Criterion A: Planning

Defining the Problem

  The client is those wanting to learn or review relatively basic Spanish terms, concepts and facts in a game-based environment. When trying to review for my AP and IB Spanish tests, I could not find many resources to help me. The ones I did find were mostly repetitive and not engaging. I realized that this may be a problem for many students of the language.

  I combined this perceived need and my experience with Spanish with my interest in games and trivia and decided to make a trivia-based Spanish review game. I will use my Spanish skills to come up with the questions that will be included. It is intended to encompass basic things and ideas, though I will add some complex ones.

Rationale for the Solution

  I want to create a platform that has a fairly even balance between entertainment and educational value, and thought a trivia-type setting would be the best way to do this. I remembered a trivia game that my family played and enjoyed, and based the design for the application as well as the changing difficulties of questions on this. I hope to help others that wish to study Spanish, which can be repetitious, so I hope to create some entertainment in the process.

  This program will be written in Java because it is easily transferred between platforms because of its virtual machine and the strongly typed language may be helpful when dealing with bugs.

Success Criteria (in order of importance)

1) Basic functioning game, with decent graphics and enough questions to keep interest.
2) More functionality within the GUI, restricting some user action and adding more game-like features.
3) A more visually appealing application.
4) A large range of questions and a way to prevent repeats.