Work Completed: This week I focused on getting to code operational in our home environment. Our goal is to have the character walk around the bedroom, bathroom, kitchen and living room and have objects to choose from. This will allow the child to choose objects he/she would like to have, therefore communicating. Coding this week was successful in that an object that represented the character was moved around the kitchen and one could press the enter key when the object was at the sink. A message would then appear at the top of the screen notifying an aid or family member that the child wanted the sink.

The code that makes this possible is presented below. It shows that when a key is pressed down, FLASH checks to verify that it is the “ENTER” key. Then, if the ENTER key was pressed, the following code will be executed that outputs a message at the top of the screen where a text box was placed.
Future Work: At the moment the “you chose the sink” message continues to pop up when the character moves back to the sink. It does this without pressing the enter key. There is a hole in the coding allowing this to happen. Over the next week I hope to solve this issue.

Project Review: If all goes well we will have the coding for all objects completed in the following week. The character will be moving around immediately after that. The input and output devices are going to be finished soon as well.

Hours Worked: 18