Executive Summary

Autism Spectrum Disorder (ASD) is a problem affecting not only millions of children but also millions of teens across the world. ASD is hard to treat, and sometimes teens are overlooked, especially in creating fun therapeutic methods. Our task was to make a game that serves as a method of therapy, was completely customizable, gave positive reinforcement, and was to be completed on time. The purpose of this document is to present our project, The Great Audio Race, and discuss how it is a great game to counteract the symptoms of ASD commonly found in teens and older children, and more specifically issues related to dealing with multiple stimuli.

We chose to offer complete customization by having the player pick any song they prefer. People have very diverse tastes in music, so this is a way to cater to their individual needs. There is a visual connection with what they hear, as the map builds on each song uniquely, and there is a personal gameplay experience. We are here to present what we feel is a finished product that will help millions of ASD patients across the planet to become more adjusted to dealing with multiple stimuli.

For our design, we wanted to attack the multiple symptoms of ASD. We made total customization in terms of what they see and hear. Players simply choose their own song. We made it easy to understand gameplay. Our game appeals to older ages as well. Our main features and benefits deal with age, complexity of what it does, yet simplicity in what you see. Essentially we took the very loft goal of giving each user of the game a completely unique gameplay and made it possible. We believe this is a very powerful game and has a lot of potential in the sense that we target an older audience with a potential for highly engaging gameplay.