

## **Krista Galyen**

### **Flash Interactive Project Proposal**

I am proposing to make a "Memory" Game in which users match up words and/or pictures with signs (as in sign language). This is an extension of an earlier project I was working on, a site called "Smart Signer" in which people sign up to a site, login, and choose various sign language modules to learn and quiz themselves .

#### **Target Audience**

The target audience would be people who want to learn their current module of sign language, and who are already logged in to the website. They could be of a variety of ages, but would more than likely be approximately age 10 or up.

#### **Purpose**

The purpose of this project is to create a section of the website where the users can have an interactive game where they can practice their current chosen vocabulary. For example, if they have currently chosen "Early Childhood Starter Level 1" vocabulary unit, then the practice game(s) would involve their vocabulary they have chosen. As they continue on through various units.

So in summary, the purpose of this project is to create an interactive Flash game (I'm proposing a game like "Memory" where they would match the word with the sign) which also is dynamic in its nature (utilizes information from a database).

#### **What will users gain**

The users will gain the opportunity to practice their vocabulary in a game-type of environment rather than merely looking at the signs and trying to remember them. It also will be using the very same vocabulary as the unit they are choosing, which makes it very functional and useful.

#### **Users interaction with project**

The main part of the game will be a "Memory"-type of game, where cards start out turned over, then users "flip" the cards to match the word with the sign. If they do, then the cards disappear. Once all the cards are gone, they will have won that particular game.

Since there are more signs in a unit than there will be cards in a Memory game, they can play again and some of the other signs will be in this new game.

I'm realizing, however, that this alone won't satisfy the advanced interaction requirement of the assignment. For example: dragging and dropping, coloring, etc: the user really doesn't have any large control over the actual elements of the game with "Memory". Perhaps what I can do to fulfill this aspect of the requirement is rather than have the computer "deal" the cards out, the user can, when the game begins, start with a small "deck" and then place those cards down in their area how they would like. They can move them around if they want, etc., and then click them to flip them over.

The user input could be a question at the beginning regarding how many signs they would like to work on (3, 4, 5, or 6) and that would give them double the cards to deal out. (I'm not sure how this could be done, and it probably is easier said than done). The user input probably would not be the name since the name is already known with the application in which the Flash app will be residing, and it could be redundant (perhaps).

### **Challenges**

I believe that ActionScript, encoding video correctly, and interacting with a database will be the most challenging tasks. I could be in over my head, but I also would really like to learn the database/application aspect.

Because of this, I have found a few videos at Lynda.com that I will be accessing as further resources:

Flash 8 Video Integration: <http://movielibrary.lynda.com/html/modPage.asp?ID=182>

Flash 8 Building Data-Driven Applications: <http://movielibrary.lynda.com/html/modPage.asp?ID=272>