

User Types

SR.NO	USER TYPE	DESCRIPTION
1.	Children Ages - 11 to 14	The primary users of this game are children between the ages of 6 and 12. This age range encompasses early to late elementary school, a period where language acquisition is crucial for cognitive development.
2.	Non-English Speakers	It caters to individuals from diverse linguistic backgrounds, such as Chinese, French, Hindi, Spanish, and others.
3.	Parents and Guardians	While the primary users are children, parents or guardians may also engage with the game to monitor their child's progress, set preferences, and ensure the game aligns with their educational goals and values.
4.	Educators and Language Instructors	Language teachers, tutors, and educators can use this game as a supplementary tool in language learning classrooms. The game's adaptability and variety of word categories make it suitable for integration into language curriculum.
5.	Community Centers and After-School Programs	Organizations that provide educational support, such as community centers and after-school programs, can utilize this game to enhance language learning opportunities for children in a group setting.
6.	Individuals in Limited Internet Access Environments	The inclusion of an offline mode makes the game accessible to individuals in areas with limited internet connectivity, allowing them to continue language learning without dependency on a consistent online connection.
7.	Cultural and Linguistic Diversity	The game is designed to cater to a broad spectrum of cultural and linguistic backgrounds. Its multilingual support ensures inclusivity for children from various regions and language communities.

User Requirements

- 1) The game should have a simple and intuitive user interface suitable for children, with clear instructions and easy navigation.
- 2) The game supports multiple languages, including Chinese, French, Hindi, and Spanish, catering to users with diverse linguistic backgrounds.
- 3) The game also adapts its difficulty levels based on the user's proficiency, providing a gradual progression to keep children challenged without overwhelming them.
- 4) Includes a wide variety of word categories, ranging from everyday objects and activities to emotions and expressions, to ensure a holistic language learning experience.
- 5) Includes a feature that allows users to track their progress, showcasing achievements and areas for improvement, motivating children to continue their language learning journey.
- 6) Provides options for users to customize their learning experience, such as choosing specific language pairs, adjusting difficulty levels
- 7) An offline mode to enable users to continue learning even in environments with limited or no internet access.

- 8) Ensuring that the game content is age-appropriate, considering cultural sensitivities and educational guidelines for children.