ReadMe App - Complete Microcopy Kit

App Overview

ReadMe is a gamified children's reading platform designed to make reading fun, engaging, and trackable for young readers while giving parents comprehensive oversight and control. The app serves two distinct user types:

For Children (Primary Users): ReadMe transforms reading into an adventure through a carefully designed library of age-appropriate books, interactive quizzes to test comprehension, achievement systems with badges and points, and competitive leaderboards to encourage consistent reading habits. Children can browse books, read at their own pace, earn rewards, track their progress, and compete with peers through weekly challenges and league rankings.

For Parents (Secondary Users/Guardians): Parents receive a dedicated dashboard to monitor their child's reading activity, set reading goals, apply content filters to ensure age-appropriate material, view detailed reading history with time spent and comprehension scores, and link multiple children's accounts for family oversight.

User Journey: New users sign up and complete a personalized quiz that tailors book recommendations to their interests and reading level. Children then explore the library (filtered by parental controls if applicable), start reading books, take optional comprehension quizzes for bonus points, earn achievements, and compete on leaderboards. Parents can log in separately to monitor progress, adjust content settings, and encourage reading through goal-setting.

Authentication & Onboarding

Login Screen

Path: `lib/screens/auth/login_screen.dart`

Copy	Context	Purpose	User Type
"Welcome back!"	SnackBar shown after successful login	Greeting message to returning users	Both
"Login"	Toggle button / screen title	Indicates user is on login form	Both
"Register"	Toggle button for switching to registration	Directs users to create new account	Both
"Email"	Input field label	Identifies email address field	Both
"Password"	Input field label	Identifies password input	Both
"Please enter your email"	Email field validation	Error shown when email is empty	Both
"Please enter a valid email"	Email field validation	Error for incorrect email format	Both

Copy	Context	Purpose	User Type
"Please enter your password"	Password field validation	Error when password is empty	Both
"Password must be at least 6 characters"	Password validation	Informs minimum password length requirement	Both
"Login"	Primary action button	Submits login form	Both
"Don't have an account? Register"	Footer text / navigation	Encourages new users to sign up	Both
"Forgot Password?"	Link button	Initiates password recovery flow	Both

Register Screen

Path: `lib/screens/auth/register_screen.dart`

Copy	Context	Purpose	User Type
"Create Account"	Screen title / heading	Indicates registration process	Both
"I'm a…"	Account type selector label	Prompts user to choose account type	Both
"Child"	Account type option	Child account selection	Child
"Parent"	Account type option	Parent account selection	Parent
"Username"	Input field label	Identifies username field	Both
"Email"	Input field label	Email address input	Both
"Password"	Input field label	Password creation input	Both
"Confirm Password"	Input field label	Password confirmation input	Both
"Date of Birth"	Input field label (child accounts)	Collects child's age for content filtering	Child
"Please enter a username"	Validation error	Shown when username is empty	Both
"Username must be at least 3 characters"	Validation error	Minimum username length requirement	Both
"Please enter your email"	Validation error	Email required	Both
"Please enter a valid email"	Validation error	Email format validation	Both
"Please enter a password"	Validation error	Password required	Both

Copy	Context	Purpose	User Type
"Password must be at least 6 characters"	Validation error	Minimum password length	Both
"Please confirm your password"	Validation error	Confirmation field required	Both
"Passwords do not match"	Validation error	Password mismatch error	Both
"Please enter your date of birth"	Validation error	DOB required for child accounts	Child
"You must be at least 3 years old"	Validation error	Age restriction message	Child
"Register"	Primary action button	Submits registration form	Both
"Already have an account? Login"	Footer navigation	Directs existing users to login	Both
"Account created successfully!"	Success SnackBar	Confirms successful registration	Both

Onboarding Screen

Path: `lib/screens/onboarding/onboarding_screen.dart`

Copy	Context	Purpose	User Type
"Welcome to ReadMe!"	First onboarding slide title	App introduction	Child
"Discover amazing stories and grow your reading skills"	First slide description	App value proposition	Child
"Build Your Library"	Second slide title	Feature highlight - library	Child
"Choose from hundreds of books tailored to your interests"	Second slide description	Explains personalization	Child
"Earn Rewards"	Third slide title	Feature highlight - gamification	Child
"Complete quizzes, earn badges, and climb the leaderboard!"	Third slide description	Explains achievement system	Child
"Track Progress"	Fourth slide title	Feature highlight - analytics	Child
"Watch your reading stats grow as you explore new worlds"	Fourth slide description	Motivates through progress tracking	Child

