

ID	Name	Requirement	Priority	Rationale
Login				
1	Login	The user will input the following information to login:		1 Logging in helps them recover the user's data and progress.
1.1		Username		1 Username will be used to identify the user's account.
1.2		Password		1 Password will be used to allow the user to login.
2	Sign up	The user will be given the option to make an account or continue as guest		1 An account will be optional to attract as many users as possible.
3	Account Information	To create an account, the following information is required:		1 An account will allow a user to login on a different device and save their progress.
3.1		First Name		2 The system needs the user's name to address them properly.
3.2		Last Name		2 The system needs the user's name to address them properly.
3.3		Username		1 The username will be used to identify the account and login
3.4		Password		1 The password will be used to allow the user to login.
3.5		The password will have 8 character requirement		1 8 characters ensures security for the user.
3.6		Email		1 The email will allow a user to reset their password
Language Options				
4	Language	The program will display the following options for languages:		2 Users will be able to choose what language they would like to learn.
4.1		Spanish		2 Spanish is the language most Americans desire to learn
4.2		German		2 German is one of the most desired languages to learn for English speakers
4.3		French		2 French is one of the most desired languages to learn for English speakers
5	Difficulty	The program will display the following difficulty options:		2 The user can choose the difficulty of the lessons.
5.1		Easy		2 Beginners should choose easy for simpler, surface level lessons.
5.2		Medium		2 Users that have fair experience should choose medium for a balanced lesson plan.
5.3		Hard		2 Advanced users should choose hard for the most in depth lessons.
6	Board Game	There will be a board game to keep track of the user's progress through a language		2 This will be how the learning is gamified for the user
6.1		The board game will contain 50 spaces until the end.		3 25 spaces is a good middle ground number between too short and too long.
6.2		The end of the board game will mark completion of the language		3 Users would rather work towards completing a board game than just a progress bar.
7	Lesson Completion	Upon completion of a question, the user will advance 1 space on the boardgame		2 This gives questions a reward following completion.
Lessons				
8	Topics	The program will offer a selection of topics for the user to choose:		2 Users have different interests and allowing them to choose the topic helps keep their satisfaction high.
8.1		School		4 School is a very common simple topic to talk about
8.2		Family		4 Family is a very common simple topic to talk about
8.3		Weather		4 Weather is a very common simple topic to talk about
8.4		Pets		4 Pets are a very common simple topic to talk about
8.5		Food		4 Food/Drinks are a very common simple topic to talk about
9	Lessons	Lessons will consist of the following formats:		1 Having different forms of lessons helps users stay engaged.
10	Flashcards	Flashcards		2 Flashcards will be used early in the lesson to help users learn new words.
10.1		The flashcard will have a foreign vocabulary word on one side		2 A flashcard generally has a question on one side
10.2		The flashcard will have a English translation of the word word on one side		2 A flashcard generally has the answer on the other side.
10.3		The program will allow the user to flip the card with no limit		3 The user can flip the card until they understand it
11	Fill in the blank	Fill in the blank		2 Fill in the blank is good for users to practice coming up with responses in the new language.
11.1		The program will display a sentence in the foreign language		3 This will test the users ability to put together sentences
11.2		The vocab word will be a blank		3 This will test the users vocab retention
11.3		The program will display if the user input is correct		3 Showing the user their results immediately causes less stress than not showing them
12	Matching	Matching		2 Matching helps users practice linking what they are learning to what they know.
12.1		The program will display 3 foreign vocabulary words		2 Three is a good number to not overwhelm users with vocab words
12.2		The program will display 3 English translations		2 Three is a good number to not overwhelm users with vocab words
12.3		The program will display if the user input is correct		2 Showing the user their results immediately causes less stress than not showing them
13	Multiple Choice	Multiple Choice		2 Multiple choice can be used to test retention.
13.1		The program will display a question in English		2 This ensures the user understands what is being asked.
13.2		The program will display four options in the foreign language		4 Four options is the standard amount of options for a multiple choice question
13.3		The program will display if the user choice is correct		2 Showing the user their results immediately causes less stress than not showing them
14	Lesson Progress	The user's progress through the lesson will be saved		1 This allows the users to come back later and pick up where they left off.
Homepage				
15	Home Page	There will be a general Home Page		1 This home page will be the hub in which the user accesses all other aspects of the program.
16	Settings Button			2 This button takes users to a settings page.
16.1		The settings button will take the user to the settings page		2 Allowing a user to edit settings to their liking enhances satisfaction.
17	Logout Button			2 This button allows users to logout.
17.1		The logout button will allow the user to log out		2 Having a proper logout procedure ensures data is saved safely.
17.2		The logout button will allow the user to save their data into a json file		2 Saving data into a file allows a user to continue with their progress.
18	Language Button			2 This button takes users to a page displaying language options.

18.2		The language button will allow the user to select a language to learn	1	Allowing a user to choose what language to study is essential for satisfaction.
19	Lessons Button		1	This button takes users to a page displaying lessons options.
19.1		The lessons button will allow a user to choose a lesson to study	1	Having lesson options allows a users to learn topics in the order they want to.
20	User Profile Button		1	This button takes users to the user profile page.
20.1		The user profile button will take the user to the profile page	1	Having a dedicated profile page makes it much easier to view, edit, and save user's personal data.
20.2		The user profile page will display all of the user's personal saved data	1	Showing a user all of their data in a nice presentable way is essential for professionalism.
20.3		The user profile page will allow the user to edit their personal saved data	1	Allowing a user to edit their personal saved data helps us ensure we are tracking their most recent email.
20.4		The user profile page will allow the user to save their personal saved data	1	Allowing a user to save their personal saved data helps ensure the data is saved properly.
21	Difficulty Button		2	This button takes a user to a page displaying difficulty options.
21.1		The difficulty button will allow a user to choose their difficulty	2	Allowing user's to choose their difficulty level allows them to work at their own level.
Settings				
22	Accessibility	The program will have the following options available for the user to tweak:	3	Having accessibility features benefits many people and gives them a better chance to enjoy the program.
22.1		Notifications	3	Sending notifications can help promote user retention
22.2		Light Mode	3	Light modes can be beneficial for those with visual difficulties.
22.3		Text-to-Speech	3	Text-to-Speech can be beneficial for those with reading difficulties.
Data				
23	User Data	The user will have the following data saved:	1	Saving data helps the user so they dont have to input this data everytime they open the program..
23.1		First name	3	The user will not have to set their first name every time they log out.
23.2		Last name	3	The user will not have to set their last name every time they log out.
23.3		Username	3	The user will not have to set a new username every time they log out.
23.4		Password	3	The user will not have to set a new password every time they log out.
23.5		Email	3	The user will not have to set a new email every time they log out.
23.6		Current languages	3	The user can do multiple languages at a time.
23.7		Language progress	3	The user will not have to restart a language every time they log out.
23.8		Lesson progress	3	The user will not have to restart a lesson every time they log out.
23.9		Incorrect Questions	3	The user can log out and still have a collection of troubling questions.