This essay discusses some of the constraints that may impact the project. One constraint is that I have no budget for the project and will be relying on free software. My plan is to use the open-source Godot engine as my IDE, as it has support for Android. There is also the possibility that using only free resources could limit my options for fonts that support Japanese characters. Another constraint is that of time, as I am developing this as a solo project. This requires me to restrict the scope of the project and avoid adding additional features. It is important that I keep to the schedule of the development plan, as there is not much additional time available if I fall behind. A third constraint comes from Japanese Kanji. Japanese characters cannot all be represented with a single byte, so use of Unicode is required. Unicode uses variable-width text characters, which I do not have experience in programming for.