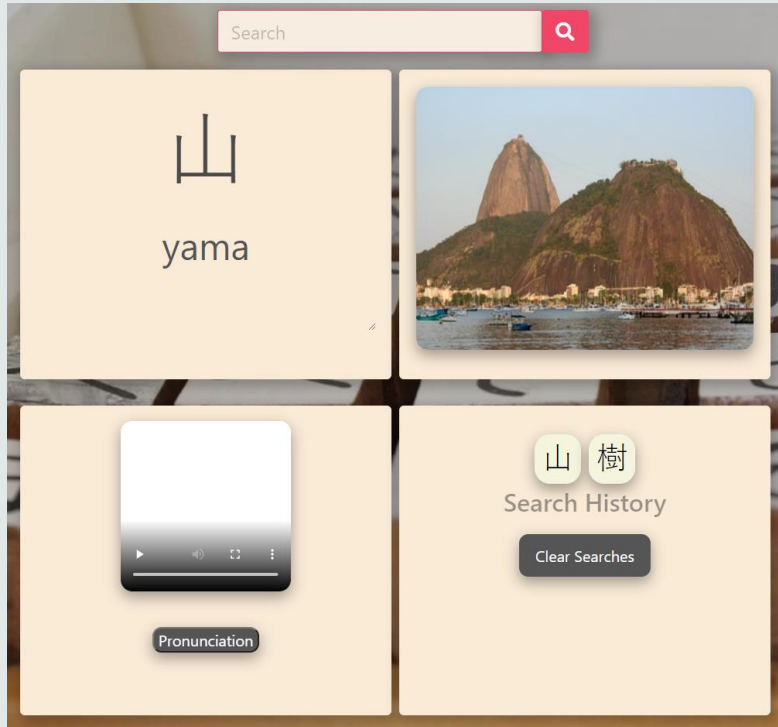


JAPANESE STUDY APP

The DMV
Daniel, Mitch, V

Idea

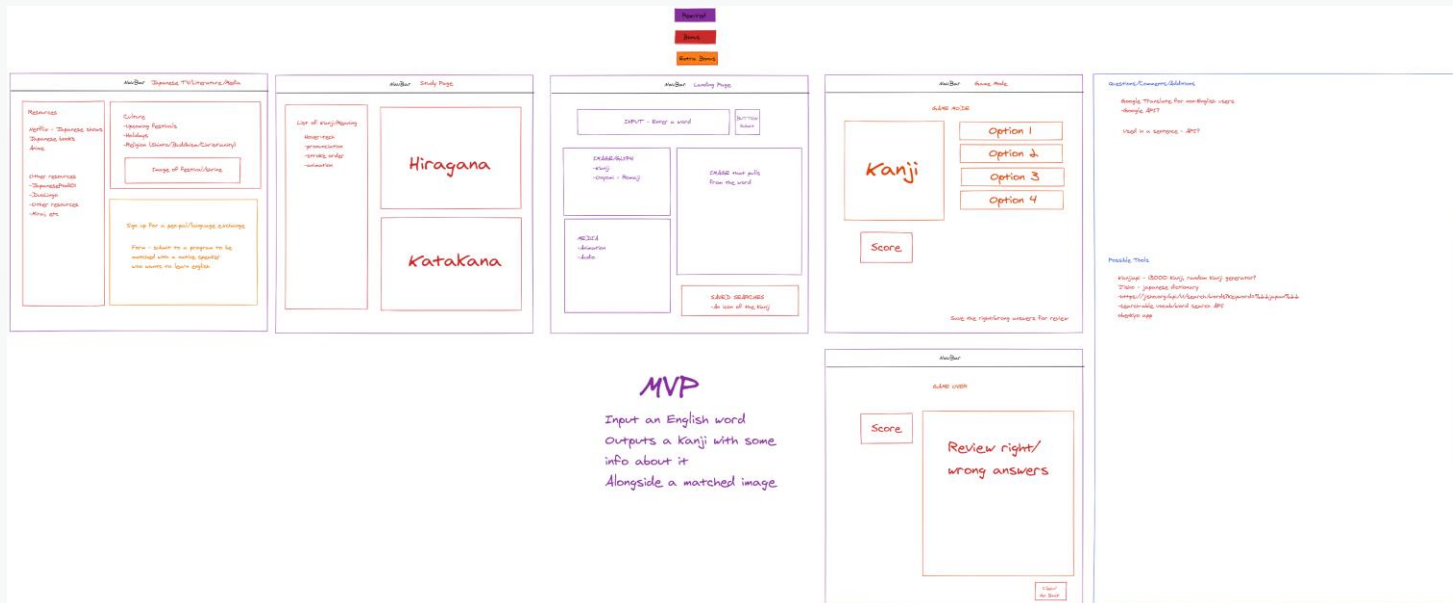


A studying app for English speaking people learning Japanese

- Combines Japanese kanji with photography to provide an associative learning experience for studying kanji
 - Input is an English word to be translated
 - Display information about the resultant kanji including
 - Glyph of the kanji
 - Romaji versions of the word
 - Animation illustrating the stroke order
 - Audio example of someone saying it
- Display a photograph that corresponds to the searched word to associate imagery with the kanji

