**Vision**

Create a game for disabled children in a wheelchair, to stimulate playing with fellow schoolchildren and stimulate movement of the body to improve the health condition.

**Game explanation**

Touch as many tiles with either your foot or with the wheelchair. Once running over the tile with the wheelchair, information will be sent to the cloud (raspberryPi). This will sent out an action depending on which game is played.

**Type of sensors**

* Pressure sensor (detect person standing on tile)
* Light sensor (detect person standing on tile)
* Receiver sensor (to detect which team member is activating the tile)
  + Bluetooth
  + RF transmitter
  + Beacons
* Receiver on the wheelchair (collect information about the game score)

**Actuator**

* Led (demonstrate type of tile)
* Speaker (let the kid know the tile is activated)
* Vibration motor (let the kid know the tile is activated)
  + At the arm rest
* Clock (timer)
* Counter display (to show the score)

**First one to test**

1. Test the detection of the wheelchair on the pressure sensor and the change of led output.
2. Detect the difference between the team members and adapt the colour of the tile to it.