Introduction

Motivation—Brandon’s sister, earn a good score within class, help people with ASD

Tasks—Create a video game within time that helps a patient with ASD

Background

People with ASD have a problem with multiple stimuli, list example here. Describe how the game helps people reacting to multiple stimuli, and describe a little bit hwo the two relate to each other.

Features and Benefits

List of all of the features, such as custom music selection, ability to change colors within the game, the ability to move freely through the world, etc. Benefits: Discuss how it is making them think quickly on their feet as well as react to multiple stimuli (reiteration)

Explanation of how it meets criteria

List of each piece of criteria has a sub header, then give the reasons. Time- we will be done on time, help with ASD- with reaction to multiple stimuli, positive reinforcement- the rewards system (describe in detail), customizable- THE ENTIRE GAME IS

Major design decision

Making the game based solely on the idea of customization. Making it so that the player is on the bottom of the screen moving right to left (instead of the idea of the screen coming at you in a 3D way as described in the proposal) The rewards system.

Alternative designs (and why we didn’t use them)

Gutiar hero points system—didn’t use to meet requirements of having multiple lives

Having player on left hand screen—easier figure placement to have person use left and right arrow keys, as well as easier to look at.

ANY OTHERS?

Potential drawbacks(with rebuttles)

Unkown? Need help here boys

Testing

Main testing was on the actually analyzing of data. What do we have here? How do we want it to look?

Other testing we did—tests on how the buttons work, how to make them work, etc.

References

Whichever you guys think are good, I don’t cur.

Appendices

Yeah.