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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