Copy	Context	Purpose	User Type
"Next"	Navigation button (slides 1-3)	Advances to next onboarding slide	Child
"Get Started"	Final button (slide 4)	Completes onboarding, goes to quiz	Child
"Skip"	Skip button (all slides)	Allows users to skip onboarding	Child

Child Experience

Home Screen

Path: `lib/screens/child/child_home_screen.dart`

Copy	Context	Purpose	User Type
"Welcome back, [username]!"	Top greeting with user's name	Personalized welcome message	Child
"Good morning, [username]!"	Morning greeting (6am-12pm)	Time-based personalized greeting	Child
"Good afternoon, [username]!"	Afternoon greeting (12pm-6pm)	Time-based personalized greeting	Child
"Good evening, [username]!"	Evening greeting (6pm-6am)	Time-based personalized greeting	Child
"Your Stats"	Section heading for statistics	Introduces stats overview	Child
☑ Books Read"	Stat card showing total books completed	Displays reading achievement count	Child
☑ Total Points"	Stat card showing achievement points	Displays gamification score	Child
☑ Day Streak"	Stat card showing consecutive reading days	Motivates daily reading habit	Child
"🔥"	Emoji accompanying streak	Visual reinforcement of streak	Child
"Weekly Challenge"	Challenge card heading	Introduces weekly reading goal	Child
☑ books this week"	Challenge description	States weekly target	Child

Copy	Context	Purpose	User Type
"Amazing! You completed the challenge!"	Completion message	Celebrates achieving weekly goal	Child
☑ days left"	Countdown badge	Shows time remaining in week	Child
"Completed! 🎉"	Completion badge	Celebratory completion indicator	Child
☑ / [target] books"	Progress indicator	Shows current progress toward target	Child
"Continue Reading"	Section heading	Introduces ongoing books	Child
"See all >"	Link to library ongoing tab	Navigates to full ongoing list	Child
"Your Level"	Level card heading	Shows user's current reading level	Child
"Level [X]"	Current level display	Numerical level indicator	Child
☑ XP / [target] XP"	Experience points progress	Shows progress to next level	Child
☑ XP"	Level-up goal	Motivates earning more points	Child
"Recommended For You"	Section heading for recommendations	Introduces personalized books	Child
"See all >"	Link to recommended books	Navigates to full recommendations	Child
"Start"	Book card button (not started)	Begins reading a new book	Child
"Continue"	Book card button (in progress)	Resumes reading ongoing book	Child
"Re-read"	Book card button (completed)	Starts completed book again	Child
"[X]% complete"	Progress percentage on book card	Shows reading completion status	Child
☑ min"	Estimated reading time	Displays time commitment	Child

Library Screen

Path: `lib/screens/child/library_screen.dart`

Copy	Context	Purpose	User Type
"Library"	Screen title	Identifies library section	Child
"All"	First tab label	Shows all available books	Child
"Recommended"	Second tab label	Shows personalized recommendations	Child
"Ongoing"	Third tab label	Shows books currently being read	Child
"Completed"	Fourth tab label	Shows finished books	Child
"Favorites"	Fifth tab label	Shows favorited/liked books	Child
"Search books…"	Search input placeholder	Prompts user to search	Child
"Filter"	Filter button label	Opens filtering options	Child
"Age Rating"	Filter category	Groups age-appropriate content	Child
"Traits"	Filter category	Groups books by themes/topics	Child
"Clear"	Filter reset button	Removes all active filters	Child
"Apply"	Filter confirm button	Applies selected filters	Child
"No books available"	Empty state heading (all books)	Shown when library is empty	Child
"Check back later for new books"	Empty state message	Encourages future visits	Child
"No recommended books yet"	Empty state heading (recommended)	Shown when no recommendations	Child
"Start reading books to get personalized recommendations"	Empty state message	Explains how to get recommendations	Child
"No books in progress"	Empty state heading (ongoing)	Shown when no ongoing books	Child
"Start reading a book from the library to see it here"	Empty state message	Directs user to begin reading	Child
"No completed books yet"	Empty state heading (completed)	Shown when no books finished	Child
"Complete your first book to unlock achievements and rewards!"	Empty state message	Motivates completing books	Child

Copy	Context	Purpose	User Type
"No favorite books yet"	Empty state heading (favorites)	Shown when no favorites	Child
"Tap the heart icon on a book to add it to your favorites"	Empty state message	Explains favoriting feature	Child
"No books found"	Search/filter empty state heading	Shown when filters return no results	Child
"Try adjusting your search or filter criteria"	Empty state message	Suggests modifying search	Child
"Browse Books"	Empty state CTA button	Navigates to all books	Child
"[Book Title]"	Book title display	Shows book name	Child
"[Author Name]"	Author display	Shows book author	Child
"☑ min"	Reading time indicator	Estimated completion time	Child
"[Age Rating]"	Age rating display (e.g. "6+")	Content appropriateness	Child
"Start"	Action button (not started)	Begins reading	Child
"Continue"	Action button (in progress)	Resumes reading	Child
"Re-read"	Action button (completed)	Reads again	Child
"[X]%"	Progress percentage	Reading completion	Child

Book Details Screen

Path: `lib/screens/book/book_details_screen.dart`

Copy	Context	Purpose	User Type
"[Book Title]"	Top screen title	Displays book name	Child
"by [Author]"	Author byline	Shows book author	Child
"About this book"	Section heading	Introduces description	Child
"[Book Description]"	Full book description	Provides summary/synopsis	Child
"Book Details"	Section heading	Introduces metadata	Child
"Reading Level"	Detail label	Indicates difficulty	Child

Copy	Context	Purpose	User Type
"[Level]"	Reading level value (e.g. "Beginner")	Difficulty classification	Child
"Age Rating"	Detail label	Indicates age appropriateness	Child
"[Age]"	Age rating value (e.g. "6+")	Minimum age recommendation	Child
"Estimated Time"	Detail label	Reading duration indicator	Child
☑ minutes"	Time value	Estimated completion time	Child
"Genre"	Detail label	Book category	Child
"[Genre]"	Genre value (e.g. "Adventure")	Book type/category	Child
"Themes"	Detail label	Book topics/traits	Child
"[Traits]"	Comma-separated traits	Topics covered in book	Child
"Quiz"	Secondary action button	Takes comprehension quiz	Child
"Start Reading"	Primary action button (not started)	Begins reading the book	Child
"Continue Reading"	Primary action button (in progress)	Resumes reading	Child
"Read Again"	Primary action button (completed)	Re-reads completed book	Child
"You're [X]% through this book"	Progress indicator	Shows reading progress	Child

Reading Screen (PDF Viewer)

Path: `lib/screens/book/pdf_reading_screen.dart`

Copy	Context	Purpose	User Type
"[Book Title]"	Top app bar title	Shows current book	Child
☑ of [Total]"	Bottom page indicator	Shows reading position	Child
"Mark as Complete"	Bottom button (when reaching end)	Finishes book and triggers celebration	Child
"Congratulations!"	Completion dialog title	Celebrates finishing book	Child
"You've finished reading [Book Title]"	Completion dialog message	Confirms book completion	Child

Copy	Context	Purpose	User Type
"Earn bonus points by taking the quiz!"	Quiz CTA in dialog	Encourages quiz participation	Child
"Take Quiz"	Dialog action button	Navigates to quiz	Child
"Continue Exploring"	Dialog secondary action	Returns to library	Child

Quiz Screen

Path: `lib/screens/quiz/quiz_screen.dart`

Copy	Context	Purpose	User Type
"Personality Quiz"	Initial quiz screen title	Introduces preference quiz	Child
"Let's find your perfect books!"	Quiz intro subtitle	Explains quiz purpose	Child
"Answer these questions to get personalized recommendations"	Quiz description	Sets expectation for quiz	Child
☑ of [Total]"	Progress indicator	Shows quiz position	Child
"[Question Text]"	Question display	Presents question to user	Child
"[Answer Option]"	Answer choice button	Selectable answer	Child
"Next"	Navigation button	Advances to next question	Child
"Finish"	Final question button	Completes quiz	Child
"Please select an answer"	Validation message	Prompts user to choose	Child

Book Comprehension Quiz (same screen, different context):

Copy	Context	Purpose	User Type
"[Book Title] Quiz"	Quiz screen title	Shows quiz for specific book	Child

Copy	Context	Purpose	User Type
"Test your understanding of the book!"	Quiz subtitle	Explains comprehension test	Child
☑ of [Total]"	Progress indicator	Shows quiz progress	Child
"[Question Text]"	Comprehension question	Tests book understanding	Child
"[Answer Option]"	Multiple choice option	Selectable answer	Child
"Submit"	Final button	Submits quiz for grading	Child

Quiz Results Screen

Path: `lib/screens/quiz/quiz_result_screen.dart`

Copy	Context	Purpose	User Type
"Quiz Complete!"	Results screen title	Celebrates quiz completion	Child
"You scored [X]%"	Score display	Shows percentage correct	Child
☑ / [Total]"	Detailed results	Shows number correct	Child
"Excellent work!"	High score message (80%+)	Positive reinforcement	Child
"Great job!"	Good score message (60-79%)	Encouragement	Child
"Keep trying!"	Low score message (<60%)	Motivational message	Child
☑ points!"	Points reward message	Shows points earned	Child
"Retake Quiz"	Secondary button	Allows quiz retry	Child
"Continue"	Primary button	Returns to book/home	Child

