

| ID | Name | Requirement | Priority | Rationale |
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| Login | | | | |
| 1 | Login | The user will input the following information to login: | | 1 Logging in helps them recover the user's data and progress. |
| 1.1 | | Username | | 1 Username will be used to identify the user's account. |
| 1.2 | | Password | | 1 Password will be used to allow the user to login. |
| 2 | Sign up | The user will be given the option to make an account or continue as guest | | 1 An account will be optional to attract as many users as possible. |
| 3 | Account Information | To create an account, the following information is required: | | 1 An account will allow a user to login on a different device and save their progress. |
| 3.1 | | First Name | | 2 The system needs the user's name to address them properly. |
| 3.2 | | Last Name | | 2 The system needs the user's name to address them properly. |
| 3.3 | | Username | | 1 The username will be used to identify the account and login |
| 3.4 | | Password | | 1 The password will be used to allow the user to login. |
| 3.5 | | The password will have 8 character requirement | | 1 8 characters ensures security for the user. |
| Language Options | | | | |
| 4 | Language | The program will display the following options for languages: | | 2 Users will be able to choose what language they would like to learn. |
| 4.1 | | Spanish | | 2 Spanish is the language most Americans desire to learn |
| 4.2 | | German | | 2 German is one of the most desired languages to learn for English speakers |
| 4.3 | | French | | 2 French is one of the most desired languages to learn for English speakers |
| 4.4 | | Chinese | | 2 Chinese is one of the most spoken languages in the world. |
| 5 | Difficulty | The program will display the following difficulty options: | | 2 The user can choose the difficulty of the lessons. |
| 5.1 | | Easy | | 2 Beginners should choose easy for simpler, surface level lessons. |
| 5.2 | | Medium | | 2 Users that have fair experience should choose medium for a balanced lesson plan. |
| 5.3 | | Hard | | 2 Advanced users should choose hard for the most in depth lessons. |
| 6 | Language Progress Bar | There will be a progress bar to display user progress through the language | | 3 A progress bar shows users how close they are to completing the lesson. |
| 7 | Board Game | There will be a board game to keep track of the user's progress through a language | | 2 This will be how the learning is gamified for the user |
| 7.1 | | The board game will contain 25 spaces until the end. | | 3 25 spaces is a good middle ground number between too short and too long. |
| 7.2 | | The end of the board game will mark completion of the language | | 3 Users would rather work towards completing a board game than just a progress bar. |
| 8 | Lesson Completion | Upon completion of a lesson, the user will advance 1 space on the boardgame | | 2 This gives lessons a reward following completion. |
| Lessons | | | | |
| 9 | Topics | The program will offer a selection of topics for the user to choose: | | 2 Users have different interests and allowing them to choose the topic helps keep their satisfaction high. |
| 9.1 | | School | | 4 School is a very common simple topic to talk about |
| 9.2 | | Family | | 4 Family is a very common simple topic to talk about |
| 9.3 | | Weather | | 4 Weather is a very common simple topic to talk about |
| 9.4 | | Pets | | 4 Pets are a very common simple topic to talk about |
| 9.5 | | Food | | 4 Food/Drinks are a very common simple topic to talk about |
| 10 | Lessons | Lessons will consist of the following formats: | | 1 Having different forms of lessons helps users stay engaged. |
| 11 | Story | Story | | 2 Stories will be used to introduce the new lesson while incorporating many of the new words. |
| 11.1 | | There will be one story per lesson | | 3 One story at the beginning of the lesson will introduce the user to the topic. |
| 11.2 | | The story will have a maximum of 10 pages | | 3 Ten pages will feel quick not be too big of a commitment to the user. |
| 11.3 | | The story will have one picture per page | | 2 A picture will greatly help in comprehension |
| 11.4 | | The story will have one line of text in the foreign language per page | | 3 This will make the story not too difficult to read. |
| 12 | Flashcards | Flashcards | | 2 Flashcards will be used early in the lesson to help users learn new words. |
| 12.1 | | The flashcard will have a foreign vocabulary word on one side | | 2 A flashcard generally has a question on one side |
| 12.2 | | The flashcard will have a English translation of the word word on one side | | 2 A flashcard generally has the answer on the other side. |
| 12.3 | | The program will allow the user to flip the card with no limit | | 3 The user can flip the card until they understand it |
