Project Identity: Augmentative and Alternative Communication
Week 8: 10/25 - 10/31
Kyle Lotring

Work Completed: Coding for selecting objects is now completely functional. The key chosen to be functional changed from ENTER to SPACE. This happened because it was discovered that ENTER causes a Flash video to pause which stops the program until ENTER is hit again. By making the button on the input device a SPACE, it will not disrupt the flow of the character and environments.

Each doorway represents a pathway to the main room that allows the user to choose environments of the home. The transition is smooth and quick to that main room and other rooms.
The coding above is what will power the interaction of our program. Previously the ENTER key was used and that stirred up issues because text was appearing after the character left an object and it would also pause the program. Now a SPACE is used along with the “IF” logic. That change has prevented the program from doing anything undesired.
Future Work: Over the next week I will be working hard to put final touches on the environments. It will be important to make the rooms seem realistic. Now that the character is moving around and coding for objects is complete, this will be my major undertaking.

Project Review: Our project has moved along as planned. We have consistently stayed on schedule to complete our tasks and have motivated each other to get the job done. The program and hardware will be completed in a timely fashion.

Hours Worked: 15