

Design Challenges

1. Make an app running on a mobile device.
2. To design a real game app.
3. Design a game can attract user.
4. Need to learn many new technologies, such as unity, marvel, Photoshop and so on.
5. The suitable interface design. Let user know how to manipulate 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. But to remember them is always difficult and boring. So we want to design an application that can make language learning more interesting. Everyone like playing game. Thus we want to combine the game and language learning into one application. It can help user to remember the meaning of vocabulary and article of it through a relaxing way. User will have more fun to remember the boring vocabulary. We design a mobile device app, thus user can learn language whenever and wherever they are.