**Concept**

**App Name:** Animal Echoes / Animal learning app -

**Target Audience:**

**Primary Users:** Children aged 2-6 years

**Secondary Users:** Parents and educators seeking educational tools

**Key Features:**

**Interactive Animal Gallery:**

* + Display an animal image. Each image, when clicked, plays the unique sound of that animal.
  + Include a variety of animals from different habitats (e.g., jungle, farm, ocean).

**Learn Mode:**

* + Introduce an educational narrative for each animal when clicked, covering basic facts like name, habitat, and a fun fact.
  + Option to toggle between sound-only and educational narrative modes.

**Customizable Settings:**

* + Allow parents or educators to customize the experience, such as selecting specific animal groups, adjusting the difficulty level of quizzes, and setting time limits for play.

**Accessibility Features:**

* + Include voiceovers for texts to aid young learners who cannot read yet.
  + High-contrast mode and larger clickable areas for better accessibility.

**Design Considerations:**

* **Visual Style:** Use bright, engaging colors with cartoon-style animal illustrations that appeal to young children.
* **User Interface:** Simple, intuitive interface with large buttons and swipe gestures suitable for young users.
* **Audio Components:** High-quality animal sounds paired with cheerful background music that can be toggled on/off.