# Avoidatrak

IPRO 297 - 351

Dr. Robert Ladenson

Summer 2003
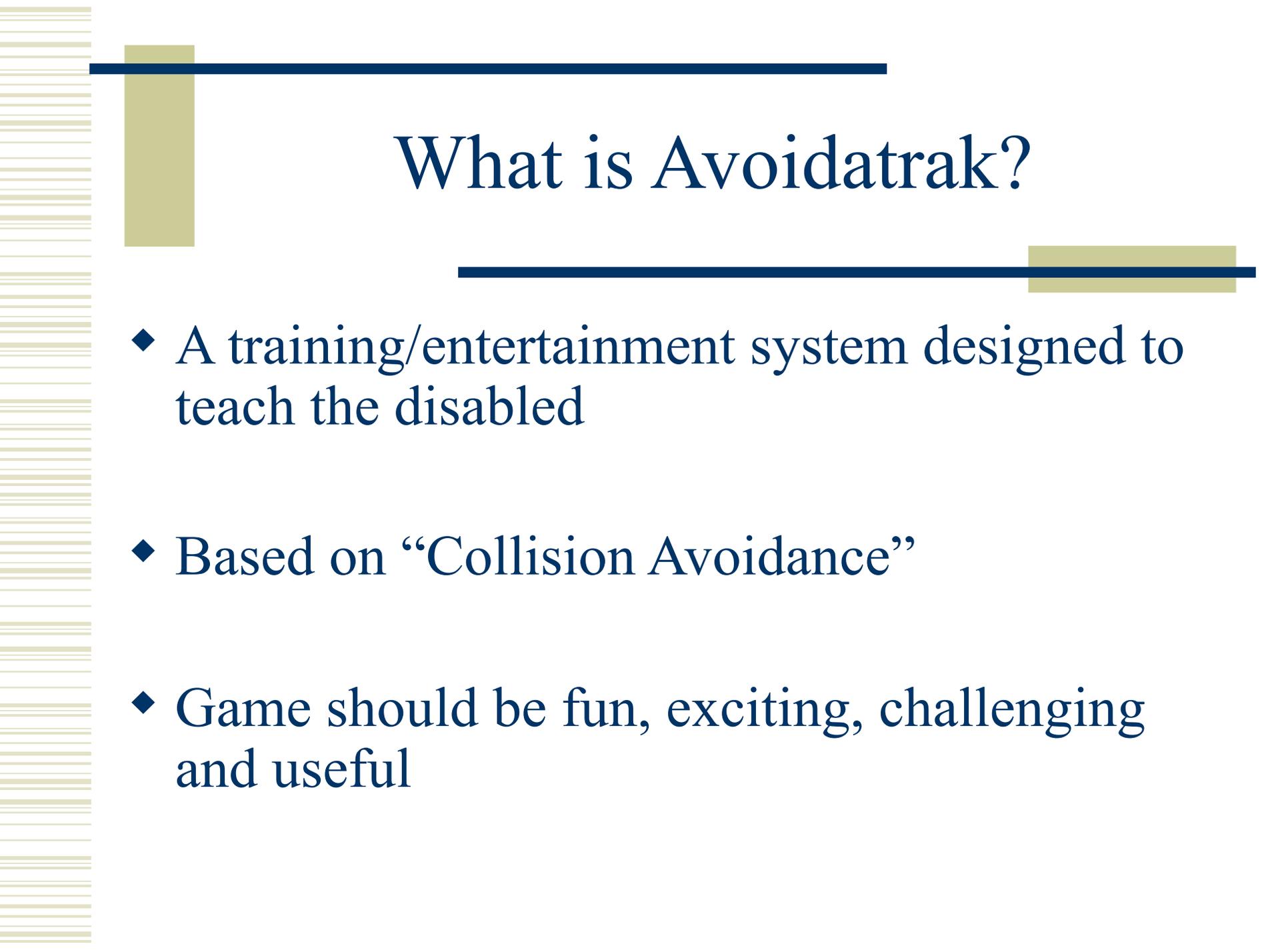
# What is Avoidatrak?

