As a user I can navigate between learning, practicing, and translating morse code with a menu Storyboards/wireframes for each mode and main menu Make main menu ui file Make windows for each mode and link to menu Use Box2D to make each menu button shake when clicked Make backend to store where the user is currently interacting Settings UI Paddle/straight key toggle Volume slider WPM Keybindings	5
As a user I can freely input morse code or English letters and translate it to plain English/morse code to self check my understanding (like a translator) Design the ui Make backend store all different encodings Backend handles morse timings and translating user morse input Display morse versions of user english input Create a play button to play back sound and flashing indicator for the morse Sending the input information from frontend to backend (keyboard input/mouse input)	8
As a new user I can easily begin learning English letter's encodings in morse code UI for lesson page Letters and corresponding codes stored in backend Display a letter on screen Display morse code for that letter Get user input and check that it is correct Have some Box2D animation if correct/incorrect (Taylor)	4
As a new user I can view an explanation of the app so that I know the best way for me to learn	1

☐ Button in main menu☐ Popup that explains everything triggered on the button press	
As a user I can hear audio queues from the morse code so that I can more easily understand when to input my dots and dashes Create/find sound files to play for dots/dashes Play sounds on user input	4