**Criterion A: Planning**

**Defining the Problem:**

My client – Megan Dunn - is my Spanish teacher and she pairs technology with learning quite efficiently. I approached her about my IA project, and she said she would like an app related to flashcards. We write flashcards very often in the classroom to learn Spanish vocabulary, however most students lose their flashcards, resulting in them struggling before check-ins. She wanted an app where students could create and study flashcards, combined with a game to ensure they don’t lose interest. This exchange, and other exchanges have been transcribed in the appendix. My advisor is my mother who is a software engineer at Amazon and has implemented and lead multiple projects in various technologies making her an ideal choice to be my advisor and guide me on my project.

**Rationale for the solution:**

This app’s purpose is to help educate students and helping them improve themselves. I wanted this app to be easy to use and access so I made it into a mobile app which does require any special launching features. The user should be able to use application to create, save and update flashcards and later use them to learn and test their learning. Usually, flashcards are a simple and efficient way to learn combining this with a game will help engage and re-iterate the information to the user through gamification. The user can input whatever information they want to learn, not just Spanish, and they will receive the output in the form of flashcards. These flashcards are then shuffled, creating a game for the user’s assessment.

**Success Criteria:**

1. The user should be able to sign-in, log-in, and sign-out using a real-time database to store information.
2. Have a user-friendly User Interface that is easily navigable and fits the client’s description. As my client said, the main users of the product are students.
3. The user can edit flashcards and add new ones using an admin page.
4. The students will be more motivated to study due to the card matching game and will not lose flashcards.
5. The user will be able to assess their own skill level, competing against themselves and improving.
6. The user can add any subject and their flashcards into the game, based on their own strengths and weaknesses.
7. The user has access to the database and can make necessary changes.

Word count:396