

**Vision Statement:**

To develop an entertaining game for preschoolers to encourage learning.

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**Stakeholders:**

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| **Users**  Preschoolers – 2 to 5 yrs old | **Parents** | **Teachers** |

**Device:** 2D Mobile - Android

**Feature list:**

MVP:

1. Lesson (categories: Alphabets, colors, shapes)

2. Timed Quizzes

3. Scoring system (5 stars scale)

4. Audio Instructions

Optional:

1. Multiple language support

2. Trace the objects

3. Categories: Alphabets, numbers etc

**Content:**

1. Lesson categories
2. UX copy – Instructions, Feedback etc

**Design:**

1. Homescreen
2. Lesson view
3. Level view