Project Identity:  Augmentative and Alternative Communication  
Week 7: 10/18 - 10/24  
Kyle Lotring  

Work Completed:  Work this week focused on redesigning the kitchen. The previous model was too large and empty. It had an awkward feeling to it and a character would have a hard time walking around interacting with objects. The new room is smaller, with key items such as the table, sink, refrigerator and stove all near each other. Additional objects added will be cupboards, snacks on the counter and textures for the environment.
Future Work: In the next week the character should be fully animated in the household environment. Selectable items to follow soon after that. Alon Shur, a student of UConn, will help with the coding of the item selections by teaching us the basic concepts and walking us through some examples.

Project Review: Looking back at what we’ve completed and what will come, our team is on track to finish with time to spare. An email to the client Dr. McCarthy revealed that our environment designs were very much like what the client expected. It seems that our work will satisfy the clients needs very well.

Hours Worked: 12