* 2D Game App – Rotario
  + About Rotario
    - Rotario is a 2D mobile game that was created to benefit a charity which provides opportunities for people with disabilities, due to having strokes and dementia, among others. Rotario would help these individuals by using an accelerometer sensor on their devices which measures the tilting motion and orientation of the device. This would let the individual to improve their dexterity and make an improvement of their mental sharpness by playing the game
  + Client Requirements
    - Textual labels will have to be added to icons, since older adults may not recognise the meaning of undefined symbols, making it difficult to navigate an app
    - Font size and style, spacing, and animation will require careful thought and planning to avoid overcomplicating how the elderly users will interact with the app
    - The mobile app must have a simple design, which is easier to use, so the user will not have complex interactions and navigations
    - Even if the graphics of the game are not part of the main interests to the players, it would be important to have graphics, which would allow the user to see sprites clearly, in order to understand what they are
  + The Solutions
    - The text labels were made to be easily understandable. Thus, words and phrases that are used would correspons to the users’ vocabulary. The icon size would also be tested on real users, to avoid usability problems, such as icons that are ‘untappable’ because they are too small
    - In terms of the font, the users would be able to adjust the text size within the settings of the app, as both the style and the size is important for readability
    - The navigation will always be visible – on any page of the app. A ‘back’ button is also added, so that users can get a chance to get back to the previous pafe, in case they click on something by mistake and would become disoriented
    - The player would be able to clearly distinguish between the ball that they will be controlling and the ‘danger’ sprites in the game. In terms of the spped of which the sprites and other animations follow, this will be slowed down at a rate of which it is comfortable for the users to know what they are controlling.
  + Software Used
    - The software that was used to create this app is ‘MIT App Inventor’, an intuitive, visual programming environment that can be used to build fully functional apps for both Android and iOS devices. The blocks-based tool facilitates the creation of complex, high-impact apps in significantly less time than traditional programming environments.