Book Quiz Celebration Screen

Path: `lib/screens/book/book_quiz_celebration_screen.dart`

Copy	Context	Purpose	User Type
"Quiz Complete!"	Celebration screen title	Announces quiz completion	Child
"Amazing work on the quiz!"	Congratulatory message	Positive reinforcement	Child
"Score"	Stat card label	Identifies questions correct	Child
☑ / [Total]"	Score value	Shows correct answers	Child
"Accuracy"	Stat card label	Identifies percentage	Child
"[X]%"	Accuracy value	Percentage score	Child

Copy	Context	Purpose	User Type
"Points"	Stat card label	Identifies reward	Child
"+[X]"	Points earned	Points awarded	Child
"Continue Reading"	Primary action button	Returns to book/library	Child

Book Completion Celebration Screen

Path: lib/screens/book/book_completion_celebration_screen.dart

Copy	Context	Purpose	User Type
"Book Complete!"	Celebration title	Announces book completion	Child
"Congratulations on finishing [Book Title]!"	Congratulatory message	Celebrates achievement	Child
"You're one book closer to becoming a reading champion!"	Motivational message	Encourages continued reading	Child
"Time"	Stat card label	Reading duration	Child
☑ min"	Time value	Minutes spent reading	Child
"Points"	Stat card label	Reward earned	Child
"+[X]"	Points value	Points awarded	Child
"Speed"	Stat card label	Reading pace	Child
☑ pages/min"	Speed value	Calculated reading speed	Child
"Take Quiz"	Secondary button	Navigates to comprehension quiz	Child
"Continue Exploring"	Primary button	Returns to library	Child

Weekly Challenge Celebration Screen

Path: lib/screens/child/weekly_challenge_celebration_screen.dart

Copy	Context	Purpose	User Type
"Weekly Challenge Complete!"	Celebration title	Announces challenge completion	Child
☑ books this week!"	Achievement message	States accomplishment	Child

Copy	Context	Purpose	User Type
"You're a reading superstar! Keep up the amazing work!"	Motivational message	Positive reinforcement	Child
☑ Bonus Points"	Points reward	Shows extra points earned	Child
"Keep Reading"	Primary button	Returns to home	Child

League Promotion Screen

Path: `lib/screens/child/league_promotion_screen.dart`

Copy	Context	Purpose	User Type
"League Promoted!"	Promotion title	Announces advancement	Child
"Congratulations!"	Celebration heading	Positive reinforcement	Child
"You've been promoted to [League Name]!"	Promotion message	States new league	Child
"Keep reading to climb even higher!"	Motivational CTA	Encourages continued effort	Child
"Bronze League"	League name	Entry tier	Child
"Silver League"	League name	Second tier	Child
"Gold League"	League name	Third tier	Child
"Platinum League"	League name	Fourth tier	Child
"Diamond League"	League name	Top tier	Child
"Continue"	Primary button	Dismisses celebration	Child

Leaderboard Screen

Path: `lib/screens/child/leaderboard_screen.dart`

Copy	Context	Purpose	User Type
"Leaderboard"	Screen title	Identifies rankings page	Child
"No rankings yet"	Empty state message	Shown when no users ranked	Child
"#[Rank]"	Rank number display	Shows position	Child
"[Username]"	User's display name	Player identity	Child
☑ points"	Points display	Player's score	Child

Copy	Context	Purpose	User Type
☑ books"	Books read count	Reading achievement	Child
☑ day streak"	Streak display	Consecutive reading days	Child
"You"	Badge on current user's card	Highlights user's position	Child
"🥇"	First place emoji	Top rank indicator	Child
"🥈"	Second place emoji	Second rank indicator	Child
"🥉"	Third place emoji	Third rank indicator	Child

Profile Edit Screen

Path: `lib/screens/child/profile_edit_screen.dart`

Copy	Context	Purpose	User Type
"Edit Profile"	Screen title	Indicates profile editing	Child
"Profile Picture"	Section label	Avatar selection area	Child
"Choose an emoji"	Avatar picker prompt	Explains avatar selection	Child
"Username"	Input field label	Username edit field	Child
"Email"	Input field label (read-only)	Email display	Child
"Date of Birth"	Input field label	DOB display/edit	Child
"Account Type"	Field label (read-only)	Shows child/parent type	Child
"Linked Parent"	Field label	Shows parent connection status	Child
"Link Parent Account"	Button (when not linked)	Initiates parent linking	Child
"Unlink Parent"	Button (when linked)	Removes parent connection	Child
"Save Changes"	Primary button	Saves profile updates	Child
"Cancel"	Secondary button	Discards changes	Child
"Profile updated successfully!"	Success SnackBar	Confirms save	Child

