## Université de BORDEAUX

## PROJET DE PROGRAMMATION

2020 - 2021 LOGICIEL LUDO-ÉDUCATIF POUR TABLETTE/TÉLÉPHONE DESTINÉ À DES ENFANTS AVEC TROUBLES DU DÉVELOPPEMENT COGNITIF

Chargé de TD :

M.MANSENCAL Boris

Client:

M.FAVERGE Mathieu

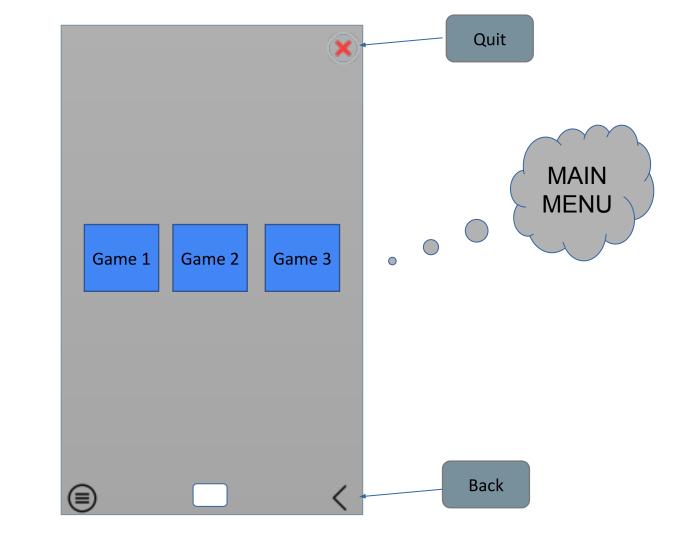
Responsable:

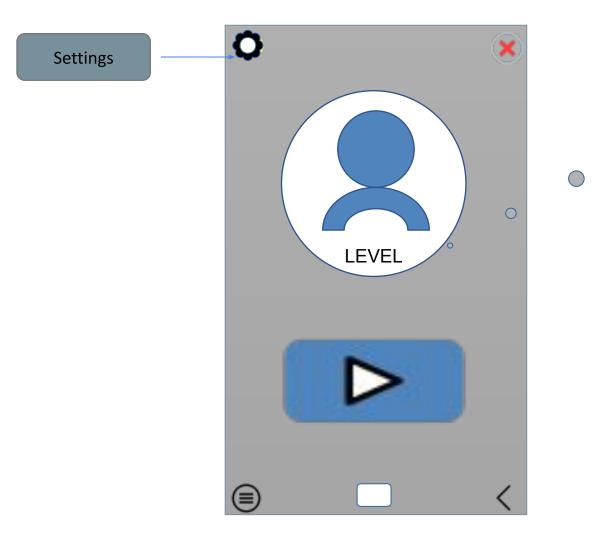
M. NARBEL Philippe

BARRY Aguibou | DIALLO Boubacar | DIALLO Ibrahima | DUPONT Théo | EL KHAILII Soufiane | TIMLI Hassan

