****

**Sprint Planning Document (Sprint 1)**

**Sprint Goal Backlog (Sprint 1)**

February 16, 2023 – March 7, 2023

Ethan Schillinger, Henry Schenck, Joe Vossel

**High-level Project Overview**

**Project Mission:**

* Triolingo strives to provide a simple and intuitive interface for language learners to practice their skills in an interactive and engaging manner.

**Problems We Are Solving:**

* Current language learning apps do not provide a means through which the user can practice forming their own ideas in their target language.
* Finding a language learning partner can be difficult due to differences in time zones and potential severe language barriers to the point which benefits are minimal for both parties.

**Project Overview (High-Level Features):**

* **Website:**
  + **Language Selection:** Users should be able to select both their native language and their target language (to be learned). The web app navigation will be loaded in the user’s native language, with the vocab/chat functionalities being displayed in the user’s target language.
  + **Unit Selection:** Users should be able to select a unit in which they would like to practice, designed around a particular subject/topic.
  + **Vocab Units:** There should be a list of words in the target language that are relevant to each particular unit.
  + **Quizzes:** Users should be able to test their progress with randomized quizzes on vocabulary and grammar learned in a particular unit.
  + **Speech Practice:** Being the core feature, users should be able to practice typical conversations in real-time, centered around a particular subject that pertains to the current unit.
  + **Grading**: With each message sent in conversation, the user should receive feedback concerning their spelling and use of grammar.
* **Backend Services**
  + **Data Persistence**: Session information will persist across various routes/web pages, so that the user does not have to re-select such information with each route that is visited.

**Sprint 1 Planning**

**Sprint 1 Goals:**

1. Create a general app framework using Flask/SocketIO
2. Create a general UI layout for the app
3. Allow the user to switch languages
4. Include a searchable cross-language dictionary
5. Design a framework for vocab units
6. Design a framework for grammar units
7. Design the framework for practicing conversations
8. Generate vocab/grammar quizzes (all one quiz) that randomly pull from vocab lists
9. Allow the user to converse with chatbots in specialized scenarios (English)

**Sprint 1 Deliverables:**

* Create a general app framework using Flask/SocketIO**:**
  + **Assigned:** Ethan
  + Create app framework with Flask/SocketIO.
* Create a general UI layout for the app**:**
  + **Assigned:** Ethan
  + Design basic layout for webpage.
* Allow the user to switch languages**:**
  + **Assigned:** Ethan, Jacob
  + Allow user to select language and ensure information persists/determines unit/quiz selection.
* Include a searchable cross-language dictionary
  + **Assigned:** Jacob
  + Implement dictionary for user to be able to lookup/translate unknown words on the webpage
* Design a framework for vocab units
  + **Assigned:** Jacob
  + Webpage for user to view vocab units based off of unit selected
* Design a framework for grammar units
  + **Assigned:** Jacob
  + Webpage for user to view grammar units based off of unit selected
* Design the framework for practicing conversations
  + **Assigned:** Joe
  + Build and implement basic conversation practice framework
  + User input, bot output
* Generate vocab/grammar quizzes (all one quiz) that randomly pull from vocab lists
  + **Assigned:** Jacob
  + Flashcards/grammar quizzes based on vocab list
  + Random generation/ordering for questions
* Allow the user to converse with chatbots in specialized scenarios (English)
  + **Assigned:** Joe
  + Develop conversation practice with specific scenarios
  + User can practice in a specially designed environment tailored to unit