**Problems the software will solve:**

transform english learning process into an Action Turn Based game

**Development approach:**

Follow the six basic steps define the process of software development

1.General Analysis and Requirements Gathering

2.Product Design

3.Coding

4.Testing

5.Deployment of product

6.Product Maintenance and Operations

**The primary functions of the software**

**The order of development**

UI → GameCore → Database → Deployment

**Leadership roles for the project**

**team member's responsibilities**

Vũ Bá Đông: Design UI, collect data

Lê Trung Hòa Hiếu: Build game core functions

Lê Trần Anh Khôi: build database and connect database to Unity