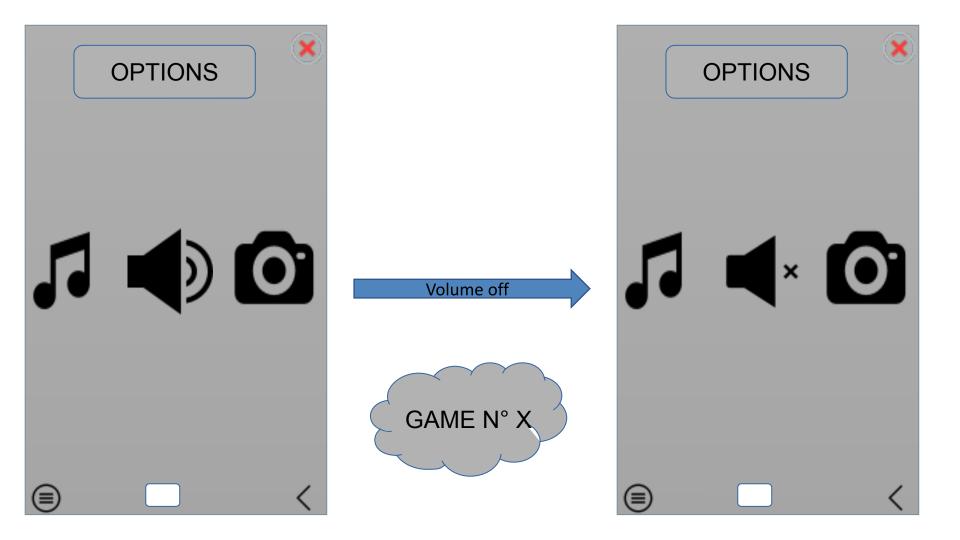
## Introduction

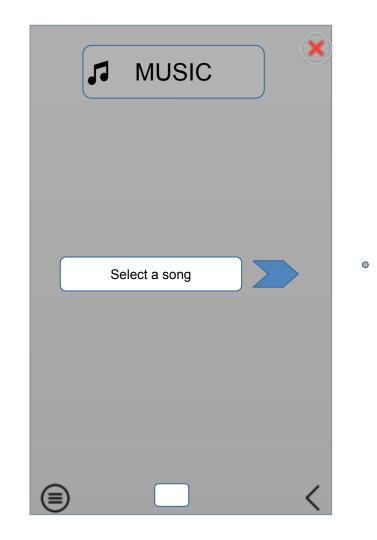
- Créer des jeux adaptés pour un enfant avec des difficultés moteur
- Jeux simples, modulables selon l'enfant, avec des restrictions de l'outil
- Administration gérée par les parents
- Possibilité de modifier beaucoup de paramètres, pour la maniabilité par rapport à l'enfant



