

Req. Name	Description	Priority	Rationale		
Notification Feature	The system shall have the option of notificaitons for the user	2	Notifications would be necessary to remind the user of their ongoing lessons.		
Interface	The system shall have an interface that allows the user to interact with text.	1	Users would want to use a dynamic interface that keeps them interested.		
Account Registration	The system shall allow users to create an account/log into an existing account.	1	Users need to be able to make an account to save progress.		
Interface	The system shall allow users to practice for a set duration of time.	2	Users can learn a language at their own pace.		
Interface	The system shall allow users to have access to tutors.	2	Users can ask for help for topics that they may struggle on.		
User Progress	The system shall allow users to track their progression for each section.	1	Users can see how far they've gotten and how much further they have left.		
Revenue	The system shall allow for a match min game that takes words in the new language to the one	2	This would allow for more gamificaion		
Interface	The system shall allow accessibility features.	1	Users with disabilities can use the system with less trouble.		
Interface	The system shall allow users to pitch the speed of audio.	3	Users would be able to listen to audio at a faster rate.		
Gamification	The system shall have milestones for each level of lesson.	2	Gamificaion increases user engagement and encourages continued learning.		
Daily Reminders	The system shall remind users daily to complete a lesson through notifications.	1	Consistent remainders prevent users from abandoning the platform and maintain regular engagement.		
Peer-to-Peer Learning	The system shall allow users to collaborate in forums/ group learning sessions.	2	Peer learning fosters a community that shall provide opportunities for users to help each other improve.		
Flashcards	The system shall allow users to review key vocabulary/ concepts with flashcards.	3	Flashcards offer quick ways to reinforce learning and improve recall through repetition.		
Lessons	The system shall have lessons that the user can select to start learning from.	1	Users need a reason to use the app in the first place, which is for language lessons.		
Report Bugs	The system shall have an option to report bugs with the system.	1	It would be useful to know if there are any problems with the system.		
News Tab	The system shall have a news tab with recent updates to the system.	1	It's necessary for users to know the progress and upkeep of the app they will be using.		
Language	The System shall have the option to learn at least one language	1	it is necessary for there to be at least one language to learn		
Second Language	The System shall allow for the option learn at least two language	2	It would be useful to have more options		
Voice Recognition	The System shall include voice recognition for pronunciation practice.	1	Voice recognition helps users practice speaking the language and improve pronunciation accuracy.		
Offline Mode	The System shall offer an offline mode for users to access content.	2	Offline access is important for users who may not always have internet connectivity, enhancing accessibility and user retention.		
Progress Sharing	The system shall allow users to share their progress on social media.	3	Encourages user engagement and can act as a marketing tool by spreading awareness about the app.		
Customizable Avatars	The system shall allow users to create and customize avatars.	3	Custom avatars can increase user engagement and personal investment in the app.		
Time Management	The system shall allow users to set daily or weekly learning goals.	2	Time management tools can motivate users to build consistent study habits and reach their learning goals.		
Multilingual Support	The system shall offer instructions and navigation in multiple languages.	1	Multitligual support makes the app accessible to a broader audience, especially those who primary language is not English.		
Adaptive Learning	The system shall adapt the difficulty level based on the user's performance.	1	Adaptive learning ensures that the user is consistently challenged at the right level, enhancing personalized learning experiences.		
AI-based Tutor	The system shall include an AI-based tutor for conversational practice.	2	An AI-based tutor can simulate real conversations, helping users practice langauge in a natural, interactive setting.		
Acheivement Badges	The system shall reward users with badges for reaching learning milestones.	3	Acheivement badges motive users to stay engaged and recognize their progress in a fun, rewarding way.		
Interactive Quizzes	The system shall include interactive quizzes at the end of each section.	2	Interactive quizzes help users assess their comprehension and reinforce learning through active recall.		
Account Registration	The system shall allow users to create a username for their account.	1	A username is essential for logging in.		
Account Registration	The system shall have users create a password for their account.	1	A password is essential for logging in.		
Account Registration	The system shall assign the user's account a user id number.	1	Giving accounts an ID number can come in handy with searching for specific accounts.		
Gamification	The system shall have points the user can earn by completing lessons.	2	Points can be an incentive for users to keep learning.		
Gamification	The system shall have a streak that the user can keep up by completing lessons.	3	Having a "learning streak" can encourage the users to maintain it and have a reason to come back to the app.		
Gamification	The system shall allow users to use points to customize their setup.	3	Being able to use points for customization would add to the visual appeal of the app.		
Gamification	The system shall have a store for users to use their points in.	3	Having an in-app store would add some "flair" to the user's learning environment.		
Account Registration	The system shall allow the user to change their username if needed	1	This will allow the user to change their username in case they have forgotten it or if they just wanted to just becuse.		
Account Registration	The system shall allow the user to change their password if needed	1	This will allow the user to change their password in case they have forgotten it or if they just wanted to.		
Gamification	The system shall allow the user to add friends	3	This will allow the user to connect with their friends and interact with them while learning a language		
Gamification	The System shall allow the user to challenge their friends in lessons	3	Challenging their friends that are also learnig the same language can be fun and creates and incentive for the user to continue learning		
Account Registration	The system shall allow the user to delete their account	1	The user can delete their account if they feel they want to.		
Gamification	The system shall allow the user to track their friends progress in their lessons	3	Allowing the user to track their friends progress can motivate the user to continue with their learning		
Interface	The system shall allow the user to use the app in dark mode	3	This will let the user change the app's appearnce to a more darker look if that's what they prefer		
Interface	The system shall keep track of daylight in order to change from light mode, to dark mode	3	This will allow the app to match to the environment outside by seeing if it's day or night time.		
Revenue	The system shall play adds after every few lessons	3	This will allow the app to make revenue while also teaching the users.		
Customizable Learning Paths	The system shall allow users to customize their own learning paths based on their personal goals	3	This would provide flexiblty and cater to individual learning styles.		
Offline Mode	The system shall allow users to download lessons and access them offline.	2	This feature would improve accessibility for users who do not have consistent internet access.		
AI-Generated Profesisonal	The system shall use AI to provide personalized feedbck based on user performance in exerc	2	AI-driven feedback would help users identify areas of improvement and encourage continuous learning.		
Live Virtual Tutor Integratio	The system shall allow users to book live tutoring sessions with professional language instruct	1	This would provide users with direct interaction and real-time feedback, increasing engagement and learning.		
Speech Recognition for Sente	The system shall enable users to practice constructing full sentences through voice input.	2	This woudl improve users' prononciation and sentence structure through active speaking practice.		
Interface	The system shall enable users to see where they are ranked among their friends	2	This would incentivise the users to practice more when they see where they are ranked among their friends		
Interface	The system shall asks users questions in different formats	1	This would include mutiple choices and fill in the blank		
Interface	The system shall give feedback to the users after a lesson is complete	2	This would provide users a view on what they need to practice and what they are excelling in.		
Interface	The system shall allow the users to change the level of difficulty when learning a lesson	2	This would allow the user to learn at their own pace while challenging themselves to a level that they feel would suit them better.		
Progress Tracker	The system shall track the lessons on whether they have completed it or not	2	This would show what lessons the user would need to complete and what they have already completed		
Interface	The system shall grade the assements that are given to the user	1	This would show the user what they need to work on when it comes to studying their language and what they are excellent in		