Gunma Prefectural Board of Education - Foreign Language Educational Game Software Documentation

So far, this project has the core vocabulary, the flashcards, Google Sign In, and 2D Flash Game. The core vocabulary is hard coded and does not extract in Google Sheets just yet. Unity is a complex tool but can be used as a major advantage for this project. Learning about Unity and its integration with iOS tools is strongly recommended.

Color Seasons Change

This is implemented by hardcoding a date for the Spring, Summer, Winter and Fall times for 2019. It then finds the elements it needs to find using the “GameObject.Find” method. These objects can be found easier, as I have figured out, by creating the variables in the script, those variables will show in the inspector and you would drag and drop those objects to its corresponding values.

Google Sign In

The package that was used to implement can be found here <https://github.com/googlesamples/google-signin-unity>. Uses version v1.0.4

This method does not have any storage yet, it is just a sign-in for the user, it will not store game data.

Flashcards

Flashcards utilize two lists that are hardcoded, a Japanese and an English word database. (This is the same method that creates the list for the 2D Flash Game as well. The pronunciations are not yet there, using the WAV file but should be simple. Each wav audio file has the word’s name with a “01” concatenated to it.

Settings Menu

Settings menu finds the toggle buttons and sets the .jpg file of the button according to the seasons. This scene also uses a Boolean array that updates every frame to update the values inputted by the user. After this scene, it creates the wordDatabase that uses those words, if the conditions are met.

2D Flash Game

This scene should have the Speech Recognition portion of the game. It should function with iOS. The method that was implemented used a Windows.Speech class that cannot be used with iOS. This scene utilizes the classes under the “Scripts” folder. Animations, vectors, and other functions are utilized.