

Inspiration and design

Games to potentially be inspired from

- Snake
- Wordle
- Diep.io
- Turn based RPGs
- Rogue likes

Jeffrey

Concepts to focus on

- Simplicity
- Engagement
- Learning smoothly integrated into gameplay
- Attainability

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Competitors

- Quizlet
- Bloocket

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Methods for inputting answers to study questions

- Traditional flashcard (flipping front and back)
- Multiple choice
- Manual typing

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AI integration

- Use ai to make or expand study sets
- Hint generation
- AI generated explanations on flashcards

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Resources

Minimalist tech stack

- Local data storage on browser
- HTML, JS, CSS

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Frameworks to possibly use for making basic UI

- Svelte
- Solid.js
- htmx

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Ambitious tech stack

- Pixi.js (graphics)
- matter.js (physics)
- Firebase or pocketbase (for backend data saving)

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Learning resources

- Youtube
- mdn docs
- Odin project

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Timeframe for learning and implementing new technologies

- Webstack review (1 weekend)
- UI creation with framework (1-2 weeks)
- Graphics creation (1-3 weeks)
- Simple backend (1 week)

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Structure plans

Nav bar options

- User's flashcard set library
- List of flashcards/sets from other people
- Study performance stats
- Profile and settings

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Flashcard library options

- New study set prompt
- Study set flashcard creation prompt

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What do study sets have?

- Flashcards (with a front and back)
- A rating (if shared publicly)
- Sub sets?

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Pause menu options

- Restart study session
- Adjust sound volume
- Go to main menu
- Difficulty slider

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Study set sharing menu

- Search study sets
- Share your own study set
- Filter study sets by category
- Rate study sets
- Save study sets
- Steal study set cards and combine study sets (like a playlist)

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Engagement features

Incentivization structures

- Exp and levels
- Virtual currency
- Real money? (derived from ad revenue)
- Achievements

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Monetization

- Ads
- Website appearance themes
- Donations

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Achievements

- Streaks
- Milestones (10 study sets completed)

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Challenge modes

- Timed study sets
- Speed based gameplay mode

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Groups

- Form study groups with friends
- Teachers can organize groups for their classrooms
- Share study sets with whole group
- Group challenges

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Marketing

Outreach methods

- Email
- Social media
- Word of mouth
- Ads?

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Social media platforms

- Instagram
- TikTok
- YouTube
- Facebook

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Target audiences

- Students
- Language learners
- Gamers

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Artwork for marketing

- Ad banners
- In-game artwork to be shown in videos
- Scenes using actors studying with app

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Platforms to launch on

- Browsers
- iOS
- Android

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