Localization Requirements Specification

Language Learning Mobile Application

1. Overview

This document outlines the localization requirements for the Language Learning Mobile Application.

2. Target Languages & Regions

Language	Locale	Region/Market
English	en-US	USA, Global
Spanish	es-ES	Spain
French	fr-FR	France
Mandarin	zh-CN	China

3. Scope of Localization

- User Interface Text (Menus, Labels, Buttons, Placeholders, Error Messages)
- Onboarding Content
- Tutorials & Help Sections
- Notifications & Alerts
- Course & Lesson Content
- Audio & Pronunciation Guides
- Graphics Containing Text
- Marketing Screens (in-app banners, pop-ups)

4. Non-Localized Elements

- Application Logo
- Universal Symbols (e.g. play, stop, next icons)
- 3rd Party Component UI Strings (unless customizable)

5. Locale-Specific Requirements

- Adapt date, time, and number formats (e.g. DD/MM/YYYY vs MM/DD/YYYY)
- Currency symbol and formatting where relevant
- Proper display of RTL (right-to-left) languages
- Local cultural references and examples
- Text expansion and contraction considerations

6. Technical Requirements

- All strings stored in external resource files (e.g., JSON, XML, i18n format)
- Support dynamic language switching
- No hard-coded text in codebase
- Unicode (UTF-8) text rendering support

- Support pluralization and context-dependent translations

7. Quality Assurance & Testing

- Language QA for all in-scope languages before release
- Pseudo-localization testing for layout/overflow
- Translators provide feedback loop for context and accuracy

8. Change Management

- Establish translation update process & version control
- Maintain translation memory & glossary
- Document workflow for communication with translators

9. Approval

Prepared by: _____
Date: _____
Approved by: _____