Creativity + Technology = Enterprise

Experiments in Haptic and Non-Visual Games | Jeff Thompson

FIVE-MONTH PLAN

Feb 2013 Meet with Harvestworks in NYC to discuss project

Initial research

Project ideation

Determine equipment/parts needs and purchase initial materials

Create Android developer account; research upload/app store requirements

Mar 2013 Rapidly develop several prototypes for mobile and electronic platforms

Create list of beta testers (local, virtual, etc)

April 2013 Early prototypes finished

First round of beta testing

Circuits prepared for manufacturing of prototype

Mobile games finished

May 2013 Refine prototypes, error checking and issue reporting

Beta testing

Arrange travel to NYC for project presentation

June 2013 Documentation

Final beta testing and tweaking

Register and purchase project URL, server space

Prepare presentation of project

July 2013 Presentation of finished project in NYC