**Design Review Presentation Script**

**Introduction Slide**

As a start, we’ve established 3 key requirements our application must feature:

1. The main goal of our application is to provide an augmented reality play space in which our target users can interact using augmented reality.
2. It has been designed in such a way as to facilitate play for autistic children, and to help them overcome common challenges encountered when interacting during play.
3. It will aim to provide solutions to the key issues we have identified for our target users, children aged between eight and 13 with level 1 & 2 autism spectrum disorder.

**Overview Slide**

* Our application is a card game in the style of the popular “Top Trumps”, in which players have cards with attributes which are compared against one another with the highest attribute winning.
* The cards information is entirely virtual, with the players current cards model being augmented onto the game board and the card details being displayed in the user interface.
* We have decided on this base game as it encourages interaction between players within a simple to understand ruleset. It also gave us scope to include multiple game themes.
* Allowing the players to choose the games theme, such as ‘Dinosaurs’ or ‘Vehicles’ aims to help with a common challenge when trying to get autistic children to engage. A user is much more likely to engage if the game is based upon a topic of theme that they are interested in and can choose themselves.
* For additional features, we want to include accessibility options, such as; changing the font size and colour, toggle audio and visual effects and the option to use icons rather than words.
* We will also include gesture commands that encourage the understanding of basic gestures, something that autistic children commonly struggle with. This also allows users to participate without the need for speech.

**Research Slide**

* During our research into design, we found some general principles that we will attempt to follow to ensure that our application is suitable for our target audience.
* The use of clear and simple to understand words and icons is helpful to autistic children, as they tend to struggle to understand abstract thoughts.
* A minimalist user interface which has as little screen clutter as possible is also helpful as overloading the user with information may confuse them and cause sensory overload, a major challenge for children with autism.
* Having our user interface elements uncluttered and well-spaced also allows users to more easily make use of gestures, giving them a larger target area, reducing the need for fine motor skills.
* Clear feedback on interactions is important, such as a change in colour on a button hover and press, or an audio cue to signal that their action has been successful.

**Design Slide**

* Based on our research, we have a clear set of design goals for our application user interface and cards.
* The game is the main focus for the player, and the user interface is there to facilitate playing the game.
* We want to keep the centre of the users’ field of view clear and the rest of the interface uncluttered as to not cause distraction.

**First Screen (Before game)**

* This is the applications default screen when a game is not being played.
* For non-host users, we will implement a simple interface to find a game host.
* When the gameboard card is targeted, the user will then be given the option to begin the game, and a prompt will be sent to the other users before starting.
* The user interface takes up as little of the view as possible and the text over the centre of the view will be transparent as to not fully obstruct the view.

**Second Screen (In-game)**

* The in-game view will have options for players to choose from and will have more elements in view overall.
* The buttons which allow the player to choose an attribute is made as large as possible and spaced out to make gestures easy to use, and will be slightly transparent, again as to not fully obstruct the game view.
* We chose to also include the score as a star rating as well as a number, this gives the attribute score a more visual representation making it more easily understandable for our target users.

**Third Screen (Menu)**

* The pause menu will have buttons which go over the users’ central view. Because the game is now paused, we feel this decision is justified.
* The central elements will still be slightly transparent.
* You can see that we have used the same style for labels, buttons and scores throughout the application, this consistency makes it easier to understand and more usable for our target audience.

**Game Cards**

* Designed under the constraint that a minimum number of features of required in order to create a high-quality target image.
* Use of distinct character designs and colours to help make the cards distinguishable for children.
* Both text and the cards colour indicate which player it belongs to.
* Not simply an abstract arrangement of shapes and colours, which would make for a good target image but would be abstract and meaningless to our target audience.

**Colour Scheme Slide**

* We have chosen to use blue, yellow, green and red.
* The combination of these colours will allow us to create contrasting and unique elements, suitable for children with autism.
* We have used lighter and warmer shades in order to reduce the strain on our users’ eyes and to ensure the colours do not cause sensory overload.
* We use these colours consistently throughout the user interface and physical game cards in order to create a strong theme for our application.

**Conclusion**

* To conclude, we have implemented an augmented reality card game in the style of “Top Trumps”.
* Its purpose is to act as an augmented reality play space for children aged 8-13 with autism to help them during play.
* We have designed an application which is suitable for both augmented reality and our chosen user group, children with autism.