Work Completed: Over the past week our design a large amount of communication has been achieved with students and faculty who are familiar with the Macromedia FLASH software environment. This was crucial to our groups success because each of us need to be intimately familiar with the workings of FLASH in order to design the final product well. Meetings were set up with Professor Randall Hoyt, a teacher with the School of Fine Arts who teaches FLASH on the Storrs campus. Along with that meeting, a fellow student on campus who has decent experience with FLASH has agreed to answer questions to any issues we may come across in designing the program.

Other communication was made with a Special Education Teacher, Kim Walker, from Cumberland, RI that works with students who rely upon Augmentative and Alternative Communication devices. Kim Walker is a family friend of Kyle Lotring and was more than eager to review our senior design project. After receiving a copy of the Design Report, Walker had ample feedback on areas of improvement in both the input design interface and the software environment. Her feedback will be reviewed by the group and taken into consideration. Furthermore, Walker expressed pure interest in seeing the design project succeed and was willing to provide real world testing of the device with her students (with proper consent). Walker also provided a link to NSF funding for research to aid persons with disabilities (RAPD).
Also, this past week a book was placed on order that will aid our group in learning how to design in FLASH. Different books were considered from beginner to intermediate skill level. The group decided on the best one to suit our needs and should be arriving soon. As part of our design, an external secondary display is an option for users. Possibilities for use ranged from connected to the user’s computer through a video cable or broadcasting the video signal from the computer to the external LCD by use of an RF video transmitter. Both have advantages and disadvantages, and the use of the LCD depends on the needs/wants of the user.

**Future Work:**

Design of FLASH environments needs to begin with at least one “room” completed each week. Each team member will take a portion of the design process for that week and duties should be rotated often. Character design needs to begin as well as many changes may occur to the final “appearance.” Measurements for “real world” size of objects such as beds, desks, counters, tables and windows must be done so that designs inside of FLASH can be scaled appropriately. All members of the team must become familiar with “Isometric” design, also called “Perspective View.” This is the method used by FLASH to simulate a 3-D environment on a 2-D platform.

The external LCD display should be connected to a computer to verify functionality and measurements for the enclosure must begin. The team must decide whether or not the LCD will have wireless capabilities, therefore determining if the RF video transmitters need to be ordered.
Project Review: So far I have been slow to tackle designing in FLASH. Design of the environments really needs to begin immediately to allow ample time at the end for final “tweaking” of the overall appearance. There is hesitation with the group on what to do with the external LCD. The options are to have it be attached to the users computer or have it be connected wirelessly. Either way we must decide on one of those choices or both for that matter so we can move forward. We need to be in frequent contact with our client at Ohio University so that their needs are met as well as with Kim Walker as she may prove a valuable asset to making the device effective.

Hours Worked: 7