**Revised Objectives Specification**

* User Interface
  + Interconnect all of the following menus:
    - One menu for language selection
    - One menu for game selection
    - One settings menu per game type (four total)
    - One gameplay menu per game type (four total)
    - Score screen
    - Translation screen
    - Buttons in each screen
  + Every selection menu will set the correct variables that directly affect gameplay later on
  + Set in place the UI for input and output for the games
* Data Storage Development
  + I have to design a way to store the following within the program:
    - Words
    - Their translations
    - Scoring
* Games
  + Both Games
    - Timer, which ends the game once it has finished
    - Message telling the user the correct answer, should they get it wrong
    - Dynamic number of rounds, looping through and setting new output words
    - Displays scores as they are earned
    - Displays current round
    - UI response to correct and incorrect answers
    - Skip button
    - Flash Cards
    - Input Box to receive dynamic text answer submission
  + Choices
    - Multiple Choice boxes for input changing on each round
      * Three random incorrect words in three random radio buttons
      * 1 correct answer placed in a random radio button
* Scoring
  + To provide feedback reflecting the user’s skill unsing data from their gameplay
  + To accumulate over time, giving a total score across all games, to give a sense of progression.
* Extra Features
  + To Include the following features
    - Translator
      * Takes a word and finds its translation
      * Full range of From and To language options
      * Display a full list of words that are able be translated
    - Pause Screen
      * Pauses the game timer
      * With buttons:
        + Unpause
        + Restart Game
        + Return to menu
    - Previous Menu Button
    - Online Help Button