Criterion A: Planning

Defining the Problem

When I was in elementary I was not the best at English, especially since my first language was Farsi or Persian. I had to learn every single grammatical rule and sound of letters and how they sounded together, and worse I had to spell them. This was absolutely the worst; we had a spelling test at the end of every week and a required spelling bee at the end of the year. Developing this app was a way I could ensure that students that also having trouble with spelling will be able to practice this outside of school in a fun, app.

Rational for the Proposed Solution

The reason for which I chose to develop this application was help students who were having a hard time with spelling and vocabulary. My original thoughts were, "What other way to teach students than with pictures?" Not only will this help them learn the definition of the word by instantly linking the picture to the word, but your brain will develop a communication between the two and whenever you see one you will automatically think of the other. Now I chose to make a standalone application and my rational behind it was because it's just easier and more efficient than any of the other approaches. And the reason I chose the programming language java was because I had already developed a Java application before so I had experience in the language and it can be used on multiple platforms, which is very important.

Starting Success Criteria

1. Create a mainframe with panel that contains buttons

2. When buttons are pressed open a dialog that contains that categories panel

3. The panel will have generated an image and an answer for that image

4. The student enters an answer in the textbox and the answer will be check

5. If correct you are given a "global point" and move on to the next question

6. If incorrect you are not given a point and move on to the next question