Statement of Need

The ATCO shelter is a place for adults with disabilities. When not working these people go into a central room where there are various activities. The staff working at the shelter like to keep the disabled adults entertained with minimal use of the television. It is requested to develop a new interactive game which will not be detrimental to the workers’ stimulation and sense of engagement. The features of the game need to accommodate the needs of the disabled adults at the shelter.

Basic Preliminary Requirements

Basic Limitations

There are many different features that need to be added to the basic idea of the Wheel of Fortune game in order to help the adults with disabilities. For instance, the reading level should be very basic, include many different colors, be lightweight, and have adequate safety features. These safety features include no visible wires, no sharp edges on the game itself, and proper enclosure of electrical components. Furthermore a requirement is to have two switches to trigger the wheel to spin due to the various disabilities the players have. The wheel should also be able to stop on its own due to gravitational forces. The questions entailed in the game need to be simplistic so that people of all types of disorders are able to play.

Other Data

A series of textures could be implemented into the game to enable people with vision disabilities to play. Different textures could be used on the wheel, stimulator and question cards.

Questions

1.) What type of questions should be asked?
2.) How is the correct answer displayed?
3.) Do the questions need to be separated into topics?
4.) What kinds of prizes are given?
5.) Will the players be buying/being paid for letters or is the answer given in one spin?
6.) Will fake money be used?
7.) What is the best way the wheel can be stopped by gravity?
8.) What kind of disabilities do the players mainly have?
9.) What are the best types of switches to be used?
10.) How heavy can the game be?
11.) How is the winner determined?
12.) Will the players work in groups or individually?