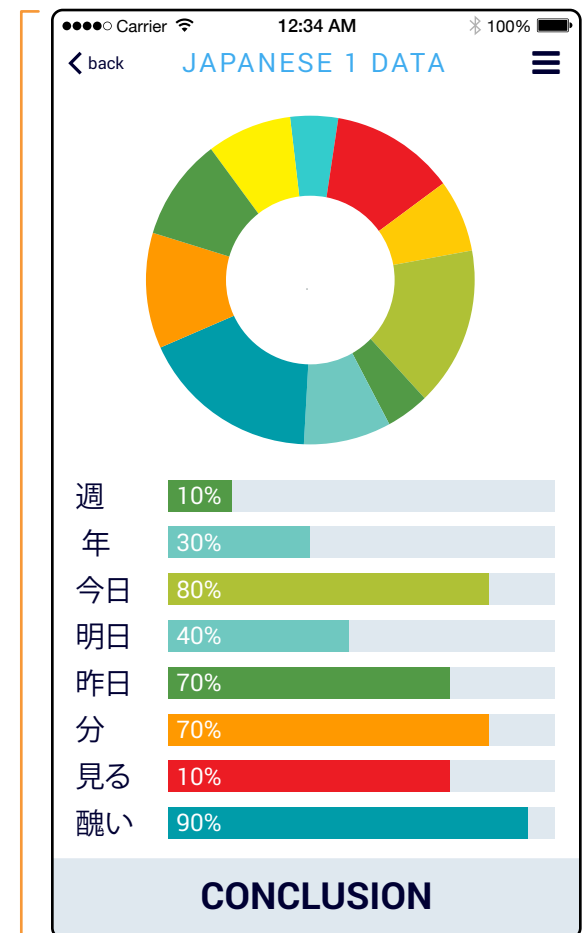
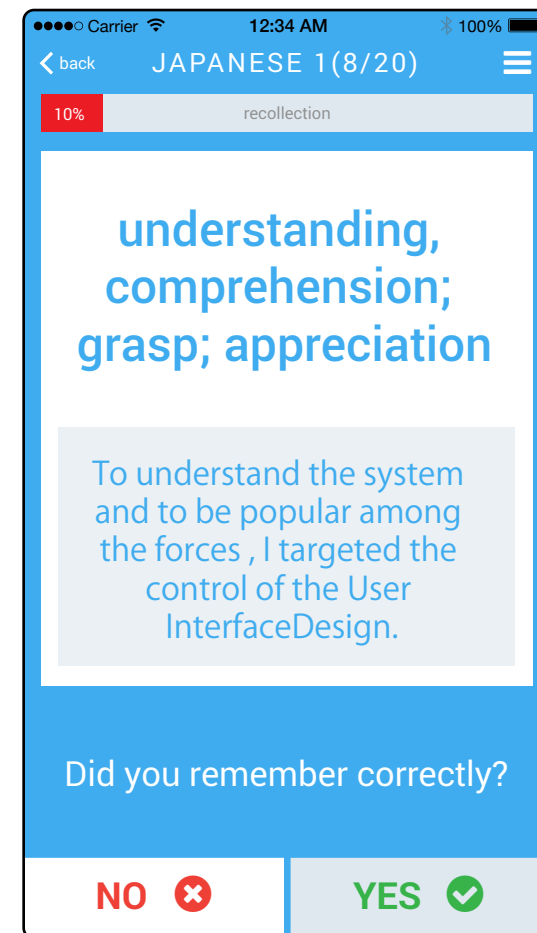
### 11 Lesson Data

At the end of each lesson the user can view the outcome of their progress.

By selecting conclusion the user returns to their Lesson Landing screen



Same screen flips





## 12 Get More Decks

The user can add additional lesson decks to their flash cards.

