

Technical additions

How to access the app:

Click on the link to open the app. You can test it by selecting the option “Continue as guest” on the login screen. From there, you will be able to explore the main features and navigate through the platform easily.

Prompt used:

Create a complete mobile application called Cognito, aimed at Brazilian high school students (ages 15 to 18).

The app must be 100% in Brazilian Portuguese.

The goal of the app is to teach students how to study efficiently based on practice, focus, active explanation, and error analysis, while also helping them prepare for exams like ENEM and SAT.

Important: the app must NOT use the forgetting curve theory as its foundation.

CORE FUNCTIONALITY

The app should act as an intelligent mentor, guiding the user through three stages:

1. Understand how learning works
2. Apply through practice and focus
3. Improve based on performance

SCREEN FLOW (REQUIRED)

1. Login and Sign-Up Screen

- Fields: email and password
 - Buttons: “Sign in”, “Create account”
 - Option: “Continue as guest”
 - Clean, simple, and intuitive interface
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2. Slides – “How the brain learns” (ONBOARDING)

- Must appear automatically after login
- Interactive carousel format

Slides:

1. "How does the brain learn?"
 2. "Learning is not just reading"
 3. "The brain learns through mistakes and correction"
 4. "Focus + practice = real learning"
 5. "Now let's apply this"
- Buttons: "Next", "Back"
 - Progress indicator
 - Option: "Skip"
 - Last slide leads to start mission
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3. Home Screen (Dashboard)

- User greeting
 - Main buttons:
 - Start Mission
 - View Subjects
 - My Performance
 - Personalized Help
 - Short descriptions
 - Mascot NeuroX providing guidance
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4. Study Missions

Steps:

- Focus (with timer)
 - Practice (questions)
 - Explanation (active learning)
 - Progress bar
 - Buttons: "Continue" and "Back"
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5. Content (ENEM and SAT)

- Subjects organized into:
 - ENEM: Languages, Math, Science, Humanities

- SAT: Reading, Writing, Math
 - Simple navigation
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6. Question Screen

- Question + answer choices
 - Immediate feedback (correct/incorrect)
 - Error explanation
 - Button: "Next question"
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7. Performance Screen

- User progress
 - Simple charts
 - Clear explanations
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8. Active Explanation

- Buttons:
 - "Record audio"
 - "Write summary"
 - "Finish"
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9. Achievements

- User progress
 - Goals and streaks
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10. "Personalized Help" Tab (MONETIZATION)

- Dedicated screen

Text:

"Based on your performance, we selected options to help you improve."

Options:

◆ Tutor

- Name
- Price
- Rating ★★★★★
- Button: "View more"

◆ Mini-course

- Name
 - Duration
 - Price
 - Button: "Access"
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SMART MONETIZATION (REQUIRED)

- Every 3 questions answered, the app should:
 1. Analyze recent performance
 2. Identify difficulties
 3. Show a suggestion

Display as a subtle card:

- "We noticed you can improve in this topic."
- "Would you like help to improve faster?"

Buttons:

- "View help"
- "Continue"

Must NOT feel like an ad

UX REQUIREMENTS

- All screens must include:
 - back button
 - main action button
 - No dead ends
 - Clear navigation
 - Intuitive interface
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MASCOT (NeuroX)

- Futuristic brain-style mascot
 - Short guidance phrases:
 - “Let’s start”
 - “Now practice”
 - “Review your mistake”
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DESIGN STYLE

- Dark mode
 - Colors: purple, neon blue, neon green
 - Modern, tech-inspired UI
 - Large, clear buttons
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TYPOGRAPHY

- Minimum text size: 20px
 - Clean, readable font
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EXPECTED RESULT

A fully functional, interactive app with real navigation and complete user experience — not just a static prototype.