

Number	Description	Priority (1 Highest - 3 Lowest)	Rationale	* = Required				
User Login								
1	The user shall create an account	1	Allows the user to create an account to save their progress.					
1.1	Username*							
1.2	Password*							
1.3	First Name*							
1.4	Last Name*							
1.5	Email*							
2	The user shall log in	1	Allows the user to continue where they left off.					
2.1	Username							
2.2	Password							
3	The user shall log in as a guest	1	Allows the user to use the application without creating an account					
4	The system shall validate the user's login credentials	1	Allows the user to know when they inputted the wrong login information					
5	The user shall be able to change their password through email	2	Allows the user to change their password if they forget, or for security reasons					
Lessons								
6	The system shall present lessons teaching the user using these methods:	1	Allows the user to engage with the lessons in different methods					
6.1	Match game							
6.1.1	The user shall have a list a words that they will select to click and drag to the matching word in the targeted language							
6.1.2	The user's score increases when matching the right words							
6.1.3	The system shall let the user know when they are incorrect by putting the selected word back in the list of words to select from							
6.2	Sentence building							
6.2.1	The user shall have a list of words to drag and drop in empty spots and build a sentence in the targeted language from scratch							
6.2.2	The system shall let the user know which words are in the wrong spot in the sentence.							
6.2.3	The user's score shall increase when they correctly build the sentence							
6.3	Fill in the Blank							
6.3.1	The user shall have a list of words to drag and drop in empty spots to finish a sentence missing words							
6.3.2	The system shall let the user know which words are in the wrong spot in the sentence.							
6.3.3	The system shall skip a question answered wrong and move on to the next question							
6.3.4	The users score shall increase and the lesson will move on when a user answers a question correctly							
6.4	Multiple choice							
6.4.1	The user shall pick an answer out of four options to correctly translate the given word.							
6.4.2	The system shall let the user know when they selected the wrong option by saying incorrect then giving the correct answer before moving on to the next question.							
6.4.3	The user's score shall increase when they select the correct option							
7	The user shall be able to pause lessons	2	Allows the user to take a break from a lesson					
8	The user shall be able to bookmark lessons	2	Allows the user to save a lesson to view later					
9	The user shall be able to download lessons	2	Allows the user to download a lesson to view it offline					
10	The system shall increase the user's score based on correction	1	Allows the user to know how close they are to completing the module					
10.1	The user's score will only increase							
10.2	The user's score will not decrease if they are incorrect (Refer to 11 for missed questions)							
11	The system shall keep track of missed questions for the user to try again at the end	2	Allows the user to try again at the questions they have missed					
Settings								
12	The user shall be able to change the font size	2	Allows the user to change the font and see the text better					
13	The user shall be able to turn on/off Text-to-Speech	2	Allows the user to change the program to be text-to-speech					
14	The user shall be able to turn on/off Dark Mode	3	Allows the user to change the theme of the system to be switched between dark/light theme					
15	The user shall be able to log out	1	Allows the user to sign out of the application					
Application Features								
16	The system shall display a 'word of the day' to the user that is randomly selected from a list of words	3	Allows the user to learn other words that they may not see in their specific lessons					
17	The system shall have a dictionary of learned words	2	Allows the user to view learned words and their definitions					
17.1	Displays word in known language							
17.2	Displays word in targeted language							
17.3	Displays definition of the word							
18	The system shall display the amount of progress the user has achieved in the lesson	1	Allows the user to know how far they have progressed in their lesson					

	19	The user shall be able to set number goals on how many lessons to complete per day or week	2	Allows the user to make a goal for them to achieve in a given day/week				
	20	The user shall be able to select the starting difficulty level	2	Allows the user to pick where they want to start in terms of skill level				
	21	The system shall have each Lesson in a module format	1	Allows the system to categorize the lessons for the user				
	21.1	Each module will have its own topics						
	21.2	Each module will increase in difficulty as the user progresses through each module						
	21.3	Each module will have different number of questions based on topic						
Socialability								
	22	The user shall be able to add friends	2	Allows the user to have friends				
	23	The system shall display a leaderboard of the following features	3	Allows the user to view a leaderboard of friends and global users to see how well they are doing				
	23.1	Rank number						
	23.2	Username						
	23.3	Score						
	23.4	Filter for global users and friends						
Non-Functional Requirements								
Look and Feel Requirements								
	1	The system shall have a color scheme similar to the language's culture colors	3	The system shall be more visually attracting towards users				
	2	The system shall be designed to consider users that are young and middle age adults	3	Keeps users of a sizable age range interested and engaged				
	3	The system shall present a progress bar during the lessons	2	Allows the user to see how far they have progressed in the lesson				
	4	The system shall be primarily Spanish translating to English	1	The application is mainly designed for Spanish speakers learning English but will be designed for spanish speakers to learn multiple languages				
Performance Requirements								
	5	The system shall be able to run on all mobile devices connected to the internet	1	The application will mainly need internet, but can be used offline with downloaded lessons				
Maintainability and Support								
	6	The system shall run on all mobile devices	1	Allows the user to download the application for ease of use access				
	7	The system's leaderboard shall be managed through a data storing web service	2	Has the leaderboard's information stored on a web server				
Security								
	8	The user's information shall be stored in a database	1	Has the user's information saved for logging in				
Legal Requirements								
	9	The application shall follow all state and local laws	1	Makes sure our application cannot be sued or taken down due to not following laws				