# VocabVault Project Specifications

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1. The user will be able to log in to the app.
    1.1. Each user will have a unique username, a password, and UUID.
    1.2. The app will utilize internet connection to create a user online profile that will connect to leaderboards.
    1.3. The profile will display a nickname, country of origin, languages being learned, and the user's current leaderboard ranking.
2. The application will consist of worlds, made up of levels, that are made up of questions.
    2.1. Users will be able to answer questions in a multiple-choice style.
    2.2. Users will be able to answer questions in a fill-in-the-blank style.
    2.3. Users will be able to answer questions in a matching-game style.
    2.4. When a question is answered incorrectly, the word is moved to a review list.
    2.5. The review list of words can be played like a normal level, and when the word is answered correctly 3 times in a row, it is removed from the list.
    2.6. When a word is encountered, it will be added to a user's dictionary showing all the words and definitions and translations they have learned.
    2.7. If a question is answered correctly 3 times aside from the review, it will be considered "mastered."
    2.8. After a world is completed, the user will gain bonus levels that allow them to earn double the rewards.
3. The application will connect to a leaderboard.
    3.1. User's game data will be added to global and local leaderboards for comparison and competition.
4. The application will include an achievement system.
    4.1. Achievements will be given for mastering a certain number of words, or progressing to a certain point, or for high scores on the leaderboard.
    4.2. The user will also receive a sum of in-game currency with each achievement earned, which can be spent in the shop.
    4.3. The user will earn a streak for logging into the app consecutively, with achievements being given for milestones.
5. The application will include a shop.
    5.1. Users will be able to use their in-game currency earned throughout the lessons to buy power ups, e.g. Extra life, extra time, etc.
6. The app will include several nonfunctional elements to improve the user experience.
    6.1. There will be a dark mode and light mode as a choice for the users.
    6.2. There will be text size settings to increase accessibility.
    6.3. Lessons will be able to be paused and continued at a later date.

6.4.    The user will be able to control the master volume of in-app sound effects.