Most of the features in the app will be using the same UI building blocks so the POC is largely focused at getting those building blocks put together. The majority of the threats are around extending the functionality of basic features through me gaining more knowledge around how languages work. I already have all the needed learning materials so not much threat mitigation can be done in the POC.

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| **Story** | **Acceptance Criteria** |
| Display IPA consonants in a full consonant table | A table is displayed with columns: Labial, Dental, Alveolar, Retroflex, Palatal, Velar, Uvular, and Glottal. The rows: Oral Stop, Fricative, Affricate, Nasal Stop, Glide, Flap/Tap, Trill, Lateral  There should be room for 2-4 characters per cell and the cells should be filled with the IPA alphabet consonants. |
| Display IPA vowels in a full vowel table | A table with the columns: Front, Central, and Back. The rows: Close, Close-Mid, Open-Mid, Open.  The cells should be filled with the IPA alphabet vowels. |
| Click on a vowel or consonant to play its audio | Each individual character in the consonant and vowels table should play the sound the character makes. |
| Generate logical sets of consonants and vowels | Certain pairings, series, and amounts of vowels and consonants are more common or natural than others. When the generate button is clicked, the tables should be filled with one of these logical sets. |
| Map common sounds to spelling | A function that takes in an IPA string and converts IPA symbols to the Latin alphabet |
| Sound to spelling map display | UI card that shows the list of IPA symbols to Latin letters used by the function. |
| Add, remove, and edit sound to spelling map in display | The UI card should be able to modify the underlying function, adding, removing, and editing the IPA to Latin alphabet conversion. |