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**FluencyForge**

*(formerly Triolingo)*

**Sprint Planning Document (Sprint 2)**

**Sprint Goal Backlog (Sprint 2)**

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**High-level Project Overview**

**Project Mission:**

* FluencyForge 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 2 Planning**

**Sprint 2 Goals:**

1. Create Vocab Lists for units
2. Populate vocab units (ENG)
3. Populate grammar units (ENG)
4. Populate vocab units (RUS)
5. Populate grammar units (RUS)
6. Create Specialized Scenarios to practice units (weather, restaurant) (ENG)
7. Create Specialized Scenarios to practice units (weather, restaurant) (RUS)
8. Conversation data collection (ENG)
9. Conversation data collection (RUS)
10. Chatbot conversation (RUS)
11. Chatbot Integration (ENG/RUS)

**Sprint 2 Deliverables:**

* Create Vocab Lists for units**:**
  + **Assigned:** Ethan/Jacob
  + Create Vocab Lists for units.
* Populate vocab units (ENG)**:**
  + **Assigned:** Jacob
  + Populate vocab units in english.
* Populate grammar units (ENG)**:**
  + **Assigned:** Jacob
  + Populate grammar units (ENG).
* Populate vocab units (RUS)
  + **Assigned:** Ethan
  + Populate vocab units (RUS)
* Populate grammar units (RUS)
  + **Assigned:** Ethan
  + Populate grammar units (RUS)
* Create Specialized Scenarios to practice units (weather, restaurant) (ENG)
  + **Assigned:** Joe
  + Chatbot scenarios for user to practice with (ENG)
  + User input, bot output
* Create Specialized Scenarios to practice units (weather, restaurant) (RUS)
  + **Assigned:** Joe, Ethan
  + Chatbot scenarios for user to practice with (RUS)
  + User input, bot output
* Conversation data collection (ENG)
  + **Assigned:** Joe
  + Gather data for training set
  + Train bot
* Conversation data collection (RUS)
  + **Assigned:** Joe, Ethan
  + Gather data for training bot
  + Trian the bot
* Chatbot Conversation (RUS)
  + **Assigned:** Joe, Ethan
  + Implement general chatbot
  + Integrate into webpage
* Chatbot Integration (ENG/RUS)
  + **Assigned:** Joe, Ethan
  + Integrate into webpage