LEARNING GAME · UI / UX & PROGRESSION

Kanji Rush

A kanji learning game covering the 2,136 jōyō kanji, built on radicals and components. Learning is cut into decks of 10 characters with review gates at 50, 100 and 200; every answer allows three attempts with progressive hints; three difficulty modes trade time for accuracy.

TYPE
Two-person team — concept, UX flow, UI kit (Figma). Released on itch.io, March 2025

ROLE
Game design, UX, UI, progression design

SCOPE
2,136 kanji · 810 decks (kanji, radicals, JLPT vocabulary)

INTERFACE LANGUAGE
The product is a Japanese-learning app for French speakers, so the interface in these screens is in French.

Concept notes

- Learn kanji through their keys (radicals) and components — never show a character whose parts you have not met.
- A matching game, so you can start from zero.
- Three attempts per answer, otherwise the deck restarts; every failed attempt adds a hint.
- Three difficulty modes — Easy: 8 s per kanji, 5 errors · Normal: 4 s, 4 errors · Hard: 2 s, 3 errors.

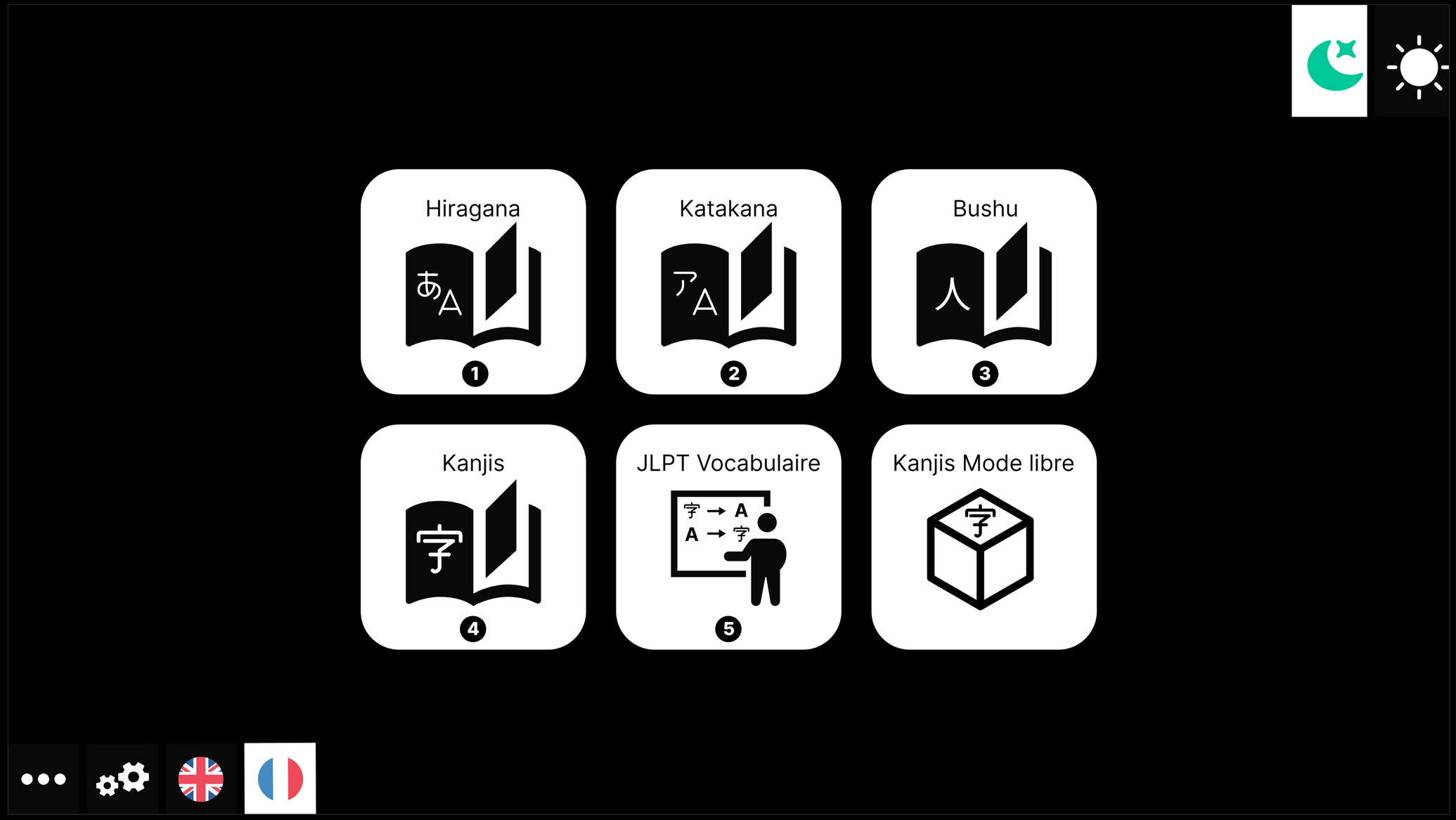


Part one challenge: the first 1,000 kanji

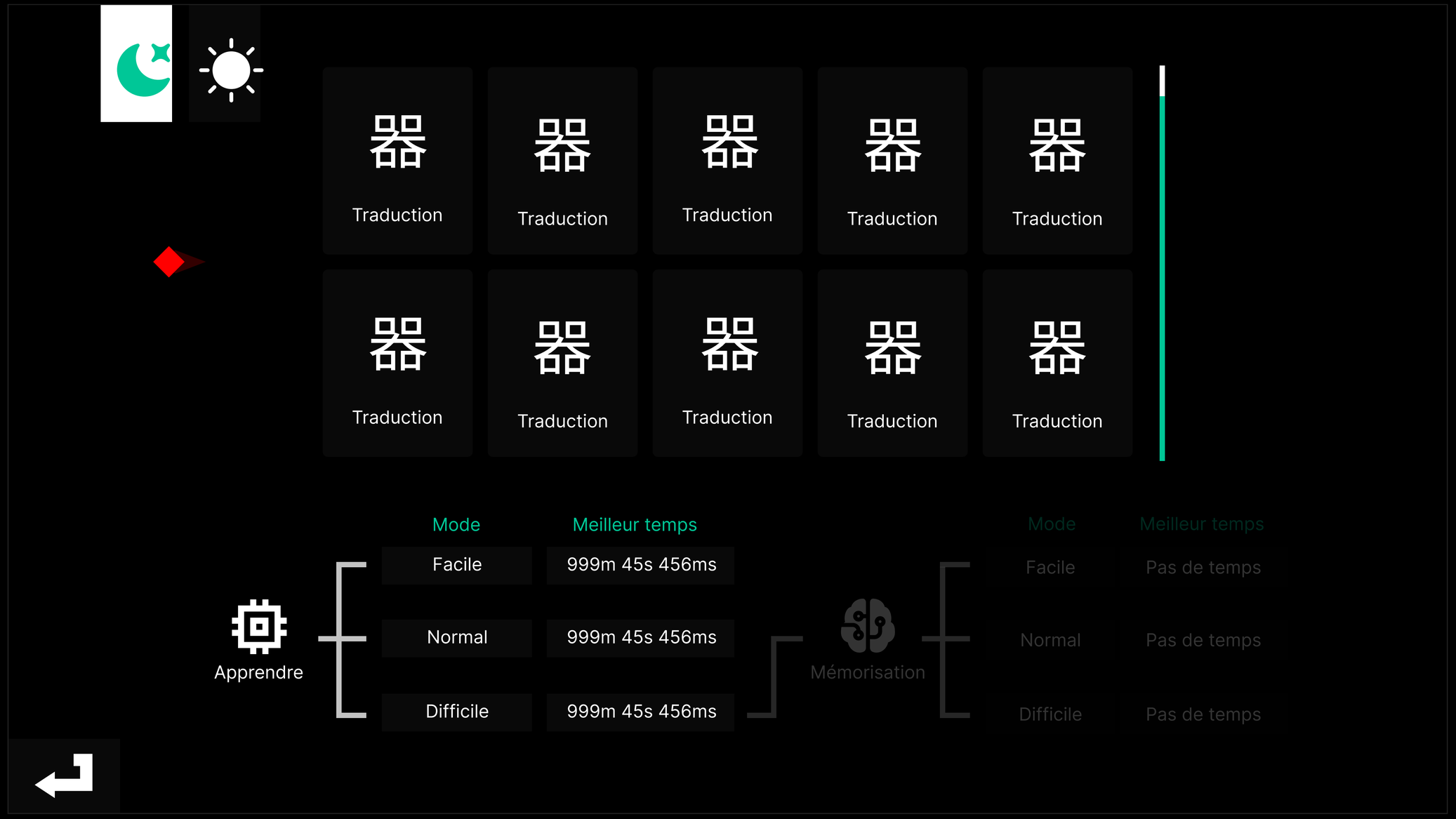
Part two challenge: 1,054 more kanji

Game complete: 2,054 kanji

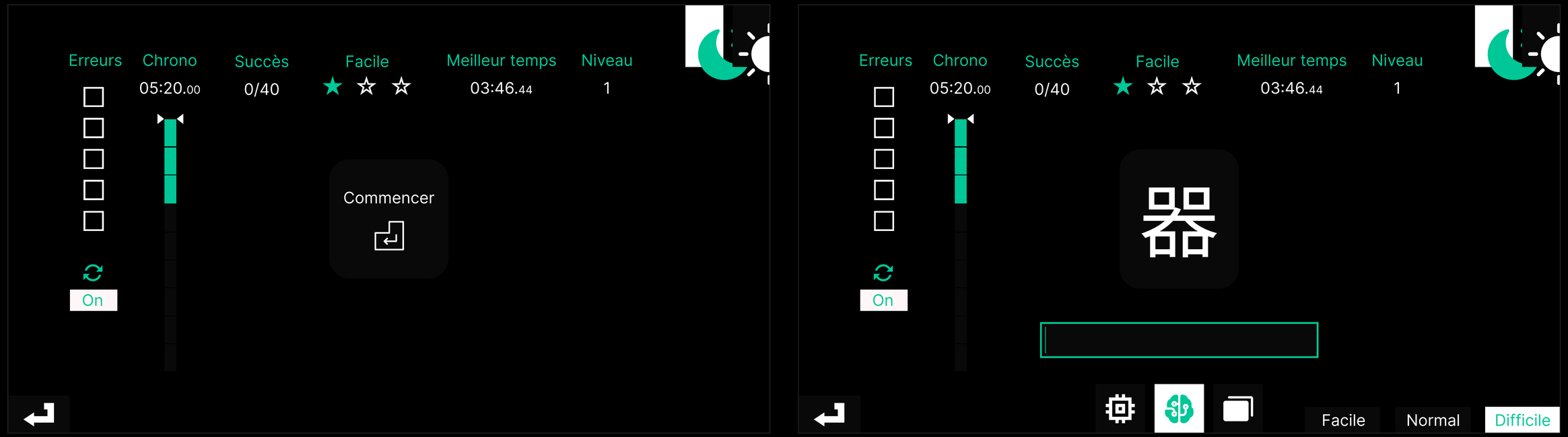
Progression structure — levels of 10 kanji, a Gate every 50, a Test every 100, a full review at 200; five cycles for the first 1,000 kanji, then 1,054 more.



