

the Memory edition



ESIAL
English

English Project
2A - 2012

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Plan

Main interface

Games

Features

Rules

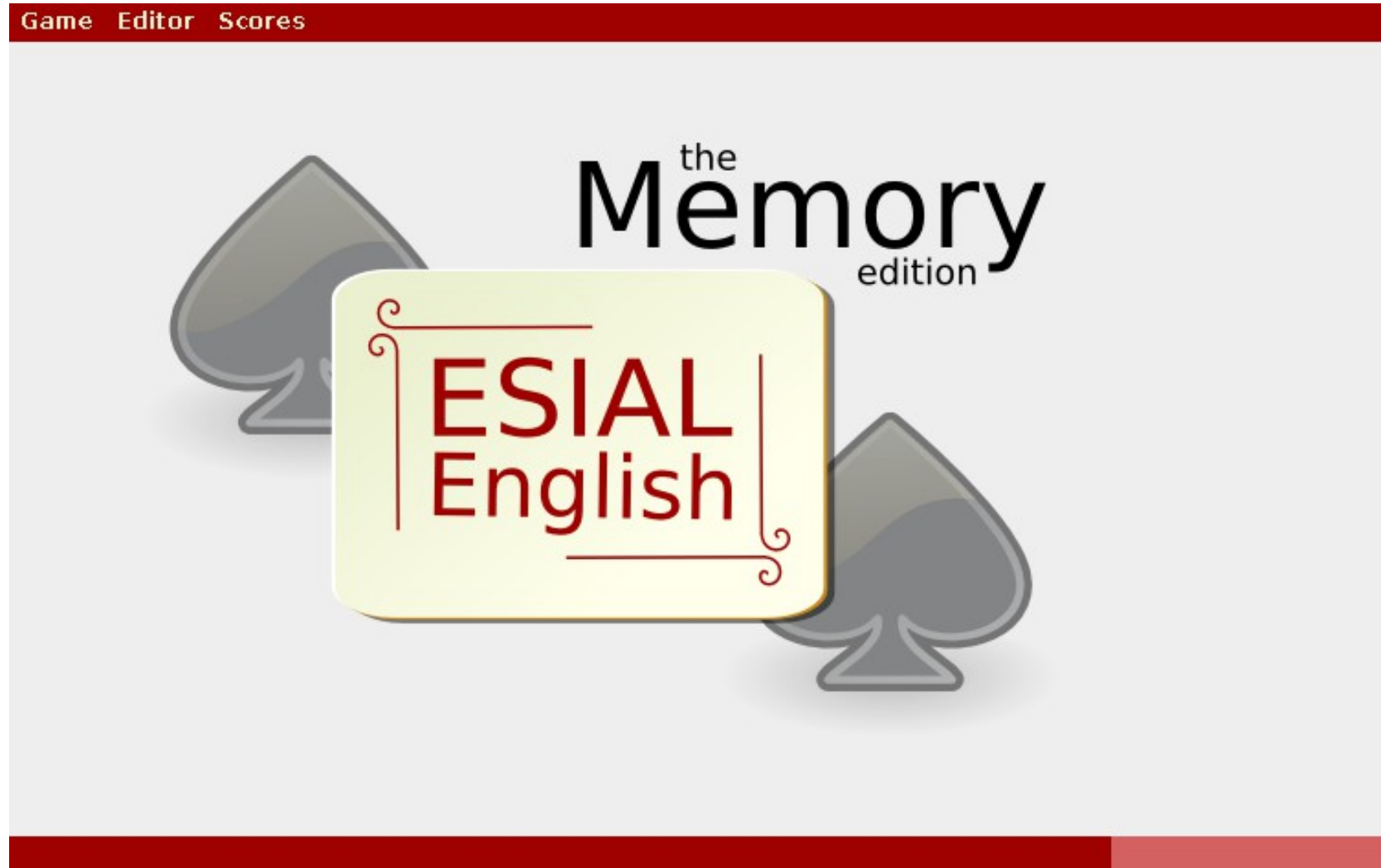
Editor

High scores

Demonstration



Main interface





Menu: Game



Colors: color area / color name

Numbers: numeric / English

Pictures: picture / name

Synonyms: synonym / synonym

Translations: French / English



Start a game



Start level:

