

//Create
//edit
//load

// graphical and text to speech explanation of the user interface. Text must be clear effective at explaining the environment
//what we will have

Table of Contents

1. What You Can Do With Our Program
2. Adding Text
3. Adding Questions and Answers
4. Activating Braille Cell Pins
- 5.
- 6.
- 7.
- 8.
- 9.

1

What You Can Do With Our Program!

Create, edit and test new teaching scenarios.

Load old scenarios for editing and testing.

When editing:

- Decide whether you want to add story elements to the scenario or add question and answers.

- Dictate when and what braille cell pins should be displayed/activated.

- Add audio to play in the scenario.

Use keystrokes to traverse the user interface.

2

Adding Text

Text will make up most of the scenario's content, even if it's to be screen read to the users. While creating and editing the scenario's users have the option to either add text that contributes to a story, or add text that is a question for teaching purposes. Adding text to the scenario is the same process for both cases. More on adding questions and answers in the next section.

In order to add text:

- locate(add reference to how to traverse user interface here) and select the box titled "Story" once selected the user will be able to type in the text they wish to be included in scenario.