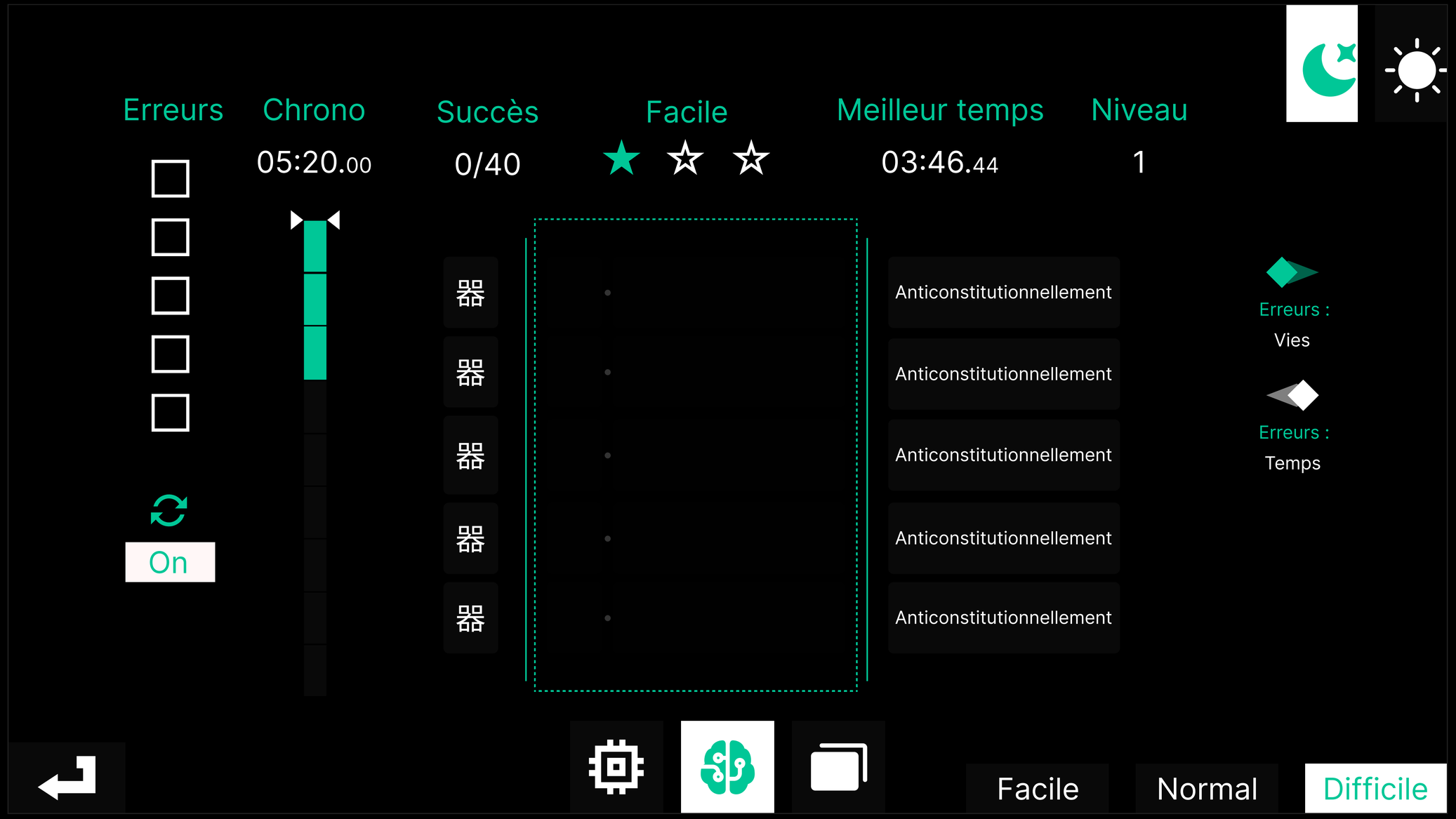
Main menu — six categories: Hiragana, Katakana, Bushu (radicals), Kanji, JLPT vocabulary, free kanji mode.