Parent Link QR Screen

Path: `lib/screens/child/parent_link_qr_screen.dart`

Copy	Context	Purpose	User Type

Copy	Context	Purpose	User Type
"Link Parent Account"	Screen title	Explains linking feature	Child
"Show this QR code to your parent"	Instruction heading	Directs child to share QR	Child
"Your parent can scan this code to link their account and monitor your reading progress"	Explanation text	Clarifies purpose of linking	Child
"[Child's Name]"	Display name under QR	Shows which child is linking	Child
"Done"	Bottom button	Returns to settings	Child

Settings Screen

Path: `lib/screens/child/settings_screen.dart`

Copy	Context	Purpose	User Type
"Settings"	Screen title	Identifies settings page	Child
"Account"	Section heading	Groups account settings	Child
"Edit Profile"	List tile title	Navigates to profile edit	Child
"Update your personal information"	List tile subtitle	Explains profile editing	Child
"Link Parent Account"	List tile title	Parent linking option	Child
"Allow parent to monitor your progress"	List tile subtitle	Explains parent oversight	Child
"Preferences"	Section heading	Groups preference settings	Child
"Notifications"	List tile title	Notification settings	Child
"Manage reading reminders and updates"	List tile subtitle	Explains notification control	Child
"Sound Effects"	List tile title	Audio toggle	Child
"Enable or disable sound feedback"	List tile subtitle	Explains sound setting	Child
"Support"	Section heading	Groups help options	Child
"Help & Support"	List tile title	Opens help screen	Child
"FAQs, tutorials, and contact support"	List tile subtitle	Describes help resources	Child

Copy	Context	Purpose	User Type
"Privacy Policy"	List tile title	Opens privacy document	Child
"Read our privacy policy"	List tile subtitle	Explains privacy link	Child
"About"	Section heading	Groups app info	Child
"Version [X.X.X]"	Version display	Shows app version	Child
"Logout"	List tile title (danger)	Signs out user	Child
"Sign out of your account"	List tile subtitle	Explains logout	Child
"Logout Confirmation"	Dialog title	Confirms logout intent	Child
"Are you sure you want to logout?"	Dialog message	Double-checks logout	Child
"Cancel"	Dialog button	Cancels logout	Child
"Logout"	Dialog confirm button	Proceeds with logout	Child

Help & Support Screen

Path: `lib/screens/child/help_support_screen.dart`

Copy	Context	Purpose	User Type
"Help & Support"	Screen title	Identifies help page	Child
"Frequently Asked Questions"	Section heading	Introduces FAQ	Child
"How do I earn points?"	FAQ question	Points explanation	Child
"Finish reading books and maintain daily reading streaks! Check the Leaderboard to see your progress."	FAQ answer	Explains point system	Child
"What are badges?"	FAQ question	Achievement inquiry	Child
"Badges are special rewards you earn for completing challenges like finishing books or maintaining reading streaks."	FAQ answer	Explains badge system	Child
"How do I link my parent's account?"	FAQ question	Parent linking help	Child
"Go to Settings > Link Parent Account and show the QR code to your parent to scan."	FAQ answer	Linking instructions	Child

Copy	Context	Purpose	User Type
"Can I change my reading preferences?"	FAQ question	Preference help	Child
"Yes! Retake the personality quiz anytime to update your book recommendations."	FAQ answer	Explains preference updates	Child
"How does the leaderboard work?"	FAQ question	Ranking inquiry	Child
"Check the leaderboard to see how you rank with other readers. Compete with friends and earn badges!"	FAQ answer	Leaderboard explanation	Child
"Contact Support"	Section heading	Support contact area	Child
"Need more help?"	Support prompt	Encourages contact	Child
"Send us a message"	Email link text	Opens email client	Child
"support@readmeapp.com"	Support email address	Contact information	Child

Privacy Policy Screen

Path: `lib/screens/child/privacy_policy_screen.dart`

Copy	Context	Purpose	User Type
"Privacy Policy"	Screen title	Identifies legal document	Both
"[Privacy Policy Content]"	Full legal text	GDPR/COPPA compliance	Both

Parent Experience

Parent Home Screen

Path: `lib/screens/parent/parent_home_screen.dart`

Copy	Context	Purpose	User Type
"Parent Dashboard"	Screen title	Identifies parent area	Parent
"My Children"	Section heading	Lists linked children	Parent
"Add Child"	Button text	Links new child account	Parent

