

MAPS October 2002 Summary

This month was spent finishing up the re-implementation of the gui and some debugging. While writing the new functions, which simplified things quite a bit, several inconsistencies presented themselves and these had to be resolved. Despite an overall attempt to rid our application of global variables, the way visual basic works makes it necessary to still keep some around.

Along with renaming functions to be the most useful names, I renamed variables in the functions so that they would make more sense to someone who was unfamiliar with the code.

The modality that we added continues to prove a most ingenious move as it simplified a lot of problems that we had encountered.

Another step that I took this month in the reimplementation was to also divide the project components into different modules that were well named. (The IO module for example).

This month we also began work on submitting the proper forms so that in the future we can perform user testing on our gui.

We also had Anja take a look and give us her input on fixes that needed to be done to the design and functionality. Now that it has become so much easier to add new functionality!

In all of this processing we were trying to come up with some ideas for a new layout. We may end up trying to find someone more artistic to do the redesign for us, however.

We also took some more pictures for scripts and I recorded lots of new sounds. We also had to think about how big the pictures and sounds were so that they would fit well in the device and the database. We managed to convert the sounds to a lower quality which made them small enough. We may look later at finding a better sound quality configuration or somehow being able to allow larger sounds, as the sound quality did suffer a little. It is really easy to record sounds, however, and eventually we will also have to think about how we integrate this process into our gui for the caretakers to use (and/or perhaps what software and settings the caretaker should use to record their own sounds).

As far as rendering the pictures to a small enough size, this was done easily enough by decreasing the color count enough that the picture still looks high quality but uses a lot less space.