The work I completed this week revolved heavily around the programming of the friendly character. I programmed what I hope will be the final draft of the character with highly detailed facial features, a new body that does not include clothing, and arms and legs that are simple to manipulate for animation. The character is crafted based on simple geometric shapes which not only make the programming easy they also make the manipulation easier. I tried various means of adding texture to the fur but none really had the desired effect. In the long run I determined the koala bear looked better with solid colors.

The next thing I went into was programming the walking cycle of the finished koala bear. I was able to get the koala bear to walk but it wasn’t smooth or nice looking. The problem was that the animation is programmed in twelve frames per second so if you don’t match the movement of the character to the speed of the frames of the animation it looks choppy. The more time spent in programming the smoother you can get the outcome to look but another issue arrises from the difficulty in using keyframes for animation.
The programming that I did in keyframes is how I was actually able to achieve the movement of the character. To simulate animation in the Flash programming language you simply add frame by frame, its similar to making a flip book on a piece of paper. Each frame requires you to change a small aspect of the character, by making similar changes repeatedly you can make a whole animation, or something seemingly such as making a friendly character walk around a room.

**Future Work**

As far as future work is concerned my primary goal for this week is resolving an issue that arose with the order we put into professional plastics. We ordered ABS material that was 1/8” thick but for some reason they are trying to send us material that is 3/16” thick. Essentially we can use either material but they are messing us up because we’ve been waiting for this material for weeks now. The work regarding that will be to contact the company, find out why they can’t send us what we ordered and settle for the thicker material if necessary.

I will also be spending time this week on character animation. I’m getting better and better everytime I do it but it is a rather time consuming task. The more time you spend on changing the small details the better the overall product will look. Another issue that I will be looking to resolve is that the friendly character is very two dimensional looking whereas the rooms are all drawn in prospective. The character is going to look funny as he’s moving around unless I can come up with some way to account for this.

The third focus I will have for this week is programming Flash environments. In an email we received from our contact John McCarthy he sent us some example environments that he thought might help give us an idea. He sent us a kitchen, bedroom, bathroom and backyard. Since Tristan and Kyle have already begun the kitchen, bedroom and bathroom I will probably work on the back yard. The issue here would be to program a backyard environment that would be fitting for activities a child in a wheelchair could participate in.

![Figure 2: Backyard Environment](image-url)
Project Review

I feel that we are in a good place in our project right now. Today we received the new enclosure that will house the input device. It is rather large but will surely house everything we need in it. The Flash programming is coming along a lot quicker now that we are all working on it as a team. We are still in a bad place with the input and output devices and that is waiting for the ABS material to arrive which clearly hasn’t even been ordered yet. The good thing about that situation is that the enclosures will probably go together fairly quickly and it not being here has forced us to put the time into Flash programming.

Projected Timeline

Tues (10-09-07): Team meeting with just team members, weekly reports, update website
Wed: Animate character, program Flash, confirm material is ordered
Thurs: Animate character, program Flash
Fri: Animate character, program Flash

Hours Worked

12 hours