Blackbear Consultants

Deliverable 4

Future Plan Document

**User Stories Currently being Implemented:**

As a user (instructor), I want to have access to a visual representation of the progress of the child so that I know how the child progressed throughout the use of the application.

As a user (instructor), I want to have access to what the child is struggling on in the application so that I know what to work on with the child in person.

As a user (instructor), I need to be able to log into my client’s (child’s) saved profile because of allowing the application to use the data to continue working on goals and skills already mastered.

As a user (instructor), I want the game to be locked in when I hand it to the child, so they cannot access any settings or sensitive information in the app

As a user (instructor), I need to be able to access the data collected from the application because of updating and tracking goals and trials for the client.

As a user (parent), I need to be able to access my child’s data because of being able to access up to date information on how my child is performing in school and at home.

As a user (parent), I need the ability to continue teaching my children what they learned in school without the use of real-world objects, because real world objects are expensive.

As a user (parent), I want my child to learn shapes so that they easily recognize and understand shapes.

As a user (child), I want the app games to give me immediate feedback, so I can correct my mistakes early.

As a user (child), I want to feel reaffirmed even when I get things wrong, so that I feel motivated to continue learning.

**User Stories/Requirements Not Currently Implemented:**

As a user (instructor), I want Teaching Tasks to be updateable with new information based on what I teach the kids in school.

As a user (instructor), I want to add initial diagnostic information so that my clients (children) can pick up where they left off from my teaching.

As a user (instructor), I want there to be positive reinforcement so that my clients (children) know when they have done something right.

As a user (instructor), I want Teaching Tasks to follow the proper (ABA and DTI) guidelines when educating my clients so that I know my client will be able to learn and not get frustrated and not want to continue.

As a user (instructor), I want the interface of Teaching Tasks to be suitable for all my clients (children) so that they will be able to properly use and learn from Teaching Tasks.

As a user (instructor), I need an app that can help me automate the learning process of shapes and colors to reach more students.

As a user (instructor) I want the app to probe the child to get an understanding of what they know so that the app can better teach the child things that they have not learned, as well as not teach them things they have already mastered.

As a user (parent), I want to have access to a variety of games that teach my child different skills like reading, writing, and math.

As a user (parent), I want a method that will help my child learn in a proven and regulated way, so that I don’t need to spend so much time teaching them.

As a user (parent), I want to be aware of what my child is working on so that I can positively reinforce them while at home.

As a user (child), I want to be able to adjust sensory information (such as brightness or volume), so that I don't get agitated.

As a user (child), I want to be able to redo tasks so I can improve my learning.

As a user (child), who has not yet learned to read using the application, I want the game to have many audio cues to make it as accessible to me as it is to anyone else.

As a user (child), I want the game to recognize when I am struggling and revert to something, I was more successful at so that I stay engaged and do not get frustrated.

**Plan for Future Development:**

Our current plans for the application, along with Deliverable 4, will consist of the following goals:

* Finish the Login GUI
* Finish the User Selection GUI
* Finish the Game Selection GUI
* Finish the Game GUI (This will consist of at least one game (pick a number) or two (pick a number/shape)
* Implement the start of a statistics GUI
* Implement a visual display of statistics
* Allow for User creation, selection, editing and deletion functionality
* Implement starting GUI for settings page (potentially have some or limited functionality)

Plans we wish to achieve but may need to be set for future development of the application:

* Update the application with new information children receive at school
* Initial Diagnostic information so clients can pick up where they left off at school
* Add more options for positive reinforcement
* Ensure Application is following and ABA and DTI guidelines
* Expand on target users to allow application to be suitable for all clients
* Implement automation to tasks to help with the learning process
* Add in the functionality to probe new clients for baseline data and tasks
* Add more games and tasks for students to learn new or maintain old skills
* Ensure application and tasks are following State School Guidelines
* Provide easy to access information on client’s progress to caretakers in a secure manner
* Allow parents and caretakers (client’s if old enough) to adjust in-app settings (sound/lighting)
* Include a “re-test” function to allow clients to retry tasks without affecting statistics
* Implement voice and audio cues to help instruct client’s during tasks
* Implement early stages of trail recognition so the application can lower difficulty of tasks as needed.