

Design and develop a language learning app considering the following requirements:

- The target group are users who want to learn Spanish in a beginner's course.
 - When you start the course in the language learning app, a sentence is initially displayed in German (e.g.: "My name is Gabriel").
 - Likewise, the individual words of the translation are displayed in the language to be learned, but in a random order (the translation words for the above sentence in random order would be, for example: "Gabriel" "llamo" "Me").
 - The user must now click on the translated words in the correct order. The first click must be on the first word of the translated sentence, the second click on the second word, etc...
 - If the user clicks on a word correctly, he gets a point, the word is displayed in a translation area (e.g.: "Me"). The user can then click on another word.
 - If the user clicks on a word correctly again, then he gets another point, the word is also displayed in the translation area ("Me llamo"). The user can then click on another word.
 - If the user clicks on a wrong word, a point is deducted, and only the words that were previously correct are displayed in the translation area.
 - The user's points account must not go into negative (like -1). The current score is always visible to the user.
 - Once the translation is complete, the application moves to the next practice sentence.
 - When all practice sentences have been completed, the user is shown the final score and congratulated on completing the course.
 - When starting or restarting the application, the exercise sentences are performed in a random order. Also, the words are always randomly displayed in their order.
- "- You can define the practice sets yourself. You can also decide for yourself how you separate words and punctuation marks (e.g. in "¡La vida local!" the exclamation marks can be understood separately or as part of the words)."
- "- The application does not require any special animations between the displays. The content can simply appear "instant-like"."
- The language learning app can be played in three difficulty levels:
0. Easy: the course consists of 5 sets of exercises.
 1. Medium: the course consists of 10 sets of exercises.
 2. Hard: the course consists of 15 sets of exercises.
- The application is optimized for a smartphone display in portrait format (approx. 375 x 667 pixels).