

D1.1.1 - Vision and Scope

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1. Problem Statement

1.1. Project background

Most of the world's population is curious but lacks the time and the will to learn new stuff. Although most of us want to keep ourselves educated, more than often we give up on learning something new just because it is a long and tedious process.

Working in a fast-paced and globalized world it is more important to be well informed on a wide range of topics. Most apps are complicated to use because of their complexity, with a lot of sections and functionalities that makes the experience slow and frustrating. That means a user will stop using the application after a few uses or forget it in favor of a typical notebook.

So, we had to come up with a better method to show the information to the user, and that's when "Flashee" came to mind.

1.2. Stakeholders

- João Carlos Costa Faria da Cunha.
- Project team members.
- Individual users who use the app for non-commercial purposes.

1.3. Users

- Students of any kind who want to learn vocabulary about a certain area.
- Individuals who want to quickly learn about new topics.
- Individuals who do not want to forget about information they know.

2. Vision & Scope of the Solution

2.1. Vision Statement

Our project allows people to learn about different topics in the blink of an eye, “Flashee” will keep the vocabulary compact and tidy, so may it be specific medical vocabulary or new words in a foreign language, all kinds of words will be accessible in matter of seconds.

The main objective of the project is to create a web application¹ to keep track of the new words a user is learning in a certain language.

The principal feature is the way the website keeps the words in the shape of **flashcards**, each with two sides, one with a **question** or just a word and the opposite with the translation or the **answer**. The cards can also contain **tags**, that the user adds when created so you can sort and access them easily depending on the topic or topics it belongs.

2.2. List of Features

- The structure of the app is based on **flashcards**, those are the basic units the user is going to interact with.
- The user will be able to add or **modify** “cards” about any word or question.
- A user will be able to choose which word belongs to one or more **topics**
- The user will see **groups** of “cards” by topic.
- **Import** user created “decks”.
- **Search** for a specific “card” by using either its question or answer.
- Easily **swap** the question/answer in a “card”: All the interaction made by the user must be fast and simple, with a click the user will change the purpose of the card.
- Check **user stats**: Statistic data will be saved for each user so he can track his progress.
- **Train** your knowledge by doing fast-paced quizzes:
 - In one or more topics of choice.
 - With a preset number of questions or within a certain amount of time.
- Allow the user to add **annotations** to their flashcards for extra information that might not always be required.
- Tagging the cards by **complexity** alongside their topics.
- Allow the user to **practice** all difficulty modes, or only certain ones.
- Allow the user to choose one of his created topics at **random** for practice.
- Personal **leaderboards** for previous tests done by the user, so he can see how he has evolved over time.

2.3. Features That Will not be Developed

- Automatic translation of words
- Pronunciation of the words

¹ Is not yet decided if it going to be a web application, but is one of the simplest ways to do it, the other option is to make a regular desktop app

- Any form of sounds
- Online or in the cloud sharing of cards
- Allow the user to stylize the text of the flashcard, being capable of utilizing options such as “italicize”, “bold”, and “underline”

2.4. Assumptions

- People would use the platform for purposes not related to languages or learning about new topics, like initially planned.
- We will have an active community constantly sharing content.
- Users will want to add more information to a *flashcard* that will not fit the current design.