Essentially a combination of old-style text-based games and interactive fiction. The focus would be on helping to address echolalia in children who are old enough to either type or to interact meaningfully with a computer. Echolalia would be addressed through the use of several techniques: third party prompting, attempting to make the questions as low on constraints as possible, the use of “wh” questions, and varying numbers of adjectives used with nouns.

Gameplay itself would consist of descriptions of rooms and then puzzles. The puzzles would be solved by having the child type commands that mimic the meaning of the description but use different words. For instance, the child might be told that there is a “large and a small rock” and then asked to move either a “big rock” or a “little rock”.

The objects themselves would be procedurally generated in a pseudo random way to encourage replay ability and general interest.

For children who lack the skills to type but still are capable of operating a computer with some level of competency another method of gameplay would exist. Instead of typing commands directly the child would be given a set of available commands and asked to choose from among them by clicking on the screen.

While the game was initially envisioned for helping blind children who display echolalia I suspect that expanding the target to also include children with Autism Spectrum Disorder that exhibit echolalia would be a good idea. There is effectively no difference between the two audiences other than the requirement of speech synthesis for blind users.