Language Learning Game Rules

Objective

The objective of the game is to correctly answer language-related questions across different levels and themes, scoring as many points as possible before making a mistake.

Game Setup

1. **Language Selection**:
   - The player chooses a language from the available options: French, Spanish, or German.
2. **Theme Selection**:
   - The player selects a theme for the scenarios: Grocery Store, Beach, Bakery, or School.

Gameplay

The game consists of multiple levels, each with increasing difficulty:

Level 1: Vocabulary Recognition

- The player is presented with a scenario in English and three answer choices in the chosen language.
- The player must select the correct translation of a specific word from the scenario.

Level 2: Spelling

- The player is given a word in English and must spell out the correct translation in the chosen language.

Level 3: Fill-in-the-Blank

- The player is presented with a scenario in the chosen language with a missing noun.
- The player must choose the correct noun from three options to complete the sentence.

Scoring

- Each correct answer earns the player one point.
- The game continues until the player makes a mistake.

Game Over

- If the player selects an incorrect answer or spells the word incorrectly, the game ends.

- The player's final score is displayed.

Example Gameplay

Level 1:

- **Scenario**: "I need a new pair of shoes."
- **Options**: ["chaussures", "chapeau", "gants"] (French)
- **Correct Answer**: "chaussures"

Level 2:

- **Scenario**: "Translate 'lamp' into Spanish."
- **Correct Answer**: "lámpara"

Level 3:

- **Scenario**: "Ich brauche eine ___." (German)
- **Options**: ["Lampe", "Tasche", "Stuhl"]
- **Correct Answer**: "Lampe"

Additional Rules

- Players can only proceed to the next question or level after answering the current question correctly.
- Players are given a limited set of options to choose from in each question.
- The game provides immediate feedback after each question, indicating whether the answer is correct and showing the correct answer if the player was wrong.