**Plans and Progress**

When we started our original project idea in Assessment 2, we had a full team of 6 people. Our initial project idea was to develop some glasses that could be used by the disabled to communicate within their world.

The glasses (which we would base off Google eyeware) would use similar technology to the eyegaze application on devices, or eye tracking technology, the user would look at words or phrases to activate the voice or audio translation, to allow them to have a voice.

Although this idea seemed to be a great we ran into more and more problems as we pushed through and submitted it. We defiantly needed more guidance and expertise to get this off the ground, to be a successful invention. But, coming up with the artefact, accessing trademarked glasses and the licensing around this would of meant a lot of work and we probably would have been met with a lot of negative or “no” outcomes.

When we received our feedback from Assessment 2, it was confirmed that we would have to look at starting our project idea again and abandon our original plans. After seeking permission from our instructor, we switched plans and decided, after much discussion within the team, to go with a edugaming idea.

The educational game would be targeted at maths based learning and designed for primary aged children (6years to 9years). This idea was based on the current environment of home learning because of the COVID-19 lockdowns. Talking amongst our selves in team chats, we realised a lot of parents were struggling to engage their children to complete or attempt learning task, instead of playing games.