Building Software for Kids

- Minimal amount of text
    - No menus
    - No help files
    - -> Audio help
    - Scheduling audio
    - Priorities
    - Sound Manager buffer problems

Building Software for Kids

- Saving the work
  - Kids tend to forget to save
  - Filesystem interaction not suited for Kids
  - -> automatic snapshotting and versioning
  - Everything is always saved
  - Versions are kept
  - Problem to find sensible state to save (switch scene, paint figure, clear, output)

Building Software for Kids

- Colors
  - Not as simple as it seems
  - RGB color composition is hard
  - -> real world color composition
  - Subtractive color model
  - Using color paint tubes
  - Does not cover full color space
  - Problematic conversion to normal color space

Building Software for Kids

- Technical limitations
  - Kids tend to have low end machines
  - 3D graphics required
  - No reliable OpenGL drivers installed
  - Limited texture memory
  - -> need to interface with DirectX
  - Balloon 3D revival
  - Bugs in drivers

Building Software for Kids

- Output
  - Setting the wallpaper (high res tiles)
  - Printing (no real printing support in Squeak)
  - Ecards
    - No mailer required
    - Post upload to server
    - Protect against spam with salted hash

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