**What is the domain for your idea (e.g. sport, gaming, art, learning etc)**

Language learning

**Give a brief description of your ‘geocaching’ idea.**

To make the process of language learning more efficient, the app will allow users to unlock vocabulary in their target language based on locations they visit. This idea allows the user to more efficiently learn the words that they will regularly come across in daily life. The user will also gain experience points for each place they visit, encouraging them to learn more if they want to and therefore visit more places and gain more caches. As users study, the will also gain experience points so that users who study more gain more experience and higher levels. Certain rarer locations that will contain harder words will be level locked, so that only users who have gained enough experience points can unlock and learn them.

**What is/are the overall user goal(s) of your system?**

To be able to learn languages in an efficient yet fun way, as if the entire learning process was a game.

Within the app they should be able to:

* Create, edit and view account/profile.
* Use a map to find local geocached vocabulary flash card sets.
* Learn and review individual and combined sets of flash cards.
* Edit and delete seperate flash cards in case of issues with difficulty.
* View their level and experience points.
* View history of completed geocaches (possibly use some form of achievement system).

**Describe the caches and how users will locate them.**

The app will display a list of location names such as “Train station” or “University”. The user can then click on one and a list of locations will appear along with coordinates and distances from the user. If the user clicks on one of these options then more information such as a map and information about the words they can learn will appear. The user then heads to the location using the information supplied by the app. When they enter the radius of the geocache, a notification will automatically appear on their phone and will tell them that they have gained a new set of cards and some experience points. This will then get updated to the users profile and synced to the cloud.

**Who are your potential users? (e.g. children, the elderly etc.)**

Anyone who wants to learn a language but for usability testing purposes people between the ages of 18-50 will be selected.