

# App Specifications Document

Team Name: Language Lab

App Name: SpeakAbility

Student Names:

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## ● App Introduction

- Brief introduction about the app. One or two sentence description of the app. What is the goal of the app? “Elevator Pitch” of your app.

Existing language learning solutions focus predominantly on vocabulary. However, they don't actually teach how to speak. With the help of our app, you can improve your speaking skills, powered by state-of-the-art voice recognition technology that will help you practice real world English through quests in a fun and interactive way.

Tagline: Stop learning, start speaking.

- What kind of app is this (Website? Mobile phone? Both?)

Web app

## ● Problem

- What problem or issue does your app address? Be specific. Cite examples in your research, both from in-person interviews AND internet searching.

The majority of people single out speaking as the hardest skill in foreign language acquisition. Learning grammar and vocabulary is just preparation for the real test of the language level. The end-goal of learning a language is to speak it.

- **Users**

- Who will use your app? Describe the user group or user groups that you will target with your app. You should **ONLY** be focusing on the BHM you identified this week and the end-user-profile(s) you are developing.

We need a picture, habits, demographics, needs/goals (2x2 metrics)

Young professionals

- want to advance my career, go on international business trips, for that they need to improve their speaking skills.
- want to train their speaking skills in comfortable environment, because they may feel insecure
- don't want to spend much
- don't have that much time so they turn to apps
- they want to be challenged
- don't want the tasks to be easy

College students

- want to improve their language (speaking) skills
- they want to be challenged
- don't want the tasks to be easy
- can go on an exchange program
- don't want to be kicked out from school
- want to be more confident

- When will these users use your app? Describe the context (location, time, etc.)

The users will use this app in their leisure time at about 20:00 after work / school, at home / dorm, when they have an opportunity to use their voice to complete the tasks.

○

User Stories: A user story describes something that the user wants to accomplish by using your app. A user story is a very short story—about one sentence long. It should only contain one *specific* goal, not multiple goals. If you write a story that seems like it could be split up into smaller goals, write these smaller stories as well.

<b>User Stories</b>
<i>Ex: As a &lt;type of user&gt;, I want &lt;some goal&gt; so that &lt;some reason&gt;.</i>

As a new user I want to register in the system so that I can create an account and save my progress
As a user I want to login so that I'll be able to work in the system
As a user I want to add my friends so that I could compete with them
As a user I want to see all the quests that are available to me so that I can pick one to practice
As a user I want to see a quest's map so that I could see quest's locations and their descriptions
As a user I want to see a quest's description so that I will understand what this quest is about
As a user I want to watch a video / read an intro about a location so that I can understand the context of the task
As a user I want to have a list of words before the test starts so that I'd know what words to use in a test
As a user I want to start conversation with a bot so that I will train my speaking skills
As a user I want to be able to open some hints so that I'll be able to complete the task if I don't understand something
As a user I want to have the completion alert so that I'll understand if I completed the task / not + successfully / not
As a user I want to be able to move on to the next task
As a user I want to go back to a dashboard so that I can choose another quest / see my friends and my progress
As a user I want to be able to pay for a subscription so that I'll have access to other quests
As a user I want to see my payments options so that I could choose the one that suits me the best
As a user I want to see my previous results so that I'd understand if I have any progress or not
As a user I want to see my progress so that I'll stay motivated

As a user I want to see what quests I've completed so that I won't go to the quest I've already passed (unless I want to)
As a user I want to go to settings so that I can change my photo, password
As a user I want to logout from the system

- **App Features**

- List of Features, including the priority associated with this feature

Feature	Priority (Essential, Nice-To-Have, Optional)
User - Choose a quest (a course in a specific location)	Essential
User - Be able to respond to a conversation with speaking coach	Essential
User - See the text appear on the screen in the speech bubble	Nice-to-have
User - Be able to get feedback on the recorded piece	Nice-to-have
User- Be able to get hints on the task	Nice-to-have
User- After 3 attempts, be able to see the correct answer, voice it over and move on to the next step	Nice-to-have
User - Be able to correct oneself and record over the recorded piece	Nice-to-have
User - Be able to play back the response	Nice-to-have
User - Be able to see one's personal account	Optional
User - Be able to search for friends, and add them	Optional
User - Be able to compete with friends and track their progress	Optional
User- Be able to get a sticker/a badge for a completed course to add to a suitcase	Optional
User - Be able to read a blog about countries	Optional
log-in feature!!!	

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- Minimum Viable Product
  - To be completed next week

## ● User Test Scenarios

- What specific scenarios will you use to test your app with users? Describe the test scenarios as user goals. You should be able to tell a user to “accomplish this goal”. Be specific with what you ask the users to do! You will use these test scenarios when testing your interface design next week, and testing your app in future weeks.

Type of User	Scenario
<i>Ex. Student</i>	<i>You have just been selected for an exchange program in England. Your English isn't really conversational, so you want to prepare yourself. You have to find a dormitory, but don't actually know how to do it. You should find the right course for you to help with it.</i>
<i>Ex. Young Professional</i>	<i>You are going on a business trip to New York. You are lactose intolerant and not sure that you can choose right products in a cafe during negotiations. Find a way to practice that sort of a situation.</i>
<i>User</i>	<i>You want to find your frienemy Peter Parker, who has been bragging about his progress in the app. You want to search his username, add him, evaluate his progress and beat him to it.</i>
<i>User</i>	<i>You got the hang of the features and want to unlock more courses. You have money left on your PayPal account and want to use it as a payment method.</i>
<i>User</i>	<i>Change your password</i>
<i>User</i>	<i>Logout from the system</i>
<i>User</i>	<i>Check your overall progress and count the completed quests</i>

## ● Technical Requirements

- What are the technical requirements of your application?
- Screen sizes: The application should be usable on computers.
- Data Management
  - The user user will input:

- Email & password in order to have a personal account (progress et cetera)
  - Voice to speak with bot
  - The system will show:
    - Quest information (picture, text description and hints, video)
  - User's data will be stored in a MongoDB database. Quest information will be stored in a file system.
- Technologies:
  - Meteor + React
  - HTML5 + CSS3
- Internet Access
  - While using the app, user need to be connected to the internet
- Processing algorithms
  - There are voice recognition algorithm needed to create the app

## ● User Interface

This section will be completed after you build your user interface prototypes. You will learn how to complete this section at a later point.

## ● Technical Architecture

This section describes the technologies that will be used to create your app. You will learn how to complete this section at a later point.