User Story Document

**Version:** 1.0

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**1. Introduction**

This document outlines the user stories for the Children's Interactive Reading App. These stories represent the key features and functionalities of the app from the perspective of the users (children). They serve as a guide for the development process and ensure that the app meets the needs of its target audience.

**2. User Personas**

* **Lily (age 6, beginning reader, enjoys imaginative play and colorful visuals):** Lily is starting to recognize letters and sound out simple words. She loves stories about animals and fairies, and she responds well to positive reinforcement and interactive games. [Link to Miro Board for Lily]
* **Mateo (age 8, intermediate reader, loves adventure and solving puzzles):** Mateo can read fluently but sometimes struggles with comprehension and new vocabulary. He enjoys stories with exciting plots and characters, and he likes to be challenged. [Link to Miro Board for Mateo]
* **Chloe (age 10, advanced reader, enjoys realistic fiction and creative writing):** Chloe is a confident reader who enjoys complex stories with relatable characters and themes. She is interested in writing her own stories and expressing her creativity. [Link to Miro Board for Chloe]

**3. User Stories**

**Must Have**

* **Adaptive Reading Algorithm:** As the child reads aloud, the app adjusts the difficulty of the story (vocabulary, sentence length) based on their performance.
  + **Acceptance Criteria:**
    - The app must accurately assess reading proficiency in real-time.
    - The app must seamlessly adjust story elements (text, pace) without disrupting the flow.
    - The app must provide different story paths based on performance.
* **Text Highlighting:** The app highlights the word being read aloud.
  + **Acceptance Criteria:**
    - Highlighting must be accurate and synchronized with the audio.
    - Highlighting style must be clear and easy to see.
* **Pronunciation Support:** The app provides pronunciation support for challenging words (audio playback, visual cues).
  + **Acceptance Criteria:**
    - Audio playback must be clear and easy to understand.
    - Visual cues (e.g., images) must be relevant to the word.
    - The child must be able to easily trigger pronunciation support (tap on word).
* **Diverse Story Library:** The app offers a wide variety of stories with different reading levels, genres, and themes.
  + **Acceptance Criteria:**
    - Stories must be engaging and age-appropriate.
    - Stories must cover diverse interests (adventure, fantasy, realistic fiction).
    - Stories must be categorized and easily searchable.
* **User Accounts:** The app allows for user account creation with secure login (COPPA compliant).
  + **Acceptance Criteria:**
    - Account creation must be simple and intuitive.
    - Login must be secure and protect user data.
    - Parental consent must be obtained for account creation (COPPA).
* **Progress Tracking:** The app tracks the child's reading progress (words read, stories completed, accuracy).
  + **Acceptance Criteria:**
    - Progress tracking must be accurate and reliable.
    - Progress data must be presented in a clear and motivating way.
    - Progress data must be easily accessible to the child and parent.

**Should Have**

* **Gamification:** The app incorporates gamification elements (e.g., points, badges, rewards) to motivate children.
  + **Acceptance Criteria:**
    - Gamification elements must be engaging and encourage reading.
    - Rewards must be meaningful and desirable to children.
* **Personalized Recommendations:** The app recommends new stories to the child based on their interests and reading level.
  + **Acceptance Criteria:**
    - Recommendations must be relevant and personalized.
    - The child must be able to easily explore recommended stories.
* **Interactive Story Elements:** The app includes interactive elements within the stories (e.g., animations, sound effects).
  + **Acceptance Criteria:**
    - Interactive elements must enhance engagement and comprehension.
    - Interactive elements must not disrupt the flow of the story.
* **Parent Dashboard:** The app provides a parent dashboard to monitor progress, set goals, and manage settings.
  + **Acceptance Criteria:**
    - The parent dashboard must be easy to use and navigate.
    - The parent dashboard must provide meaningful insights into the child's progress.
    - The parent dashboard must allow for customization of app settings.

**Could Have**

* **Offline Access:** The app allows for offline access to downloaded stories.
  + **Acceptance Criteria:**
    - Downloaded stories must be easily accessible offline.
    - The app must clearly indicate which stories are available offline.
* **Multi-language Support:** The app supports multiple languages.
  + **Acceptance Criteria:**
    - The app must offer a seamless experience in each supported language.
    - Language selection must be easy and intuitive.
* **Educational Platform Integration:** The app integrates with popular educational platforms or curriculum.
  + **Acceptance Criteria:**
    - Integration must be seamless and add value to the learning experience.
    - Integration must comply with relevant data privacy standards.
* **Creative Writing Tools:** The app includes tools for creative writing (story writing, character creation).
  + **Acceptance Criteria:**
    - Writing tools must be age-appropriate and easy to use.
    - Creative writing activities must be engaging and encourage self-expression.

**Won't Have**

* **Video Content:** For the initial launch, the app will not include video content within the stories.
* **Social Features:** Due to COPPA concerns, the app will not include social features (sharing progress with friends).

**4. Miro Boards**

* [Link to Miro Board for User Persona - Lily]
* [Link to Miro Board for User Persona - Mateo]
* [Link to Miro Board for User Persona - Chloe]
* [Link to Miro Board for Brainstorming Session with Educators]
* [Link to Miro Board for Brainstorming Session with Parents]

**5. Trello Board**

* [Link to Trello Board for the Children's Reading App Project]

**Note:** This document is a living document and will be updated as the project evolves.