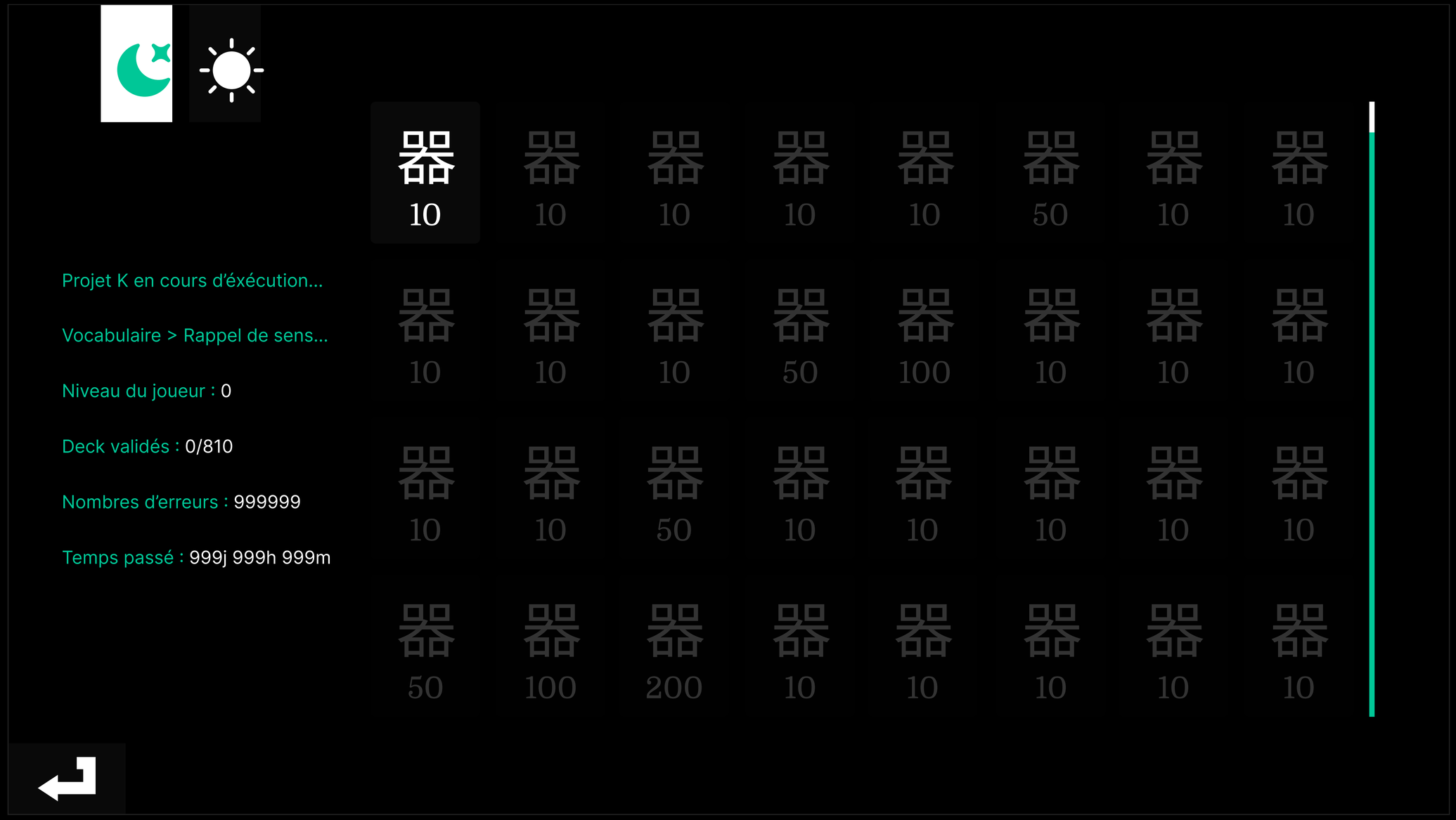
Deck selection — deck grid with progress, and the two modes below: learn / review, each with three difficulties and a best time.



