**Creating and Designing a Gamified Labelling System for Audio Bites**

MENTOR: Drew Morris

WHOS WORKING ON PROJECT: Mustafa Sadriwala

PROJECT GITHUB LINK: <https://github.com/Mustafa-Sadriwala/NeuroLex-Game>

**PROGRAMMING LANGUAGE: Javascript (CreateJS)**

STRATEGY:

Learn how to use createJS and tweenJS using tutorials. Research other similar games and how they have been coded. Design a simple framework focusing more on the interactive element that allows for movement on the screen. Take sample data and create logic for categorization and preventing random assignments. Test framework design with sample data and new users. Add visual elements and animations.

SUCCESS METRICS:

* The game should be simple and easy to learn.
* The user should not get bored quickly.
* Can store the results of data labelling and have them easily exported from backend
* Detect when the user is randomly guessing/labelling incorrectly on purpose and stop it