

Final Modifications Before Assemble

July 1st: I started with more work on sticker app, and figured out a better way to put in the scale image. I can place it inside of a panel, as the background image, and then I just need to add the buttons and the sticker into that panel, instead of being in the main form. Then the transparency works, and I can control the size of the scale and the buttons, regardless of screen size.

I can't figure out how to autosize the buttons so they fit inside of the panel. They either go out the sides, are aligned to only one side, or if I try to align them to both, disappear completely. Leaving them as is skews the max and min values of the scale, depending on your screen size though. I talked to Evelyn about this, and she said it was okay for now, we would just have to mark the actual min and max, and and take that into account for data analysis.

I then moved on to making the chooser application, and made some decent progress.

July 2nd/3rd: I made a lot of modifications to the study apps. As of now, I have finished all three apps as much as I can, until I get the creatures utterances.

- finished the Sticker Application
- made a few minor aesthetic modifications to the applications, more color mostly
- Got the favorite things app to read which condition a kid should be given off of an excel sheet, based on the Login name
- Separated the applications so that Snack Time is its own sln
- Added the exiting hack to the all the applications, since I removed the actual 'X' button
- formatted the creatures utterances I received
- changed the code so that the new utterance setup would work correctly
- finished the chooser application
- removed the 'X' button to prevent kids from exiting out of the program
- fixed the finish/next button issues at the end of the programs
- programs now record until very end of program, when experimenter exits it
- added new creatures avatars
- changed the free talk text, to no longer use the avatar's name
- added the date to the log files

July 4th: No Work

July 5th: This day was mostly finishing up the last bits of the study applications, and then testing them while I waited for the utterances. Some of the things I worked on were:

- coding in how all the files should be named
- tracking down the sticker utterances
- renaming and sorting the utterances as I got them in

- randomizing the free talk image order
- made the creatures study more resizeable
- extended the recording of some of the apps, in case of lag
- added a column for 'Set' in the Favorite things log
- changed the kids pressing 'T' or 'B' to 'T', 'B', or 'Up Arrow', 'Down Arrow'
- changed Sticker progress bar to a line of text telling them how many stories they have left
- changed Sticker start button color
- changed the sticker reloading so it doesn't move into the center every time , and kids have to click somewhere
- made the next button on the sticker app disabled until the kids click somewhere, so they have to choose a value
- changed the name of Snack Time in the chooser app to Story Time

After I got all the utterances I began testing on the laptops. This ran into a bit of trouble when the Favorite things study kept giving an exception, for no apparent reason. I thought it might be an update issue, since the applications were created using .net 3.5, and the last time the laptops had been updated was...never. So after over an hour of updating...it still didn't fix the problem. It turns out the problem was that the excel sheet reading I had implemented for Evelyn was causing the programs to break, since the laptops didn't have excel on them. Samantha reassured me that this could be changed, and that we didn't need this for monday, so I didn't have to fix it friday night.

The rest of the program appeared to work fine.

To Do For Next Week: Fix the favorite things app.