1 3 5 7 9

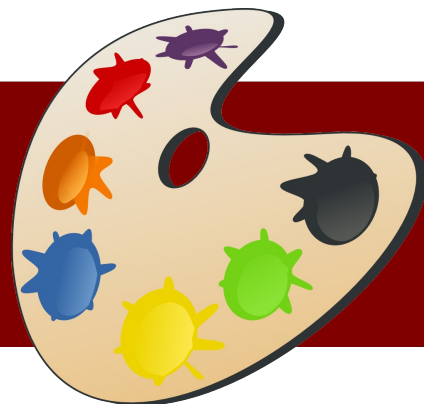
Player name:

ESIAL

Play Cancel

A dialog box for starting a game. It features a small spade icon on the left. The 'Start level:' section has a horizontal slider with a blue bar and a white arrowhead pointing to the number 3. Below the slider are tick marks and numbers 1, 3, 5, 7, and 9. The 'Player name:' section has a text input field containing the text 'ESIAL'. At the bottom are two buttons: 'Play' and 'Cancel'.

- 1) Choose a starting level
- 2) Choose a name



Game: Colors

Game Editor Scores



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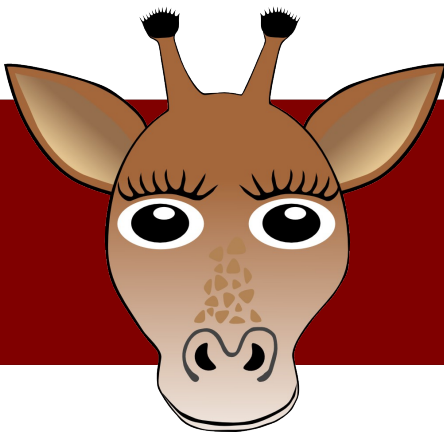
Game: Numbers

Game Editor Scores



level 3 ESIAL (5 points)

48s



Game: Pictures

Game Editor Scores



level 3 ESIAL (7 points)

25s



Game: Synonyms

Game Editor Scores



















level 3 ESIAL (7 points)

36s



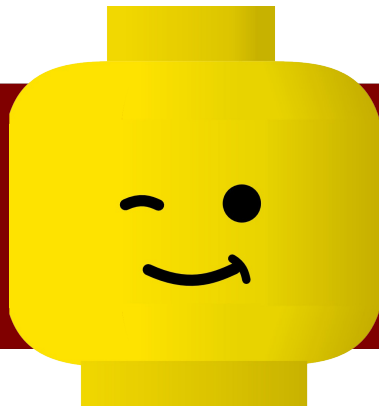
Game: Translations

Game Editor Scores

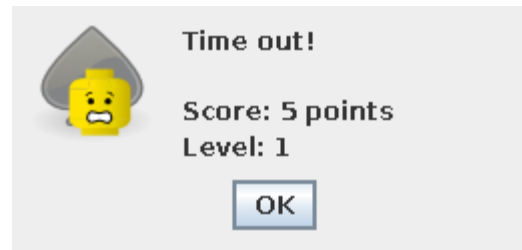
level 3 ESIAL (10 points)

50s

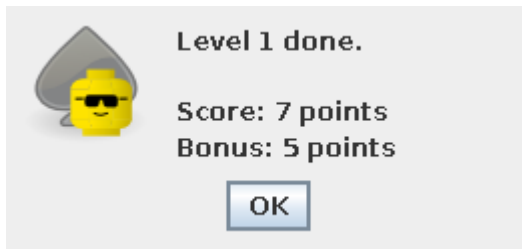


Features

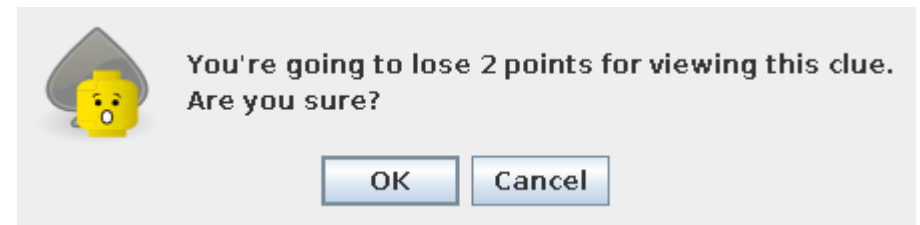
Time's up:



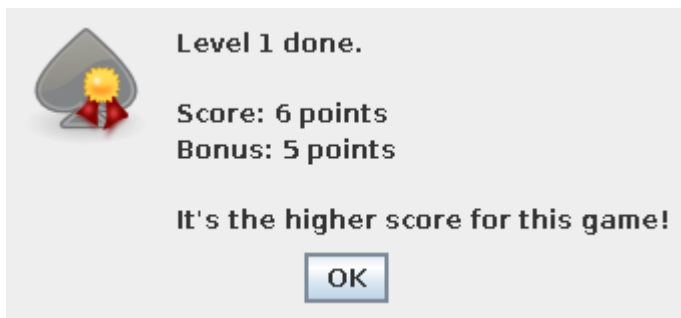
Access the next level:



Ask for a clue:



Next level with a new high score:



Example of clue:





Rules

Good pair: +1 point

Wrong pair: -1 point

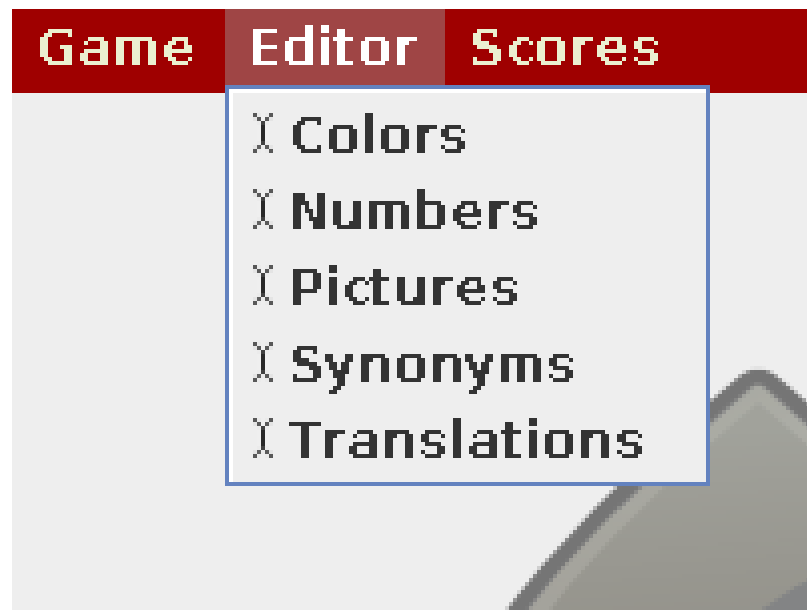
Need a clue: -2 points

Next level: $+5 * \textit{level}$ points

Number of cards: $2^{(\textit{level}+1)}$ cards

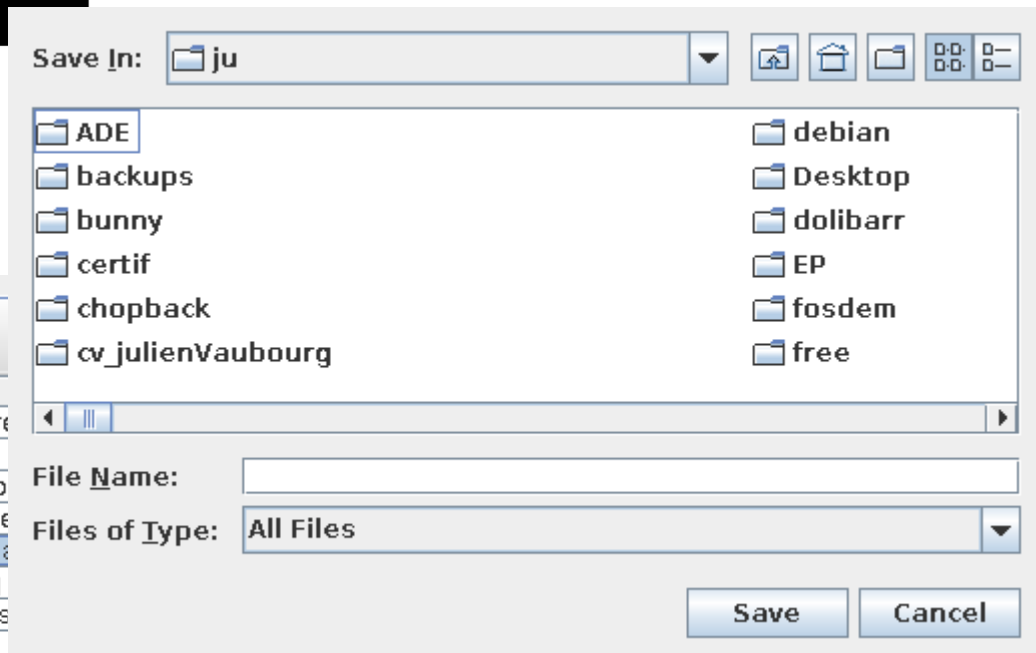
Timer: $30 * \textit{level}$ seconds

Menu: Editor



- 1) For each mode the database can be edited
- 2) Users can import and export their databases

