**Project Description**

**Esperanto Flash Card App**

I am creating a flash card game where the user is presented with an English word and then has an opportunity to type in the equivalent word in Esperanto.

**MVP**

There would be a list of about 500-1000 words to draw from and one instance of the game would give the user 10 random words to try to answer.

The app would keep track of the score for the player, and show the player’s cumulative score.

When complete, the user would have the option to play again and the app would keep track of the player’s cumulative score for the entire session and also there would be a way for the player to exit to a page that describes the basic grammar of the language

**Post MVP**

Have logic where the player would not be able to move on to new words until they got at least 8 out of the 10 words correct. Incorporate a timer on the game page.

**Basic Format**

There would be a welcome page that would briefly describe the Esperanto language and contain a link to lernu.net (a site that provides free courses in Esperanto) and a link to the game page. The game page would contain an area for the English word that is to be translated, a text box for the player’s answer, and an area for the player’s score during the current round and their cumulative score. When the player has completed the 10 words, the English words and their correct Esperanto cognates will appear and the player will be given the opportunity to continue.

**API**

I have not yet been able to find an online English-Esperanto dictionary that has an API that I would be able to use for this app. At this point it looks like I will have to create a JSON page and store it locally.