**User Stories**

User Story #1: The user should be given a way to log in with their name (or other identifying attribute) upon opening the app so progress can be monitored. Data related to the user’s progress will be stored on the cloud and used to adapt the level of difficulty of the picture set being shown.

User Story #2: After logging in, the user should have the ability to pick between different sets of pictures. Different sets should be of increasing difficulty. (Classification of increasing difficulty should be clarified by the customer)

User Story #3: When the user is presented with a picture, they should have the option to say its name or get a hint by selecting a help button. The hint options should include using the word in a phrase, giving the first letter of the word, a rhyming word, or saying the word. On this screen, the user should also have the option to skip this word and move on to the next word.

User Story #4: After the user has finished speaking, the “correct” or “incorrect” result from the speech recognition will be shown. The user will then have the option to try again or move on to the next word. The user’s score should be incremented, and this change should update their store in the cloud.

User Story #5: For each session of the app, a score should be logged for the user based on the level of difficulty of the words spoken and how many words they spoke correctly. An award system will give awards to users based on which score increments they have achieved or which categories they have done well in.

User Story #6: The user should be shown their current session score and lifetime achievement score throughout the game

**Questions for Customer**

1. How do we judge what levels of difficulty the pictures have? Will we be provided a dataset to create our stimulus sets from?

2. What sort of login system should be implemented? Should the user’s information be stored locally or in the cloud, will the user be using this app on their local device (i.e they will only need to register/login once and their information will be stored locally so they don’t have to re-enter it) or will it be used from a common device where they would have to enter their info whenever they want to use it?

3. Is this purely focused on speech? Should there be a backup keyboard entry option?

4. Are the hints to be made by the developers, or by specialists? If by specialists, will any sort of infrastructure be provided for the developers to access the hints for a given picture easily?

5. Should we let users re-try if they have incorrectly guessed? How many times? Should we deduct points?

6. How exactly is the scoring system to be implemented? Our idea was to provide separate scores for the current session as well as a “lifetime achievement” score. The first would be a percentage- or ratio-based score, and the second would be an accumulation of the number of correct answers.

7. If the user gets a streak of correct answers then should the app ask the user if they wish to move to a higher difficulty level? Or should we just keep incrementing the user’s score and let them finish the entire stimulus set and then move on if they wish to do so.