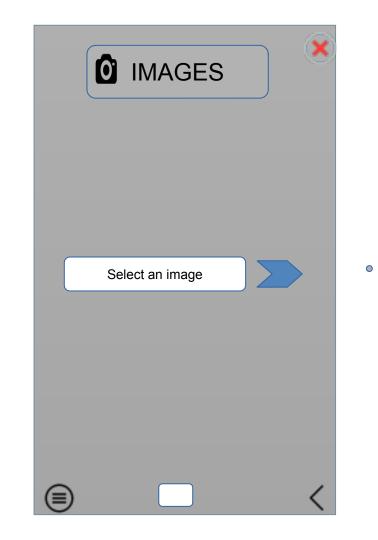




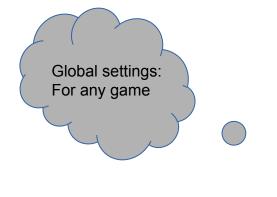




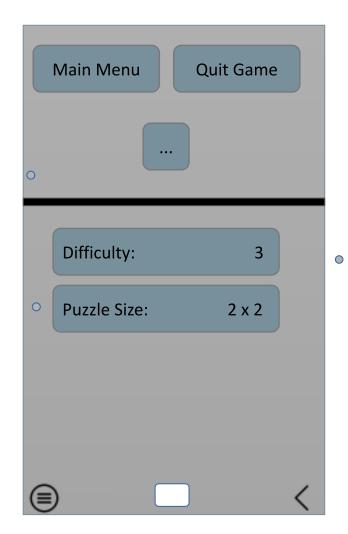
Settings for game X



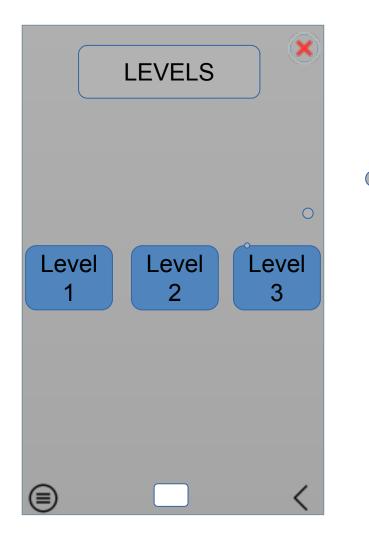
Settings for game X



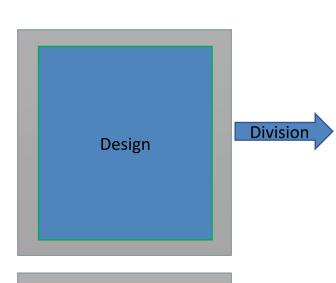


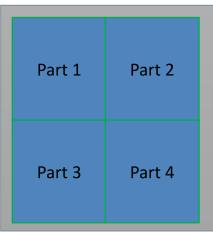






GAME N° X





GAME N°

Rotations

Reward!	
Part 1	Part 2
Part 3	Part 4

Part 3
Part 4

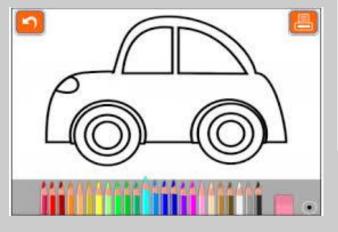
Solution

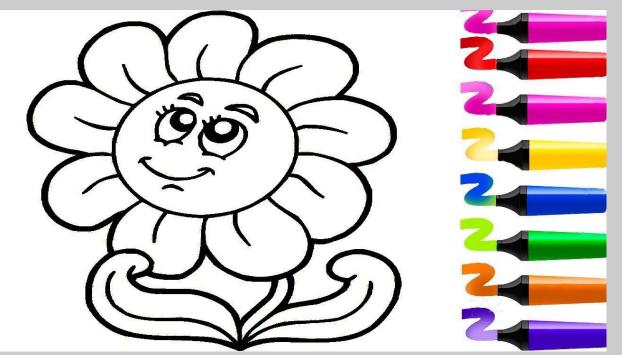
Resolve

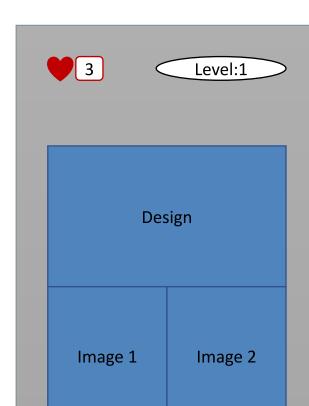
0

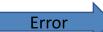
The player can restore the original pieces one by one





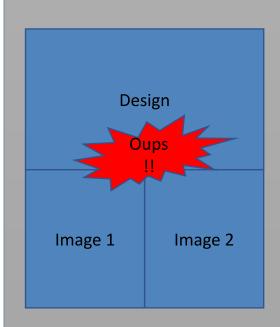


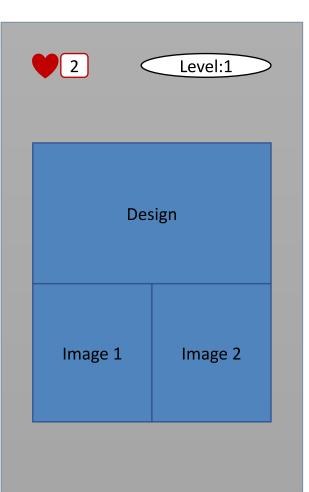






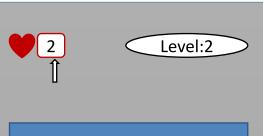


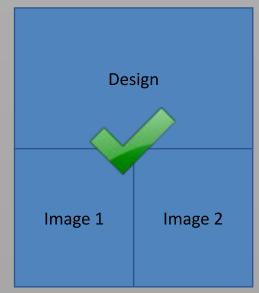




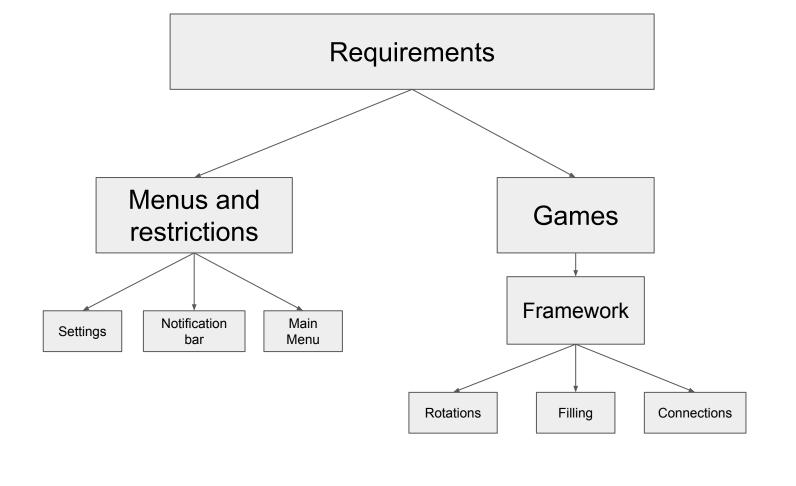
Success











## Sources

- <<URL:<a href="http://blog.ac-versailles.fr/ulisonlinecergyash1/index.php/post/26/03/2020/Coloriages-et-dessins-on-line">><Accessed 10/02/2021></a>
- <<URL:<a href="http://www.pinterest.fr/pin/102668066494751846/">http://www.pinterest.fr/pin/102668066494751846/">><Accessed 10/02/2021></a>