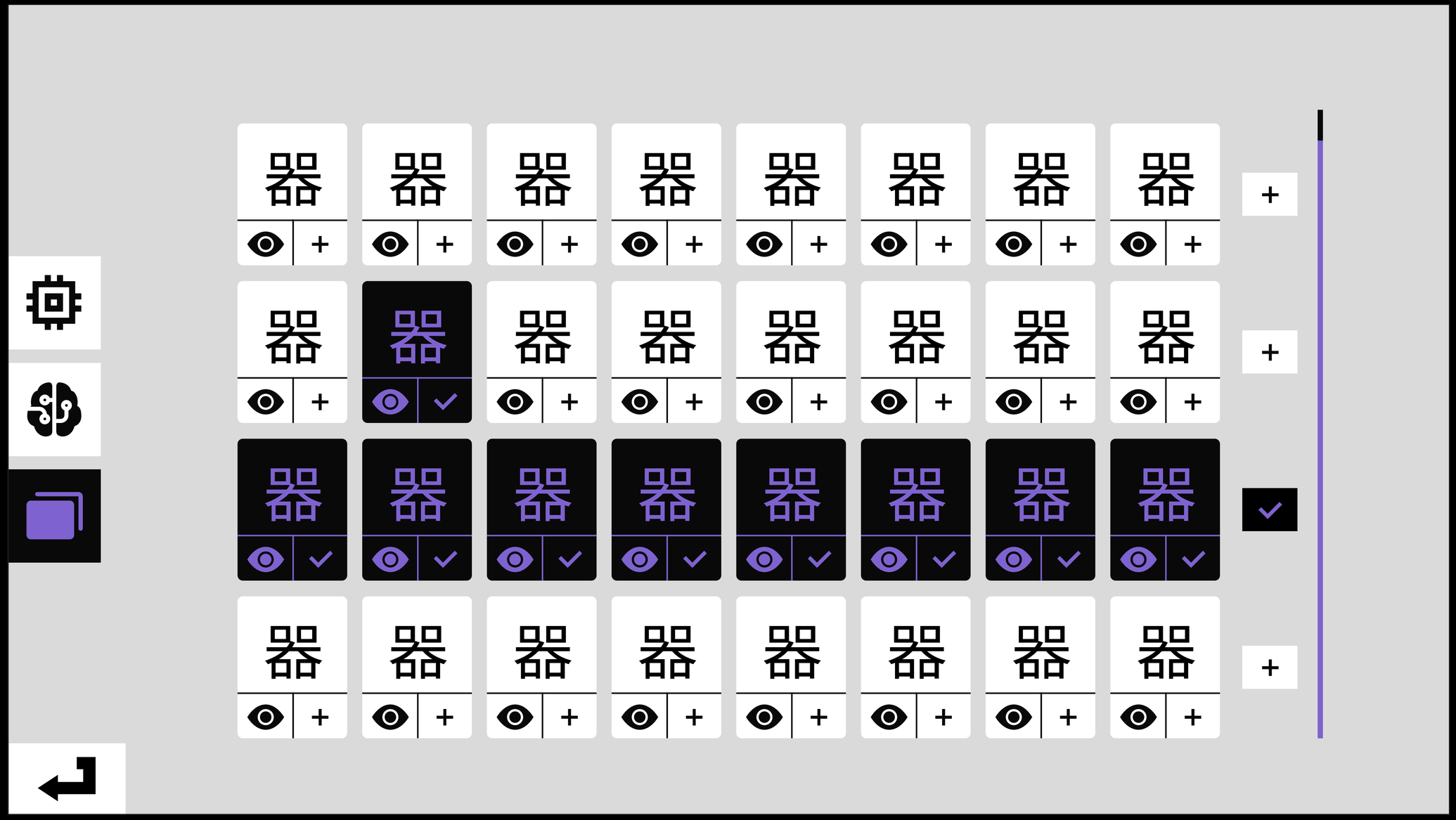
Before start (left) with the shared HUD, and reading input (right): the kanji shown large, the reading typed in.



