Plan

Main interface
Games
Features
Rules
Editor
High scores
Demonstration
Main interface
Colors: color area / color name

Numbers: numeric / English

Pictures: picture / name

Synonyms: synonym / synonym

Translations: French / English
1) Choose a starting level
2) Choose a name
Game: Colors

<table>
<thead>
<tr>
<th>Game</th>
<th>Editor</th>
<th>Scores</th>
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- ESIAL English
- Carmine
- Coffee
- Coral
- ESIAL English
- ESIAL English
- ESIAL English
- Black

Level 3 ESIAL (9 points) 47s
Game: Numbers

<table>
<thead>
<tr>
<th>Game</th>
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<td>seven</td>
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<td>7</td>
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<td>9th</td>
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<td>1st</td>
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<td>ninth</td>
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<td>first</td>
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level 3 ESIAL (5 points) 48s
Game: Pictures

level 3  ESIAL (7 points)
Game: Synonyms

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- **ESIAL** English
- **save**
- **keep**
- **thief**
- **robber**
- **cold**
- **icy**

Level 3: ESIAL (7 points)
Game: Translations

level 3  ESIAL (10 points)
Features

Time's up:

Access the next level:

Next level with a new high score:

Ask for a clue:

Example of clue:
Rules

Good pair: +1 point
Wrong pair: -1 point
Need a clue: -2 points
Next level: +5*level points

Number of cards: $2^{(level+1)}$ cards
Timer: $30*level$ seconds
1) For each mode the database can be edited.
2) Users can import and export their databases.
Menu: Scores

Scores:

- Colors:
  - ESIAL with 4 points (level 1)
- Numbers:
  - Julien with 8 points (level 3)
- Pictures:
  - Romain with 8 points (level 1)
- Synonyms:
  - ESIAL with 9 points (level 2)
- Translate:
  - Murielle with 82 points (level 5)

High scores
Reset

Delete all high scores. Are you sure?

OK Cancel
Let's go to the demo!
Conclusion

User-friendly

Different modes

Entertaining … but educational

Scalable