USERR LOGS IN AND COMPLETES FLASHCARD
LESSON

Users | UserList | Lesson | SongList | Song | Flashcard | StreakSystem | Achievement | DataWriter

getUser(username,password)

return User instance

startFlashcardSession()

getSong(lessonID)

return Song instance

getFlashcards(lessonID)

return Flashcard set

getQuestion()

return Question

LOOP

answerFlashcard(flashcardID, answer)

getAnswer()

recordResponse(user, answer)

completeLesson()

increaseStreak(user)

updateStreakCount()

unlock()

displayAchievement()

saveFlashcardProgress(user, lessonID, progressData)

saveUserData(User)