Ｉ spend 3-4 hours to complete this test, about 40 minutes in concept, 1 hour in model layers, 1 hour in game mechanics, 40 minutes in views.

First of all, I generate a model to manage the source data(languageData class).

In the limit time, I focus on data process and code logical. And spending less time in UI.

I might to improve the UI and user experience. For example animation.