

Requirements List for Interactive lessons

This list was given by the people who gave me the job. They made one requirement it to be open source that's why we are here. Please note that the first requirements is aimed at the persons who are goanna use them. Second Mind that the goal is for a MVP to finish up to the the application has an avatar teacher. This in my 6 month period that I work on the project

- The application is meant for MBO Teachers/students (With the possibility that it can be in the PO and VO field)
- There must be a working prototype of a serious game or other way for children, young people, students to learn to sing or play an instrument.
- It does not have to be just another piano/guitar instrument, there also has to be the option for other instruments like the saxophone or clarinet.
- Preferably an app or Web based version. The idea more is that it should be accessible to the chosen target group
- The application should be open source
- The application should have a clear UI/UX. This is with the aim of avoiding confusion in the application but also alerting the users in time. Especially the case of I do something by accident say
- The application can track what the process is of students. So that a teacher can see how far the students are and the students can also redo lessons if necessary
- A learner can choose their preferred learning in the application
- The application gives the students 4 choices from which they can choose the learning preference. Explaining, Previewing, Examples, Trying it on their own,
- The application has an avatar teacher and they can choose from 4 different colors. Red, Green, Yellow, Blue
- There should be a possibility to use multiple lesson topics in the application. So not only singing and instruments but also subjects like history or economy or Dutch.
- The quotes of the "teacher" avatar can be read at your own pace. Think of a dialog menu where you can click through at your own pace.
- There are several types of avatar colors to choose from
- Learners can also mix multiple learning preferences after choice
- There should be a dashboard where teachers can enter their lesson plan
- On the dashboard, teachers and learners can log in
- Learners can see on the dashboard in which class they are assigned
- Learners can also see future lesson topics on this dashboard
- The application should be challenging. This is mainly with the idea that users are not always on the same learning level and sometimes some want to be more difficult than others.

- The avatar can be curated to suit your needs.
- The avatar has several props that you can use in customaiztion of your avatar.
- Unlock system for special props. Which you can get by achieving a lesson goal in the application.
- The application can be used in a VR environment