



**CALIFORNIA STATE SCIENCE FAIR  
2015 PROJECT SUMMARY**

<b>Name(s)</b> <b>Jaydah M. Mills</b>	<b>Project Number</b> <b>J1412</b>
<b>Project Title</b> <b>Blind Gaming</b>	
<b>Abstract</b> <b>Objectives/Goals</b> Can I make a video game that blind and sighted players can enjoy? <b>Methods/Materials</b> Computer Version of GameMaker: Studio 25 blindfolded test subjects and 25 subjects not blindfolded <b>Results</b> My question was "Can I make a video game that blind and sighted players can enjoy?" By the research I have collected so far, I am now certain that I can make a video game of that nature. The graph shows that a high amount of tested players, both blind and sighted, enjoyed the game. <b>Conclusions/Discussion</b> I proved that my hypothesis was correct and found out that creating a video game takes lots of time and effort. I learned that sometimes even the smallest mistakes can crash a game. I almost broke my whole game just because I added an extra comma. Coding is very detailed. Just to add random rocks falling, the coding would look like this: "random_instance(20, room_length-20),-20, OBJ_ROCK;" Because video game design is so detailed, it takes a lot of time. Even simple looking games can be more complicated than they look. One thing I loved about the project was that I was able to learn programming. When I grow older, I want to create video games. This project has helped me learn the basics of coding and will help me later on. I also loved how I was able to create a video game at such a young age. Not many kids my age can say they made a video game for the blind. I also would like to be able to have more time to draw the game art. A lot of my art was drawn before I installed pressure sensitivity to my drawing tablet. I would love to draw colorful art and make it look nice. My project helped humanity by giving the blind something fun to do and future aspects of the game could help to develop skills. Overall, I loved the project and wish that I could do it again because it was so much fun.	
<b>Summary Statement</b> Developing a computer game that is fun and educational for the blind.	
<b>Help Received</b> I went to various discussion forums and looked for information on programming.	