Copy	Context	Purpose	User Type
"No children linked yet"	Empty state	Shown when no children connected	Parent
"Add a child account to start monitoring their reading progress"	Empty state description	Explains how to begin	Parent
"[Child Name]"	Child card display	Shows child's name	Parent
☑ books read"	Child stat	Reading count	Parent
☑ points"	Child stat	Achievement points	Parent
"View Details"	Child card button	Opens child dashboard	Parent

Parent Dashboard Screen

Path: `lib/screens/parent/parent_dashboard_screen.dart`

Copy	Context	Purpose	User Type
"[Child Name]'s Dashboard"	Screen title	Shows which child's data	Parent
"Reading Statistics"	Section heading	Introduces stats	Parent
"Total Books Read"	Stat card label	Books completed	Parent
"[X]"	Stat value	Number of books	Parent
"Total Reading Time"	Stat card label	Time spent reading	Parent
☑ hours"	Stat value	Total hours	Parent
"Achievement Points"	Stat card label	Gamification score	Parent
"[X]"	Stat value	Total points	Parent
"Current Streak"	Stat card label	Consecutive days	Parent
☑ days"	Stat value	Streak count	Parent
"Recent Activity"	Section heading	Shows recent reads	Parent
"No recent activity"	Empty state	No recent reading	Parent
"Reading History"	Button text	Views full history	Parent
"Content Filters"	Button text	Manages content settings	Parent
"Set Goals"	Button text	Creates reading goals	Parent
"Unlink Child"	Danger button	Removes child connection	Parent

Reading History Screen

Path: `lib/screens/parent/reading_history_screen.dart`

Copy	Context	Purpose	User Type
"Reading History"	Screen title	Identifies history view	Parent
"[Child Name]'s Reading History"	Subtitle	Shows which child	Parent
"All Time"	Filter option	Shows all history	Parent
"This Week"	Filter option	Last 7 days	Parent
"This Month"	Filter option	Current month	Parent
"No reading history yet"	Empty state	No books read	Parent
"[Book Title]"	History item title	Book read	Parent
"Completed on [Date]"	Timestamp	When finished	Parent
☑ minutes"	Duration stat	Time spent	Parent
"Quiz score: [X]%"	Quiz result	Comprehension score	Parent
"Points earned: [X]"	Points display	Rewards earned	Parent

Content Filter Screen

Path: `lib/screens/parent/content_filter_screen.dart`

Copy	Context	Purpose	User Type
"Content Filters"	Screen title	Identifies filter settings	Parent
"[Child Name]'s Content Filters"	Subtitle	Shows which child's filters	Parent
"Age-Appropriate Content"	Section heading	Age filtering controls	Parent
"Maximum Age Rating"	Setting label	Age limit control	Parent
"[X]+"	Age value selector	Selected age rating	Parent
"Only show books appropriate for this age and below"	Explanation text	Clarifies age filtering	Parent
"Content Themes"	Section heading	Theme filtering	Parent
"Block specific themes or topics"	Explanation	Purpose of theme filters	Parent

Copy	Context	Purpose	User Type
"Violence"	Theme toggle	Content category	Parent
"Scary Content"	Theme toggle	Content category	Parent
"Mature Themes"	Theme toggle	Content category	Parent
"Reading Level"	Section heading	Difficulty filtering	Parent
"Maximum Reading Level"	Setting label	Difficulty cap	Parent
"Beginner" / "Intermediate" / "Advanced"	Level options	Difficulty settings	Parent
"Save Changes"	Primary button	Applies filters	Parent
"Cancel"	Secondary button	Discards changes	Parent
"Filters updated successfully!"	Success SnackBar	Confirms save	Parent

Set Goals Screen

Path: `lib/screens/parent/set_goals_screen.dart`

Copy	Context	Purpose	User Type
"Set Reading Goals"	Screen title	Goal creation page	Parent
"[Child Name]'s Goals"	Subtitle	Shows which child	Parent
"Daily Reading Goal"	Section heading	Daily target	Parent
"Minutes per day"	Input label	Daily time goal	Parent
☑ minutes"	Input field	Entered value	Parent
"Weekly Reading Goal"	Section heading	Weekly target	Parent
"Books per week"	Input label	Weekly book goal	Parent
☑ books"	Input field	Entered value	Parent
"Monthly Reading Goal"	Section heading	Monthly target	Parent
"Books per month"	Input label	Monthly book goal	Parent
☑ books"	Input field	Entered value	Parent
"Goal Reminders"	Section heading	Notification settings	Parent
"Send reminders to [Child Name]"	Toggle label	Enables goal notifications	Parent
"Reminder Time"	Time picker label	When to send reminders	Parent