The Plan

Started here, with a basic layout, MVP definition, and some ideas about additions, changes, or improvements



MVP

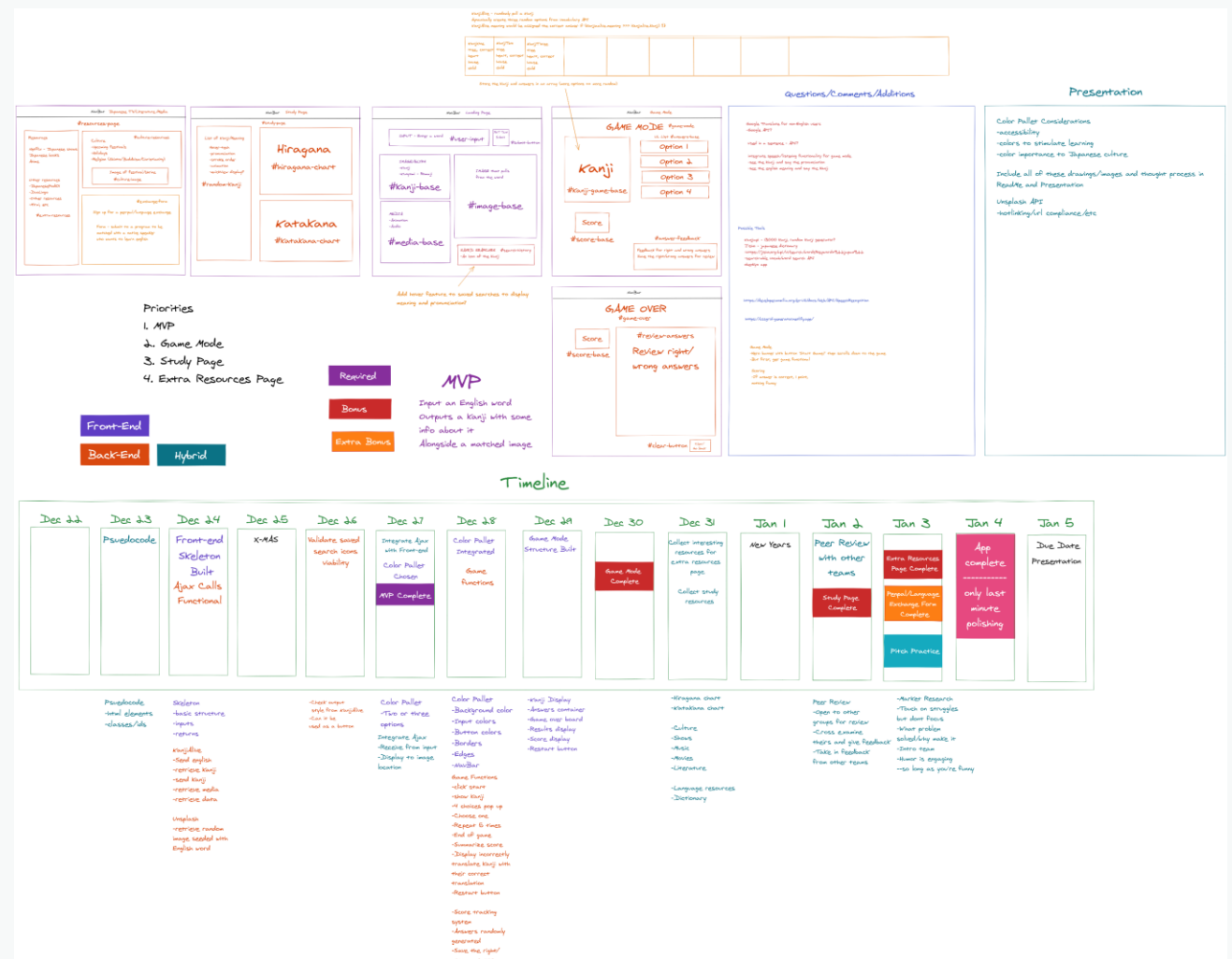
Input an English word

Outputs a Kanji with some
info about it

Alongside a matched image

Then we expanded to incorporate a fully defined timeline and data to feed into our Kanban board to break down the process further

We also included IDs for the various placeholders on the pages and the basic structure for the game object





The Game

APIs

KanjiAlive API

-<https://app.kanjialive.com/api/docs>

Unsplash API

-<https://unsplash.com/documentation>