**Italian Speed Learning App**

Initial Plans

* Programmed using Angular for the front end, .NET for the backend, PostgreSQL for the database
  + Reason: to learn these languages
* Main idea is to bring statistics into learning Italian so you can track how fast you can translate/respond to specific Italian speech
  + User reads translation for multiple phrases (practices from Italian to English then English to Italian)
    - Most likely 5 questions and 5 answers to start off
  + Then user has to recall the answer to the question as fast as possible
    - User clicks button to confirm they have the proper translation in their head (or they feel that they are done)
      * Two buttons: “I think got it”, “I do not know”
    - Answer will appear and if the user think they were fully correct, partially correct, or not correct
      * Three buttons
    - This time to respond will be timed
  + Stats will appear showcasing how long it took for the user to respond to each question
    - Displays whether they got it right
      * If they got it right, it will display the time it took for them to get it right and the average time.
      * Also the percentage better/worse than their average time
* This will be a proof-of-concept application to begin with

Schedule

1. June 2nd, 2022
   1. Learn Angular, .NET, PostgreSQL through YouTube tutorials
   2. Begin designs for application through Figma
2. ~~June 3~~~~rd~~~~, 2022~~
3. June 13th, 2022
   1. Begin starting implementation of application
      1. User clicks start button
      2. Question with translation appears. Once user feels they have memorized the translation, they click next.
      3. Answer with translation appears. Once user feels they have memorized the translation, they click next.
      4. Repeat step ii and iii 5 times for 5 different questions/answers
4. June 14th, 2022
   1. Start 2nd implementation of application
      1. Question in English appears. User picks the correct Italian translation (4 randomized choices)
      2. Answer in English appears. User picks the correct Italian translation (4 randomized choices)

Databases

* English Phrases
  + PhraseId
  + Phrase
  + Translation1
  + Translation2
  + Translation3
  + Translation4
  + Translation5
  + Translation6
  + Translation7
  + Translation8
  + Translation9
  + PhraseAudio
  + TranslationAudio
* Italian Phrases
  + PhraseId
  + Phrase
  + Translation1
  + Translation2
  + Translation3
  + Translation4
  + Translation5
  + Translation6
  + Translation7
  + Translation8
  + Translation9
  + PhraseAudio
  + TranslationAudio