Export a database:



Database editor:

A screenshot of a database editor interface. It features a toolbar with 'Save', 'Import', and 'Export' buttons. Below the toolbar is a table with three columns: 'Word1', 'Word2', and 'Definition'. The 'blossom' row is highlighted. A small character icon is visible in the top left corner.

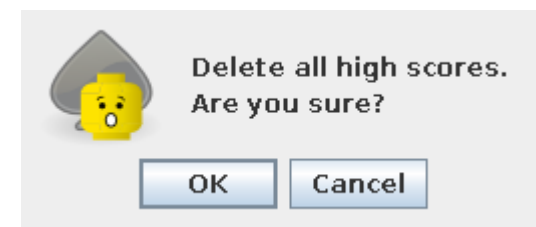
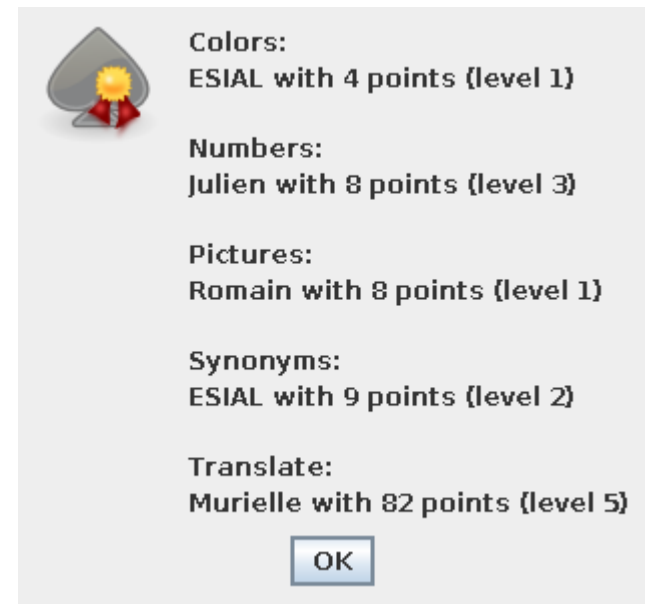
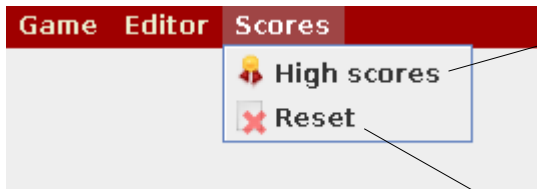
Word1	Word2	Definition
wealthy	riche	having a gre
needy	pauvre	very poor
foe	ennemi	an enemy o
dish	plat	flat-bottom
blossom	fleur	a flower or s
silent	silencieux	not making
arrive	arriver	reach a des
cab	taxi	a taxi
giggle	rigoler	laugh lightly in a nervous or silly man...
sob	pleurer	cry making loud
steer	conduire	uide or control the movement of a v...
icy	gelé	covered with or consisting of ice
unhappy	triste	not happy
flame	feu	a hot glowing body of ignited gas th...
seat	chaise	thing made or used for sitting on
pal	ami	a friend
noisy	brillant	full of or making a lot of noise
guide	diriger	direct or influence the behaviour of
tardy	tardif	delaying or delayed beyond the righ
tune	chanson	a melody

Delete a line:

A screenshot of the database editor interface with a confirmation dialog box overlaid. The dialog box contains a character icon and the text 'Delete these cards. Are you sure?' with 'OK' and 'Cancel' buttons. The table in the background shows the 'riche' and 'pauvre' rows highlighted.

Word2	Definition
riche	having a great deal of money
pauvre	very poor
enne	
plat	ving food
fleur	on a tr...
silenc	by any s...
arrive	
taxi	
rigole	silly man...
pleurer	cry making loud
conduire	uide or control the movement of a v...
gelé	covered with or consisting of ice
triste	not happy

Menu: Scores





Demonstration

**Let's go to
the demo!**

ESIAL
English



Conclusion

User-friendly

Different modes

Entertaining
... but educational

Scalable