Project 2
Proposal

Main Goal:
To create a single switch interactive game for disabled children of a vast age range and a vast range of disabilities.

Game:
Tic-Tac-Toe - I plan to make a single switch tic-tac-toe game.

Features:
A.I. - The game will have a very simple A.I., so the children will feel as if they are playing against someone; however, to keep the game fun and not overly difficult for children with certain limitations, the A.I. will probably be as simple as selecting a random vacant square from the game’s board.

Bosses - The game will have a myriad of “bosses” that user can play against, to give them the feel that they are not playing against a computer, but that they are playing against an evil villain to promote justice in a tic-tac-toe land so foul. The bosses will be one of the main factors for a cause/effect relationship between the user’s actions and the computer’s reactions. The bosses will have their own sounds and looks to give them their own personality. I’m thinking about maybe using movie clips for sounds, so maybe they could play like Robo-cop or Bob Ross or something.

High Contrast - The game’s board will be designed with highly contrasting colors in an effort to clarify the game state to children who may have trouble seeing dull or blending colors.

Single Switch Square Selection - The game will consist of a selector mechanism that will allow the user to select the specific square that they want via a single switch.

Program:
States - The game will basically consist of a series of states, the default state being the Menu.
**Objects** - The game will consist of a myriad of ActionScript objects that will support the basis for all its features. So, for example, a “boss” will have its own embedded images, sounds, etc.

**Media** - Sounds, images, and all other media will be embedded to the program. Although this will hinder the game’s customizability, it will increase the speed of the image rendering and make the game more playable. Also, given the strict time constraints on this project, I don’t believe it would be fruitful to try and put together an upload/download feature; instead, I am going to use that time and effort to put together a larger array of bosses and levels for the user to play on/against.