**Purpose:**

* This describes the behavior of the Language game application.

**Audience**

* This document should only be viewed by the teacher and the other teams.

**Functional Requirements:**

1. Show English word

* The user should get an English word show on the screen.

3. Textbox

- The user should have a textbox where they can write there answer to.

4. Submit button

- There should be a button named Submit, which the user can press to finalize their answer. The page should check if the translation is correct, if it is then it should advance to the next word, otherwise the game should be over.

5. Timer

- The timer starts when the player writes the first word. If it reaches 1 minute, the game is over.

6. Timer reduction

- After every correct answer 3 seconds of extra time is given.

**System Architecture:**

Frontend: HTML, JavaScript, CSS

Backend: PHP

Database: SQL

**Revision History**

* Version 1.0 – Initial document
* Version 2.0 – Full documentation added.

**Known bugs:**

* The word “jewelry” has uppercase at the beginning of the translation.
* The word “give” has a space before it’s translation.
* The word “delicious” has uppercase at the beginning of the translation.