

GSOC 2018 - Inclusively Design & Build a Game for Kids

Playtown!: Creativity through Exploration

Student: [Christine Hu](#)

Description:

"Playtown!" is a web game for kids to discover and personalize their own world. Users start on the town map, and by choosing different locations, they can:

- build a robot,
- customize an avatar,
- build an ice cream sundae, and
- design a house!

All controls will be fully switch-enabled, with users also able to adjust text size and scroll speed.

On the technical side, the game will be built with:

- HTML, JavaScript, & CSS (Using the Phaser game engine)
- Assembly, InkScape, & TexturePacker (Sprite creation)

Check out current progress [here!](#)

Partners + Mentors

Partners: [Beit Issie Shapiro](#); [Holland Bloorview Kids Rehabilitation Hospital](#)

Mentors: Jess Mitchell, Alan Harnum, Dana Ayotte, Gregor Moss

Working Documents

- [Timeline + checklist spreadsheet](#)
- [Project blog](#) (updated on Saturdays)
- [GitHub repository](#)
- [Link to prototype](#) (periodic updates w/ progress)

Project Resources

Developer tips:

- [Inclusive design guide](#)
- [Design tips for one switch games](#)
- [General design tips](#)
- [Single switch examples + tips](#)
- [Game accessibility guidelines](#)
- [Switch accessible menu tips](#)

Games for inspiration:

- [Peekaboo Barn](#)
- [Ocean Swimmer \(Sago Mini\)](#)
- [Toca Boca apps](#)

Other Relevant Links

- [GSoC project page](#)
- [Full proposal](#)

Communication

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