Design Challenges

1. Make an app running on a mobile device.
2. To design a real game app.
3. Design a game which can attract users.
4. Need to learn mang new technologies, such as unity, marvel, Photoshop and so on.
5. The suitable interface design. Let users know how to manipulate it easily.
6. The detail of the game, such as the function, the action sequence and how to organize them together.

Design Motivation

Vocabulary is a very important part for a language learner. However to remember them is always difficult and boring. So we want to design an application that can make learning more interesting. Everyone likes playing game. Thus we want to combine the game with language learning into one application. It can help users to remember the meaning of vocabulary and article of it through a relaxing way. Users will have more fun to remember the boring vocabulary. We will design a mobile device app, and thus users can learn language whenever and wherever they are.