| 13 | Fill in the blank | Fill in the blank | | 2 Fill in the blank is good for users to practice coming up with responses in the new language. |
| 13.1 | | The program will display a sentence in the foreign language | | 3 This will test the users ability to put together sentences |
| 13.2 | | The vocab word will be a blank | | 3 This will test the users vocab retention |
| 13.3 | | The program will display if the user input is correct | | 3 Showing the user their results immediately causes less stress than not showing them |
| 14 | Matching | Matching | | 2 Matching helps users practice linking what they are learning to what they know. |
| 14.1 | | The program will display 5 foreign vocabulary words | | 2 Five is a good number to not overwhelm users with vocab words |
| 14.2 | | The program will display 5 English translations | | 2 Five is a good number to not overwhelm users with vocab words |
| 14.3 | | The program will display if the user input is correct | | 2 Showing the user their results immediately causes less stress than not showing them |
| 15 | Multiple Choice | Multiple Choice | | 2 Multiple choice can be used to test retention. |
| 15.1 | | The program will display a question in the foreign language | | 2 This tests the user's reading comprehension in the new language. |
| 15.2 | | The program will display four options in the foreign language | | 4 Four options is the standard amount of options for a multiple choice question |
| 15.3 | | The program will display if the user choice is correct | | 2 Showing the user their results immediately causes less stress than not showing them |
| 16 | Lesson Progress | The user's progress through the lesson will be saved | | 1 This allows the users to come back later and pick up where they left off. |
| 17 | Lesson Review | The program will have a review at the end of every lesson | | 2 This helps to ensure the user has properly learned everything in the lesson. |
| 18 | | The review will have 5 multiple choice questions | | 3 Five questions is a good amount to assess if the user has successfully learned the content. |

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| 18.1 | | The lesson review will retest the user on their incorrect questions | 2 | This helps the user recognize what they got wrong and make sure they understand it before completion of the lesson. |
| Settings | | | | |
| 19 | Accessibility | The program will have the following options available for the user to tweak: | 3 | Having accessibility features benefits many people and gives them a better chance to enjoy the program. |
| 19.1 | | Font size | 3 | Font sizes can be beneficial for those with reading difficulties. |
| 19.2 | | Light Mode | 3 | Light modes can be beneficial for those with visual difficulties. |
| 19.3 | | Text-to-Speech | 3 | Text-to-Speech can be beneficial for those with reading difficulties. |
| 19.4 | | Speech-to-Text | 3 | If the user is in a noisy environment, they can change the lesson from speech to text. |
| Friends List | | | | |
| 20 | Friends List | There will be a list that displays all of the user's friends | 3 | Being able to connect with friends greatly enhances the user experience. |
| 21 | Leaderboard | This friends list will be on a leaderboard sorted by most points earned to least. | 3 | Making this program competitive offers a new incentive to use the program. |
| 22 | Search Users | There will be a search bar to look up other users | 3 | This is how users will be able to add their friends. |
| 23 | Add Friend | On every user's profile will have a button titled "Add Friend" | 2 | Being able to add your friends help grow our playerbase |
| 24 | Remove Friend | On every friend's profile will have a button titled "Remove Friend" | 2 | If the wrong account is added or feelings change about a friend being able to remove a friend is crucial. |
| Data | | | | |
| 25 | User Data | The user will have the following data saved: | 1 | Saving data helps the user so they dont have to input this data everytime they open the program.. |
| 26 | | First name | 3 | The user will not have to set their first name every time they log out. |
| 27 | | Last name | 3 | The user will not have to set their last name every time they log out. |
| 28 | | Username | 3 | The user will not have to set a new username every time they log out. |
| 29 | | Password | 3 | The user will not have to set a new password every time they log out. |
| 30 | | Current languages | 3 | The user can do multiple languages at a time. |
| 31 | | Language progress | 3 | The user will not have to restart a language every time they log out. |
| 32 | | Lesson progress | 3 | The user will not have to restart a lesson every time they log out. |
| 33 | | Incorrect Questions | 3 | The user can log out and still have a collection of troubling questions. |
| 34 | | Friend list | 3 | The user will not have to add a friend every time they log in. |