- A training/entertainment system designed to teach the disabled

- Based on "Collision Avoidance"

- Game should be fun, exciting, challenging and useful

# Project Objectives

- ◆ Analyze the market potential

- ◆ Determine the requirements for designing the product

- ◆ Identify the game software features and user interface requirements

# Organization

- ◆ Task Force 1:  Analyze the market potential

- ◆ Task Force 2:  Determine requirements involved in game design

- ◆ Task Force 3:  Determine the aspects involved in software development

# Task Force 1

◆ Interview with Dana Dominak

*Low budget projects are more profitable

*An organized plan should be sketched

# Task Force 1 (continued)

- Web Research

  *Much information regarding rehabilitation and improving awareness

  *Information on existing virtual navigation software was found
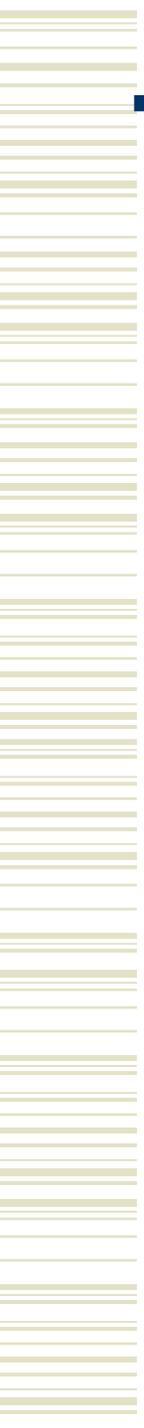
# Task Force 1 (continued)

- ◆ The game will prove to be educative to public

- ◆ It will make more people interested in adaptive sports

# Task Force 2

◆ Interview with Phil Siegel

　　*A detailed and carefully planned design needs to be completed

　　*Concrete details provide foundation to build upon.

# Task Force 2 (continued)

- "Video Game Development Team" should include:

  *Game designer – responsible for overall concept and feel of game

  *Character Artist – Build characters including the one the player becomes.

# Task Force 2 (continued)

*Background artist - Create video game settings

*Texture artist – Add details to 3-D art

*Sound designer – Compose music and create sound effects

*Programmers – Software engineers

# Task Force 2 (continued)

- Input from skilled people are necessary to develop Avoidatrak

- The development team should work in close collaboration with people in adaptive sports

# Task Force 3

- Interview with Lisa Fisher

  *Need input from disabled people

  *Target disabled people

  *Doubtful of game's market success

# Task Force 3 (continued)

- Creating a console game requires large preproduction costs

- Creating a console game also requires a lengthy procedure

# Task Force 3 (continued)

◆ Creating a computer game requires less initial startup capital

◆ A computer game can increase the mutiplayer experience for a variety of game styles

# Task Force 3 (continued)

- ◆ Individual and team sports games do better on consoles rather than on PC

- ◆ Console games benefits from a near zero start time compared to PC's

# Recommendations

- Construct detailed design
- PC – based game
- Requires individuals with special skills
- Unique and appealing
- Choose right sport to simulate
- Need communication between impaired and future IPRO groups

# Conclusions

- A low budget project such as a PC game is more feasible

- A "Video Game Development Team" needs to be organized

- A detailed outline or design of the game is absolutely necessary
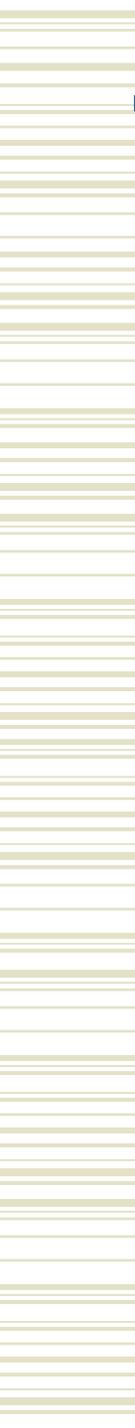
# Acknowledgements

- Dana Dominiak
- Dan Ferreira
- Jay Fisher
- Lisa Fisher
- Tom Jacobius
- Robert Ladenson
- Phil and Marianne Siegel
- Veronica Seizys