Gamified Language Learning Platform

Speak Easy

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Elevator Pitch

Struggle

“Traditional vocab learning strategies are boring. Younger audiences especially, will have lower retention”

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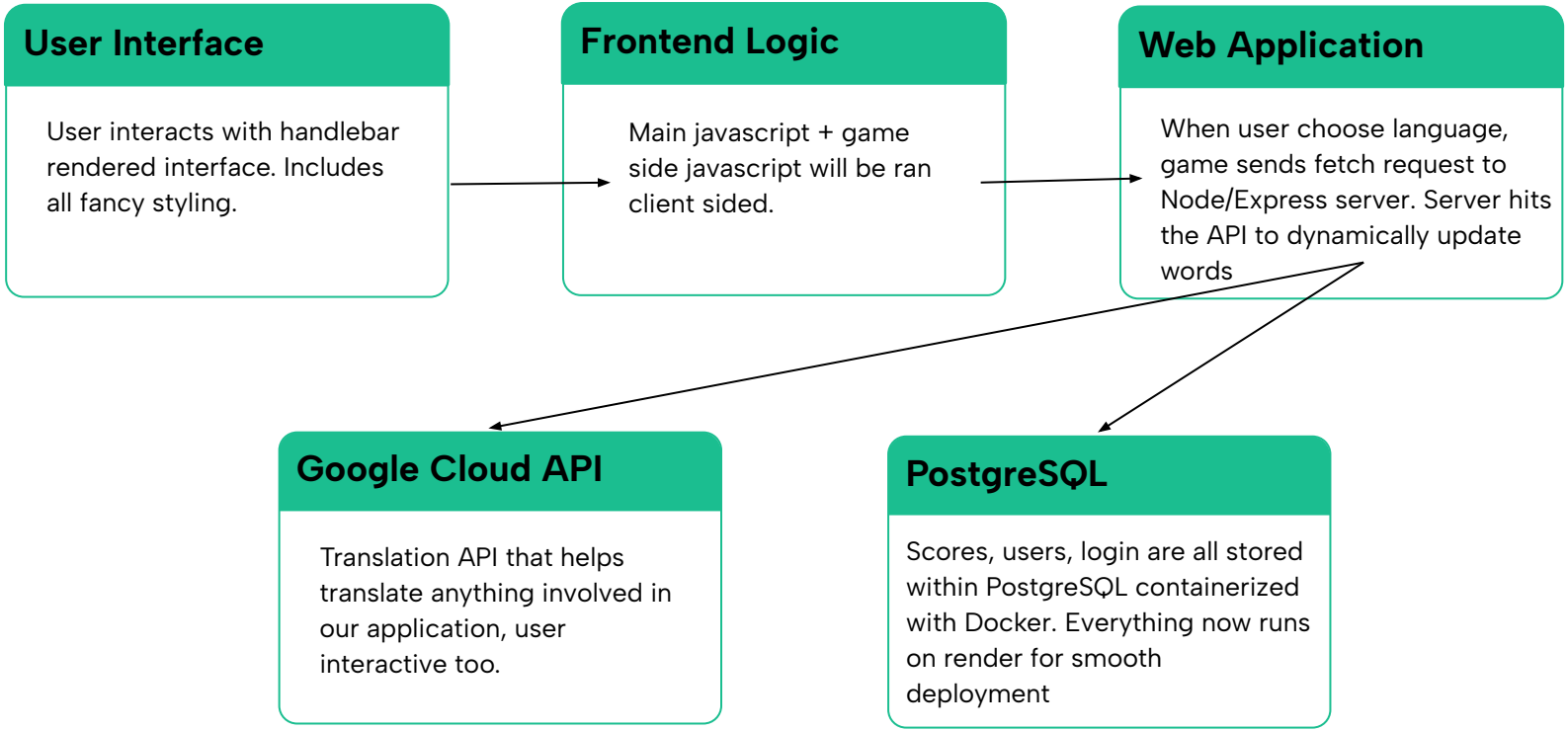
LIVE DEMO

https://group-2-project-ql8w.onrender.com

	Tool	Purpose/Application	★ Rating (1–5)
	Github	Version control, pull–requests, code reviews	★★★★★
	Miro	Ideaboard, Brainstorm	★★★★☆
	Express / Node.js	REST endpoints, game routes	★★★★★
	Google Translate API	Dynamic vocabulary translation for all games, the key to our application.	★★★★★
	Mocha + Chai	Unit tests for routes and logic	★★★★☆
	PostgreSQL	Database for users & scores	★★★★★
	Docker	Containerizing application, everyone running the same thing	★★★★★
	Render	Cloud Deployment	★★★★★
	Handlebars (HBS)	Server Templating	★★★★★
	Bootstrap 5	CSS framework for UI	★★★★☆

Architecture Diagram + Script + Design

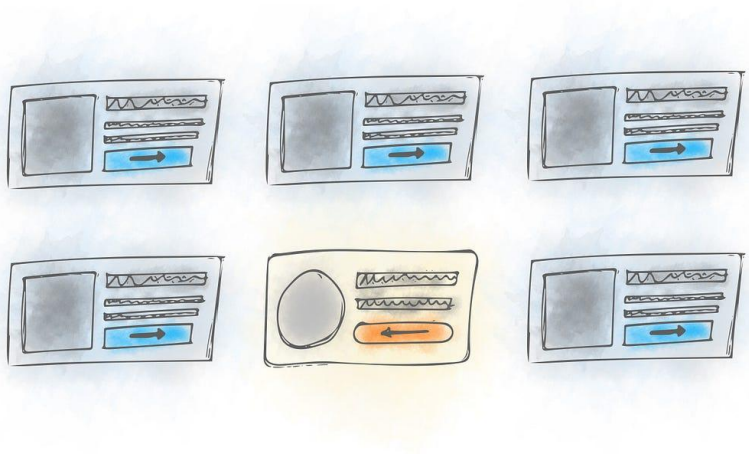


Challenges we faced

“Frequent merge conflicts due to multiple pushes under main branch”

Incomplete gitignore (node modules pushed every time)

Finally learned and properly used personal branches (e.g., feature/dragdrop-game, login-Bootstrap).
Set clear Git rules: pull before push, open Pull Requests, request for reviews.



Challenges we faced

“Design consistency due to multiple people working on the project at once”

Created a style guide with fonts, colors, text styles, spacing, etc.

Verified that text should look the same on every screen, colors and fonts should match, and the way users interact with the navigation bar, games, and settings should follow the same logic.

Plans + Timeline

Future Scope + Enhancements

Multiplayer Leaderboard System: Persistent player profiles and a global leaderboard.

Learning Analytics Dashboard: Help users track their language learning journey.

Wider Difficulty-Based Word Pools : Possibly tie into translation API for rare words or idioms.

Communication

Group messages & Discord

Primary Communication Tool:

Group Text Messages (iMessage / SMS)

- Quick Daily Updates
- Coordinated Meeting times
- Notices on merges, tasks, and deadlines
- Fastest way to keep everyone in sync

Shared Workspace:

Discord Server

- File sharing (e.g., images, drafts, links, files)
- Used for sending longer messages and many files

“If you were to use this app, what other language features would you love to see?”

End Demo

Q&A?

We're happy to take any questions you have about

- The game logic or language integration
- The Google Translate API
- How we styled the game
- Team collaboration and workflow