Language Learning Game

Overview

This Language Learning Game is an interactive web application designed to help users improve their language proficiency through exercises and activities. It features a user-friendly frontend for quizzes, a backend API for handling language learning logic, and a SQLite database to manage user data and progress.

Getting Started

Prerequisites

Before you start, ensure you have the following installed:

Python 3

Flask

Flask-SQLAlchemy

You can install Flask and Flask-SQLAlchemy using pip:

bash

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pip install Flask Flask-SQLAlchemy

Installation

Clone the Repository

bash

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git clone [URL of the repository]

cd [repository name]

Set up the Database

Run the models.py script to create the SQLite database.

bash

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python models.py

Running the Application

Start the Flask Server

Run the app.py file to start the Flask server.

bash

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python app.py

Access the Application

Open a web browser and navigate to http://localhost:5000. You should see the Language Learning Game interface.

**Features**

Interactive Quizzes: Engaging frontend interface for language quizzes.

Backend API: Manages the quiz logic, scoring system, and user interactions.

Database Management: SQLite database to store user data, progress, and language exercises.

User Progress Tracking: Keeps track of user progress and language proficiency levels.

Contributing

Contributions to the project are welcome! Please follow these steps:

Fork the repository.

Create a new branch: git checkout -b feature-branch.

Make your changes and commit them: git commit -m 'Add some feature'.

Push to the original branch: git push origin [project-name]/[location].

Create the pull request.

Alternatively, see the GitHub documentation on creating a pull request.