

# Help Me Say

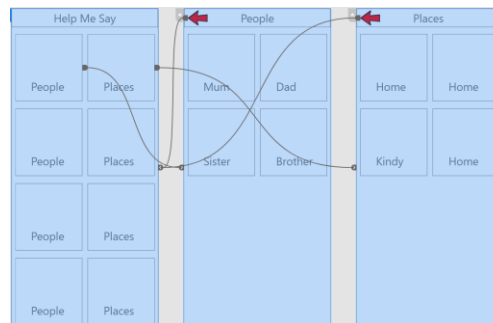
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Advisor: Dr Scott Morton

Client: Ayla Macdonald



Application Icon, all-inclusive



Adobe XD Prototype of the app



Home screen of the app

## INTRODUCTION

The 'Help Me Say' project is a prototype of an app that will assist non-verbal children to communicate with their family and friends. The reason for this project is Theresa's granddaughter. She is a lovely child with Autism that has not yet learnt to communicate with her family in a way they can understand.

The goal of the app is to help her to associate an image with the text of each button and the sound bite as it plays.

## DEVELOPMENT

The project started like all projects do, with a proposal. This outlined the requirements of the prototype and the time frame we had to build it. We began with creating a skeleton wireframe in Adobe XD (See *image 2*). This shows how the app functions in a practical sense.

Following this, we researched into Android Studio and how it worked. Lots of tutorials were completed to prove a refresh of skills for the developer. Over time the layout of the prototype went from a static screen with square button, to a scrolling screen with rectangular buttons (See *image 3*).

Due to the time it took to develop the app, we have not been able to test it with the client and primary user.

## CONCLUSION

The client is very happy with the outcome of the project and looks forward to testing and future development of the application.

Future development is to create a webpage and back-end database so users can input their own words, images, and soundbites for use in the application after syncing the app with the account stored in the database.