Work Completed

For the input device this week I spent a little time trying to get the enclosure smaller. The thickness has gone down from 3.5 inches down to 2.4 inches. With this change, it is a hope that control of the input device will be more ergonomical to the child user. The 1555R ABS enclosure was then ordered this week.

Since I am currently waiting for the input device enclosure to arrive, my main focus this week was on the FLASH program. I searched online for how FLASH artists made animated characters that appeared to walk naturally. The block character and its movements below will be the template for which I will create my animated character.

Figure 1. Picture of animated character and possible degrees of movement
I was also able to program the animated character to respond to a command and go to another menu as shown in the following figure. This process requires the use of some actionscript. This code is by no means complete. Figure 1 essentially shows that an animated character can wait in a point of time for the user to select the action. Once an action is selected, the animated character will then proceed to another screen (figure 2) to select more actions.

Figure 1. Code of animated character waiting for confirmation of an action after moving across selections
Additionally, I began to create FLASH environments. I learned about layering which turns each drawing into its own object. Also I learned how to use hotkeys which increased the speed of creation. Another thing that I needed to do was to incorporate perspective in the environment. This will help the environment seem more real and familiar to the user. With this knowledge I created the Me menu which represents the major emotions that the user will feel outside the normal needs shown in the environment. These emotions are angry and sad. An emergency icon will be used as a catchall for any problems that require immediate attention (see figure 3).
Figure 3. The “Me” window

**Future Work**

Once the input device enclosure arrives my focus will shift once again to the input device. I will most likely be in the machine shop cutting out mountings and drilling holes to ensure that the transmitter, battery, and button/switch will all fit. After this, I will most likely return to FLASH where I will continue to work on the animated character and FLASH environments.

**Project Review**

The input device has been more finalized and should be ready for completion in the machine shop within two weeks. The output device will be fabricated more organically, meaning that fewer plans are required to build the device mountings and enclosure, so I estimate that the output device will be complete within the next two weeks as well. Once this is done I am confident the group can work together to complete the FLASH program with time to spare and under budget.

**Hours Worked**

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