USER STORIES:

I am a parent of a child in the preoperational stage of development (2-7) who would like a game....

which bolsters their cognitive abilities in the areas of reading, object recognition and concentration - **CORE MOTIVATION**

which fortifies my child's ability to recognise objects in a safe manner, using non-offensive and educational objects - **CORE MOTIVATION**

which is built aesthetically and is visually attractive to both me and my child - **UX DESIGN**

which has sufficient markings and clearly provided instructions, that my kid can easily follow through - **UX DESIGN**

which is appropriately graded in difficulty, where it is not too easy for a human that age, nor too challenging that they lose interest - **DIFFICULTY LEVELS**

which is appropriately scored in a way that there is incentive for the player to achieve as high a score as possible - **TIMING**

which allows me to see my score and how well I've done in comparison to other players. - **LEADERBOARD**