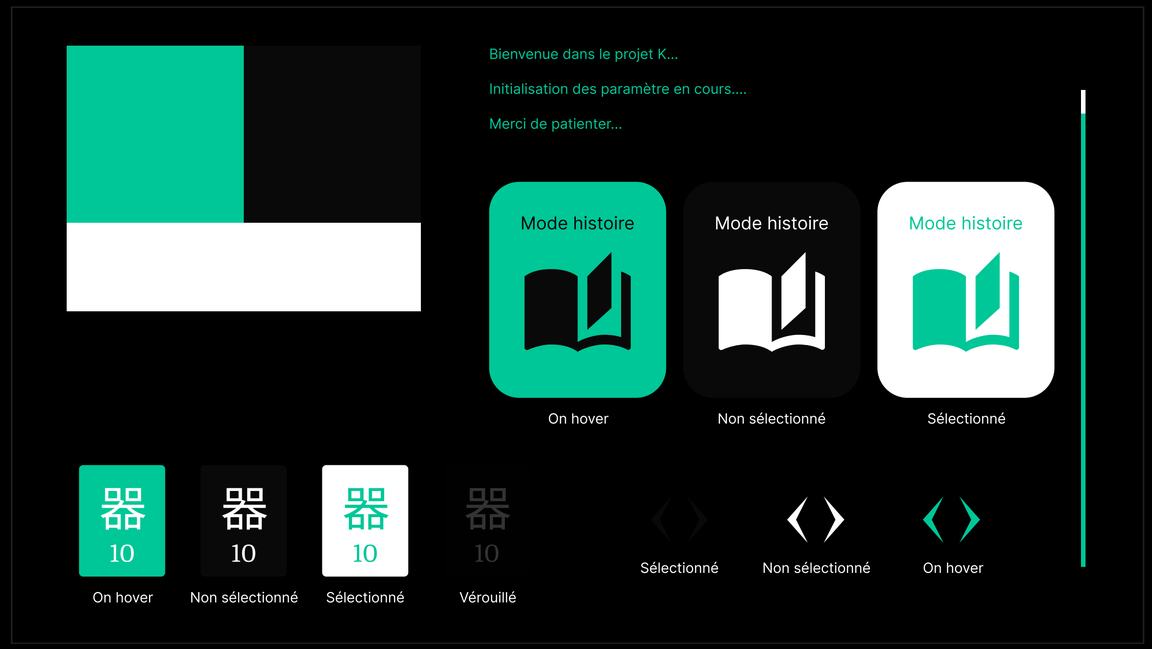
Meaning matching — five kanji, five meanings, linked by drawing; errors cost lives or time.

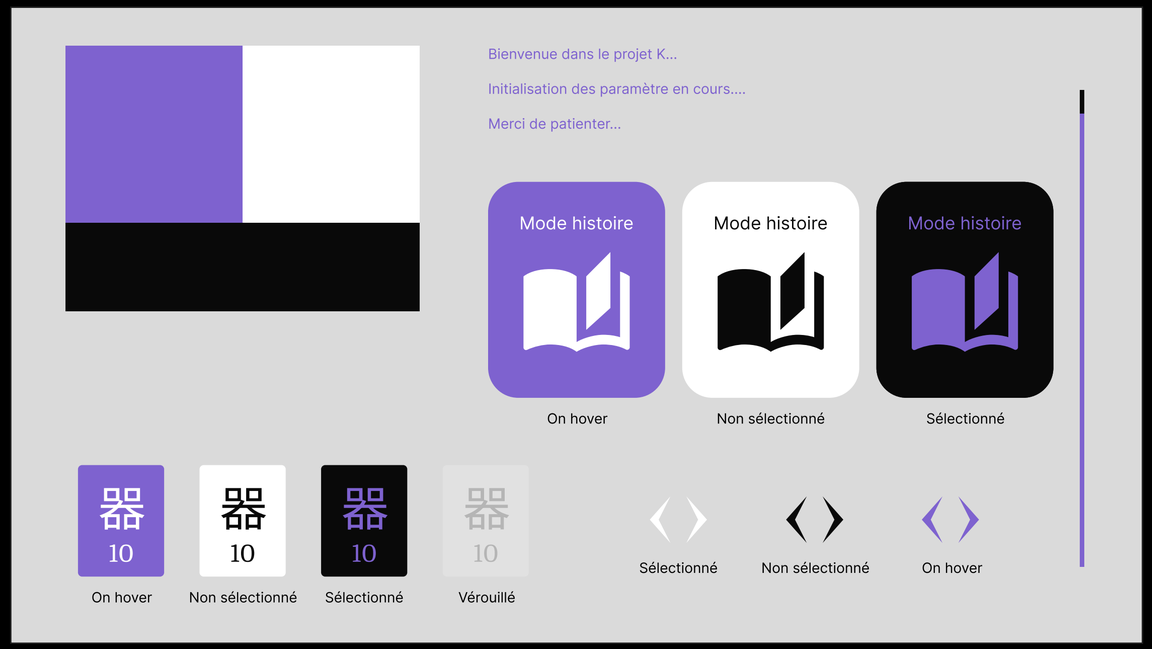


Progression — decks grouped by cycle, validated decks 0 / 810, error count, time spent, level.



Free-selection mode — pick any decks to practise without affecting the review data.





UI system — dark and light themes: colours, card and deck-tile states, controls.