

CREATIVE BRIEF: PROJECT 2

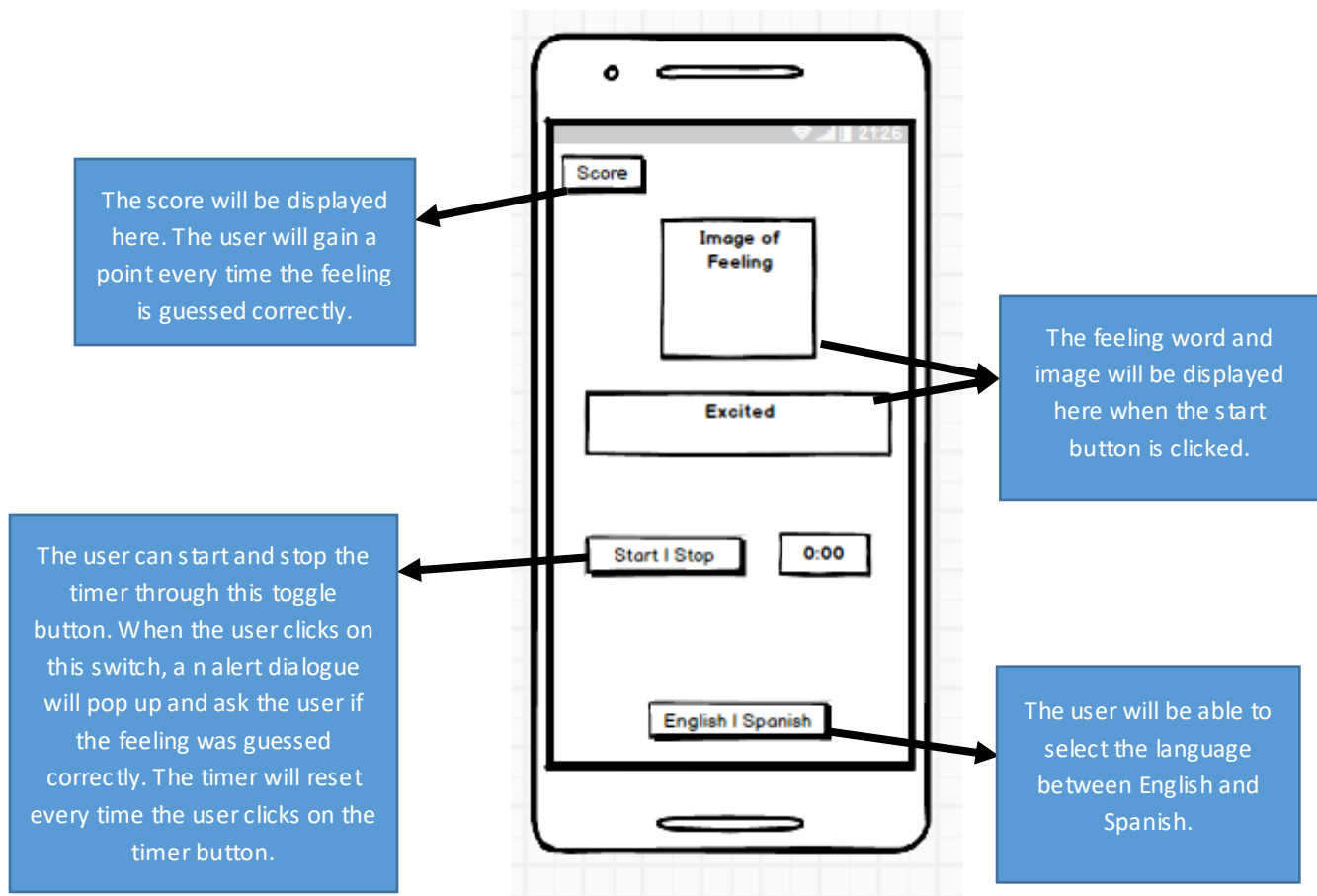
APPLICATION NAME: Feelings Charade – Bilingual Edition

DESCRIPTION: The purpose of this app is to help children develop and improve their emotional vocabulary through the game of charades.

DETAILS: When a user is ready to begin to play charades, the user will click a button that will create a feeling card. The feeling card will display the feeling word and image that should be acted out in the game. It will be randomly selected from 20 different feeling cards. A timer (30 seconds) will be displayed on the screen. If the timer runs out, the user will gain zero points. If the party members correctly guess the feeling, then the user will press a button to stop the timer and gain a point in the game. There will be a switch where the user can switch the language between English and Spanish.

INSPIRATION: This was one of my favorite games to play in therapy sessions. I also believe that it is imperative for children to develop a comprehensive, emotional vocabulary. This app helps develop this important skill in a fun, interactive manner.

AUDIENCE: This application will primarily target elementary-aged children but can be used by people of all ages.

VISUAL DESIGN:

PRELIMINARY TASKS FOR PROJECT:

- Countdown timer: <https://developer.android.com/reference/android/os/CountDownTimer.html>
- Alert dialogue: <https://developer.android.com/guide/topics/ui/dialogs.html>