

# The Team

- Mechanical Engineers
  - Christopher Yang (Lead)
  - Nicholas Babin
- Industrial Designers
  - Robert Modzelewski
  - Pei Hong Tan
- Electrical Engineers
  - Ketan Surender (EE Lead)
  - Alana Malina
  - Jess Muszynski
  - Neil Pinto
- Information Technology (Game Development)



# Project Description

- Educational and entertaining game software.
- Develop hardware platform to accommodate game play and future development.
- Engage multiple senses with a lower emphasis on visual interpretation.
- Utilize Braille
- Appeal to the visually impaired and “normal sighted” to encourage interaction and foster integration.

# Key Challenges



- Team Communication
- Part Lead Time
- Battery Life
- Understanding/Meeting needs of a visually impaired child