

Criterion A: Planning

Define a problem

English is the language of the modern world. According to the Statista website, English is the second language spoken on the planet. (The most spoken languages worldwide)

This language is important part of the life as it promotes the communication. English is the worldwide language, which is used to communicate with different nations (e.g. travelling), it is the language of the technology, people need it in the work etc.

The Client is my mom who doesn't speak English, but really wants to learn it. As, the applicant works with computers, she needs to know some English terms or understand the tasks. The Client also travels around the world, therefore it is needed for communication. The consumer wants a program that will help her to learn the basic grammar rules and be able to easily, without hesitation, speak with people. The Client spends a lot of time working on the computer, therefore it will be desktop game. I have some background with programming languages: I already have one year of programming on Java and C++. Thus, I will be able to create the application. Also, I believe that the Client will be satisfied. The uniqueness of my program is that it will not translate from English to Russian and vice versa, but it will consist of Kazakh and English languages. I decided to choose Kazakhs language because it is my mother language and most of adults (my client also) speak on this language. It means a lot of people will be interested in my program. (Appendix A)

Word count: 248

Rationale for solution

I decided to create a desktop game because this format is useful for my Client and through the game, it will be more interesting to learn the language and it will keep the audience's attention, so that the Client may often play the game. I chose Java

Eclipse because I have one year background. In addition, we did several tasks in that year. For example, I did calculator, 2D game and some mathematical exercises. It means that I already know some basic rules. The game will be designed in the Java Eclipse because it has several features:

- Java is an object-oriented programming language – this allows me to use inheritance, encapsulation, polymorphism and interfaces. These features will help me to make the game more efficient and minimize the duplicating of the code.
- Eclipse is free to download and its libraries and platforms are available
- Eclipse has a window builder that creates an easier way to make the design – it allows me, as a designer, to add and change new objects, colors, the font size and so on.
- I can easily use the code on the different versions of Java. It will run unchanged on newer versions.
- As it was sad before, I have some background, therefore it will not be so time consuming. And even that I may not know something, Java is much more easier than other programming languages. Thus, job can be done with the minimum of fuss.

Word count: 244

Success criteria

Make use of graphical user interface to show a graphical representation - vague, my client doesn't have any special wishes about the design. The main thing is to match in color: the Client's favorite colors are Tiffany blue (robin egg blue color) and crimson' appropriate font and button size, so that the Client can easily read and press.

The game will consist of two parts: educational and entertaining – As the purpose of the game to learn the language, the program will contain some rules and theory.

Moreover, to keep the Client's attention the entertainment is needed, thus there will be some games.

Allows the user to go to other courses – The game will contain few courses. For example, if the Client wants to stop the game and revise the theory, she can easily move from one page to another or from one course to another with the help of menu.

The program has a dialogue that is written and recorded - The game will have new window with the script of dialog and its recording that can be played again and stopped.

At the end of the “Fill in the Blank” game, it will display the scores with the message dialog – This function will show the understanding of the client and also encourage her to get better results. The score can be the negative number as scores are added, if the answer is right and taken, if the answer is wrong.

Bibliography:

Most spoken languages in the world | Statistic. (n.d.). Retrieved April 24, 2016, from <https://www.statista.com/statistics/266808/the-most-spoken-languages-worldwide/>