

Minimum Viable Product (MVP) outline for the language learning game:

Objective: Learn and match English words to the Chinese/French/Hindi counterparts by shooting down planets with the correct translation.

Features Across 10 Levels:

Level 1:

- Displaying the game's title prominently.
- Including an appealing visual design.
- Addition of a start button that initiates the transition to the gameplay screen

Level 2:

- Creating an engaging space scene with visually appealing planets.
- Designing of a spaceship at the bottom that is easily recognizable.
- The current level or the round will be clearly displayed
- The Chinese/French word will be prominently shown at the top.

Level 3:

- The objective should be clearly communicated to the player: shoot the correct English-named planet.
- Providing an intuitive visual cue for the target planet.

Level 4:

- Allows left and right movement for the spaceship.
- Integrate a shoot button for firing.

Level 5:

- Creating visually appealing explosions when a planet is hit.
- Ensuring a smooth transition and animation for the destruction of planets.

Level 6 :

- Implementing a system to verify if the player hits the correct planet.
- Award points for correct hits.
- A visual or auditory confirmation for correct answers will be provided

Level 7:

- Incorporating a timer per round or consider implementing levels.

- Increasing difficulty over time by speeding up planet movement or introducing more planets.

Level 8:

- Displaying the player's score prominently on the screen.
- Considerations of adding a high-score feature.

Level 9:

- Implementing a game-over screen triggered by completing a certain number of rounds or running out of time.
- Providing feedback on the player's performance, such as the number of correct hits.

Level 10:

- A positive feedback for correct answers will be provided , like celebratory animations or sounds.
- Encouraging players to try again for incorrect answers, possibly providing hints or educational feedback.

By focusing on these features, we can create a well-rounded language learning game that is not only educational but also enjoyable and engaging for your target audience.

