Problem statement:

There are no fun study tools online to help with memorization.

Details:

Studying terms, you need to memorize for your classes is extremely monotonous and unengaging. Attempts have been made in the past by companies like quizlet to gamify the experience, but such attempts fall flat, presenting experiences which are too unimaginative to be any less of a chore than plain flashcards. What is needed in the study tool market is a product that addictively stimulates users like a traditional videogame while at the same time effectively incorporates study material into its gameplay loop using scientifically proved memorization techniques such as space repetition.