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| Project Title | Language Learning Game |
| Project Objective | To Develop a Mobile Language Learning Application for language acquisition, offering language options covering a variety of languages and proficiency levels |
| Project Scope Requirements | This Project aims to develop and launch the application, catering to users of all ages and skill levels who aspire to learn new languages or enhance existing language skills.  It offers an immersive experience that combines gaming elements with proven language learning techniques. |
| Project Budget | $60,000 - $95,000 |
| Milestones | 1.Conceptualization and Planning 2.Core Functionality Development 3.User Interface Development 4.Vocabulary Challenges and Pronunciation Exercises 5.Achievements and Rewards System 6. Customization Features 7. Testing and Quality Assurance 8.Deployment |
| Starting-Ending Dates | |  |  |  |  | | --- | --- | --- | --- | | S.NO | Functionality | Start Date | End Date | | 1 | Planning | 2/14/2024 | 2/28/2024 | | 2 | Core Functionality Development | 3/1/2024 | 3/24/2024 | | 3 | User Interface Development | 3/25/2024 | 4/20/2024 | | 4 | Customization Features | 4/21/2024 | 5/4/2024 | | 5 | Testing and Quality Assurance | 5/5/2024 | 5/19/2024 | | 6 | Deployment | 5/20/2024 | 6/1/2024 | |
| Partial Payment by Milestone | 1. Conceptualization and Planning : 10% of total budget 2. Prototype Development : 30% of total budget 3. Alpha Version : 10% of total budget. 4. Beta Version : 20% of total budget. 5. Final Version : 10% of total budget. |
| Risks and Constraints | Risks: Technical Challenges: Potential issues with the implementation of adaptive learning algorithms User Engagement: The Risk of low user engagement and retention if the application is not sufficiently engaging.  Constraints: Time Constraint: Project must be completed within specified Time Budget Constraint: Adhere to the allocated budget for development and marketing Technology Compatibility: Ensure Compatibility with a range of mobile devices and operating Systems |
| Stakeholders | 1.Project Sponsor 2.Project Manager 3.Development Team 4.Quality Assurance Team 5.Marketing Team |
| Team Members: Roles and Responsibilities | Project Manager(Paani)  Development Team(Leela Krishna, Sahithi , Srujana)  Content Creation (Kalpana , Sweshik)  Marketing and promotion(Lahari, Chiranjeevi) |
| Extra Attributes | 1.User Progress Tracking 2.Social Integration 3.Real-world context Exercises 4.Offline learning Support  5.Cross Platform Synchronization |
| Signature & Approval | 1.Project Manager- Pinakapaani PinakaPaani 2.Stakeholder- Srujana srujana  This Project Scope is subject to approval by the Project Sponsor and relevant Stakeholders .Any changes to the scope must be formally requested and approved through the change control process. |

**Stake Holders Registration:**

Pinaka Paani(Project Manager)

Srujana(Front End Developer)

Leela Krishna(Backend Developer)

Sahithi (QA Analyst)

Lahari (Marketing Manager)

Chiranjeevi(Marketing Coordinator)

Kalpana(Data Analyst)

Sweshik (UI/UX Designer)