Copy	Context	Purpose	User Type
"Save Goals"	Primary button	Saves goal settings	Parent
"Cancel"	Secondary button	Discards changes	Parent
"Goals updated successfully!"	Success SnackBar	Confirms save	Parent

Add Child Screen

Path: `lib/screens/parent/add_child_screen.dart`

Copy	Context	Purpose	User Type
"Add Child Account"	Screen title	Child linking page	Parent
"Scan QR Code"	Method heading	QR scanning option	Parent
"Open the ReadMe app on your child's device and navigate to Settings > Link Parent Account"	Instruction 1	Directs parent	Parent
"Scan the QR code displayed on their screen"	Instruction 2	Explains QR process	Parent
"Scan QR Code"	Button text	Opens camera scanner	Parent
"Or Enter Code Manually"	Alternative heading	Manual entry option	Parent
"Enter the 6-digit code"	Input label	Manual code entry	Parent
"[_ _ _ _ _ _]"	Code input field	6-digit code	Parent
"Link Account"	Primary button	Confirms linking	Parent
"Cancel"	Secondary button	Aborts linking	Parent
"Child account linked successfully!"	Success SnackBar	Confirms connection	Parent
"Invalid code"	Error message	Failed linking	Parent

QR Scanner Widget

Path: `lib/screens/parent/qr_scanner_widget.dart`

Copy	Context	Purpose	User Type
"Scan QR Code"	Scanner screen title	Identifies scanning view	Parent
"Position the QR code within the frame"	Instruction overlay	Guides positioning	Parent
"Cancel"	Bottom button	Closes scanner	Parent
"QR code scanned successfully!"	Success message	Confirms scan	Parent
"Invalid QR code"	Error message	Failed scan	Parent

Shared Components & Widgets

App Bottom Navigation

Path: `lib/widgets/app_bottom_nav.dart`

Copy	Context	Purpose	User Type
"Home"	Nav tab label	Home screen	Child
"Library"	Nav tab label	Library screen	Child
"Leaderboard"	Nav tab label	Leaderboard screen	Child
"Settings"	Nav tab label	Settings screen	Child

App Buttons

Path: `lib/widgets/app_button.dart`

Copy	Context	Purpose	User Type
"[Dynamic Button Text]"	Primary/Secondary/Compact buttons	Button labels throughout app	Both

Progress Button

Path: `lib/widgets/common/progress_button.dart`

Copy	Context	Purpose	User Type
"Start"	Book not started	Begin reading	Child
"Continue"	Book in progress	Resume reading	Child
"Re-read"	Book completed	Read again	Child

Book Card

Path: `lib/widgets/book_card.dart`

Copy	Context	Purpose	User Type
"[Book Title]"	Card title	Book name display	Child
"by [Author]"	Card subtitle	Author attribution	Child
☑ min read"	Duration badge	Reading time	Child
"[Age Rating]"	Age badge	Content rating	Child

Empty States

Various screens

Copy	Context	Purpose	User Type
"No [items] yet"	Generic empty state	Item absence	Both
"Get Started" / "Browse [Section]"	Empty state CTA	Directs user to action	Both

Loading States

Various screens

Copy	Context	Purpose	User Type
"Loading..."	Generic loading	Data fetching	Both

Error Messages

Various screens

Copy	Context	Purpose	User Type
"Error loading [resource]"	Generic error	Loading failure	Both
"Something went wrong. Please try again."	Generic error	Retry prompt	Both
"Network error. Check your connection."	Network error	Connection issue	Both

Success Messages (SnackBars)

Various actions

Copy	Context	Purpose	User Type
"[Action] successful!"	Generic success	Action confirmation	Both
"Welcome back!"	Login success	Greeting	Both
"Account created successfully!"	Registration success	Account confirmation	Both
"Profile updated successfully!"	Profile save	Update confirmation	Child
"Filters updated successfully!"	Content filter save	Filter confirmation	Parent

Copy	Context	Purpose	User Type
"Goals updated successfully!"	Goal save	Goal confirmation	Parent
"Child account linked successfully!"	Parent linking	Link confirmation	Parent

Achievements & Badges

Achievement Types

Path: `lib/services/achievement_service.dart`

Copy	Context	Purpose	User Type
"First Book"	Achievement name	Completed first book	Child
"Read your first book!"	Achievement description	Milestone description	Child
"5 Books Champion"	Achievement name	Read 5 books	Child
"Complete 5 books"	Achievement description	Goal description	Child
"10 Books Master"	Achievement name	Read 10 books	Child
"Complete 10 books"	Achievement description	Goal description	Child
"Quiz Master"	Achievement name	Complete 5 quizzes	Child
"Complete 5 book quizzes"	Achievement description	Goal description	Child
"Perfect Score"	Achievement name	100% on quiz	Child
"Get a perfect score on any quiz"	Achievement description	Goal description	Child
"Week Warrior"	Achievement name	7-day streak	Child
"Read for 7 days in a row"	Achievement description	Streak goal	Child
"Month Master"	Achievement name	30-day streak	Child
"Read for 30 days in a row"	Achievement description	Streak goal	Child
"Speed Reader"	Achievement name	Fast reading	Child
"Complete a book in under 10 minutes"	Achievement description	Speed goal	Child
"Book Collector"	Achievement name	Favorite 10 books	Child
"Add 10 books to favorites"	Achievement description	Collection goal	Child

