Project Pitch

Team 17

Team

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Overview

Language flash cards

- App is made for users studying a new language more specifically words

- App is made with a CLI

- User can create, edit and play levels which hold multiple flash cards

- Completion of level will be when all cards are solved

- For each level a badge is earned based on score

- Users will be able to print their results

Feature 1

Name: CLI

Description:

We've chosen a CLI for the user to interact with, however to add to the gamification element of our application. We'll dedicated some time to incorporate decorating the text and adding some visual elements to app. We've chosen this option because we want to focus on the software design rather than the visual design of the project.

Champion: Sem

Feature 2

Name: Levels

Description:

The user needs to have an overview of the levels and allow them to play any level. Badges are displayed in a list where the badge is shown per level together with the progress if a level has not been completed. Each level can also be cleared which will reset the state of the level but not the already obtained badge. Badges can be upgraded when there's a better attempt but can't get 'worse'.

Champion: Sem

Feature 3

Name: Flash cards

Description:

The user will be shown a card in one language and prompted to type the word in the other language. Each card can be flipped to reveal the answer after the user submits their response. Unsolved cards will be added back to the deck in random order. Once for example x% incorrect answers they unlock the bronze badge. You keep going until all cards have been solved once. We have chosen for the method of re-inserting the unsolved cards so that the user ends having learnt all of the cards. You also have the possibility the practice the cards the other way around.

Champion: Gabriel

Feature 4

Name: Editing

Description:
The user needs to have the ability to create, edit or delete levels. A level can be given a name, 'to' language (*English*) and 'from' language (*Dutch*) and flashcards.
The user is able to create, edit and delete cards in a level. When creating or editing you can add a 'from' word (Appel), 'to' word (Apple), a 'from' (*Een appel per dag houdt de dokter weg*) hint sentence and a 'to' meaning (*'A fruit'*). The sentences are optional but the words are required.

Champion: Adam

Feature 5

Name: Print progress report

Description:

The user is able to print a pdf of the levels and badges achieved in a certificate style. Names of the levels, number of cards, percentages and name of the user.

Champion: Anna

Time log

Team number		15		
Member	**Activity**	**Week number**	**Hours**	
All	Assignment 1	1	2	
		TOTAL	2	

Signed contract

We all commit to the responsibilities stated in the this document and helping each other out where possible and needed.

~ Team 17