We have developed an app designed for dyslexic children. We implemented login/register system and saving the current user's session and language by using shared preferences. Within the app, users can earn points, and they can easily keep track of their points from the main menu, where they can choose between learning and gaming.

We have a virtual assistant named Rover in our app, inspired by the iconic Windows XP character. Users can interact with Rover by tapping on it, causing it to animate randomly along the XYZ axes wherever it appears on the screen.

In the learning section, we have designed a book-like style interface that allows users to navigate through the content using forward and backward buttons. We have utilized texts and images that cater to the specific topics being covered. Additionally, to enhance the learning experience, we have dynamically included animations and changed the background to align with the respective topic being presented for some topics.

For the gaming section, we have developed positive/negative feedback system and several engaging games to entertain and educate users. These include:

1. Memorization: A game where users need to memorize and recall sequences of numbers.
2. Reversed Memorization: A challenging twist on the memorization game, where users are presented with a sequence and must correctly reproduce it in reverse order.
3. Finding Similars: A game that tests users' ability to identify similar objects or patterns from a set of options.
4. Tracking the Ball: A game where users must visually track a moving ball.
5. Correct Word Writing: A language-focused game that presents users with words and challenges them to write them correctly.

It's worth noting that our app also includes a language option that allows users to change the language at the login/register menu or from the main menu. When the language is changed, all the texts and images within the app will be adjusted accordingly.

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