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Project: Coping Skills Game

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Overview:

This project is a game designed to help people with disabilities learn to cope with difficult everyday life situations by choosing the best situations in the game.

As the user plays the game, they will be presented with a variety of problems. Each problem will have three different coping techniques that the user can choose from as a way to deal with the situation. All of the possible coping techniques are correct as we are not aiming to punish the user, only show them new techniques that they can learn and use in everyday life.

As the user plays the game they will earn tokens. These tokens can be used to unlock aesthetic customization options for the user (background colors, text colors, etc). This is a strategic approach that we hope will encourage the user to play the game multiple times in order to gather enough tokens to unlock what they desire, all the while being exposed to more and more coping techniques that they will learn and use.

This web game was created using HTML, CSS, Javascript, Python, Django, and MySQL. HTML, CSS, and Javascript were used to design and format the web pages. In addition, the web pages contain Python code which is used to interact with the Django framework. This framework gives us a way to get data from our MySQL database, as well as update/store data.

Feasibility: