**Cultural Relevance Analysis**

**1. Language**

* **Primary Language**: Marathi (ensuring correct grammar and vocabulary suitable for students).
* **Terminology**: Familiar terms used in the local educational context (e.g., *prashna* for questions).

**2. Visual Elements**

* **Cultural Imagery**: Use of attractive icons relevant to the subjects and gamification engaging students to practice more tests.
* **Colour Palette**: Warm, vibrant colours such as yellow, green, and red often associated with Indian culture and traditional textbook touch

**3. Gamification Features**

* Use of Marathi terms for rewards:
  + **"Tara"** (Star)
  + **"Shubhechha"**(Best Wishes)
  + **"Dhanyawad"**(Thank You)