Notifications

Push Notification Messages

Path: `lib/services/notification_service.dart`

Copy	Context	Purpose	User Type
"Time to read!"	Daily reminder title	Reading reminder	Child
"Your daily reading adventure awaits!"	Daily reminder body	Motivational reminder	Child
"New books added!"	New content notification title	Content update	Child
"Check out the latest additions to the library"	New content notification body	Library update	Child
"Goal reminder"	Goal notification title	Parent-set goal reminder	Child
☑ books away from your weekly goal!"	Goal notification body	Progress toward goal	Child
"Streak reminder"	Streak notification title	Streak maintenance	Child
"Don't break your [X]-day streak! Read today!"	Streak notification body	Streak preservation	Child
"Achievement unlocked!"	Achievement notification title	Badge earned	Child
"You earned the [Badge Name] badge!"	Achievement notification body	Badge announcement	Child
"Weekly challenge available"	Challenge notification title	New challenge	Child
"A new weekly reading challenge has started!"	Challenge notification body	Challenge announcement	Child

Analytics & Tracking

Activity Logging

Path: `lib/services/analytics_service.dart`

Copy	Context	Purpose	User Type
"book_started"	Event name	Book reading initiated	Child
"book_completed"	Event name	Book finished	Child
"quiz_completed"	Event name	Quiz finished	Child
"achievement_unlocked"	Event name	Badge earned	Child
"daily_login"	Event name	User logged in	Child
"book_favorited"	Event name	Book added to favorites	Child

Copy	Context	Purpose	User Type
"content_filter_applied"	Event name	Parent filter set	Parent
"goal_set"	Event name	Parent goal created	Parent
"child_linked"	Event name	Parent-child link	Parent

Usage Notes for Chatbot Copywriting

Tone & Voice Guidelines

For Children:

- Use encouraging, positive, celebratory language
- Maintain age-appropriate vocabulary (6-12 years old)
- Emphasize fun, adventure, achievement, and growth
- Use exclamation marks sparingly but strategically for excitement
- Avoid condescension - respect the child's intelligence
- Use "you" to create personal connection
- Celebrate small wins and progress

For Parents:

- Professional but warm and supportive
- Focus on oversight, safety, and educational value
- Emphasize ease of use and actionable insights
- Clear, direct language without jargon
- Balance between control and encouragement

Key UX Principles

1. **Progress Visibility:** Always show users where they are, how far they've come, and what's next
2. **Positive Reinforcement:** Celebrate achievements, no matter how small
3. **Clear Actions:** Every button and CTA should clearly state what will happen
4. **Gentle Guidance:** Empty states and errors should guide users toward resolution
5. **Age Appropriateness:** All child-facing copy should be readable and understandable by the target age group (6-12)
6. **Motivation Over Pressure:** Goals and challenges should inspire, not stress

Contextual Considerations

- **First-time Users:** Need more explanation and hand-holding (onboarding, quiz intro)
- **Returning Users:** Want quick access and progress updates (home screen stats, continue reading)
- **Achievement Moments:** Deserve celebration and reinforcement (completion screens, badges)
- **Empty States:** Opportunities to guide and encourage action (library tabs, history)
- **Errors:** Should be helpful and point toward solutions, never blame the user
- **Parent Controls:** Should feel empowering, not restrictive

Copy Gaps & Opportunities

Areas Needing Enhancement:

1. **Error Messages:** Many screens use generic errors - opportunity for more specific, helpful messaging
2. **Empty State Variety:** Some empty states could be more engaging with illustrations or tips
3. **Loading States:** Opportunity for encouraging micro-copy during waits
4. **Tutorial Tooltips:** First-time feature introductions could use inline tips
5. **Achievement Descriptions:** Could be more colorful and exciting
6. **Quiz Feedback:** Individual question feedback could enhance learning
7. **Parent Communication:** In-app messaging between parent and child could be added
8. **Reading Milestones:** More granular celebrations (25%, 50%, 75% book completion)

Total Screens Documented: 43+ **Total Copy Items:** 350+ **Last Updated:** January 14, 2026