

## **Functional Requirements**

The WiiLoveProgramming recruiting tool must allow users to map events on the Wii Remote to actions within a game. The GlovePIE program will be used to map Wii Remote actions (e.g., pressing the 'A' key) to key strokes. The keystrokes will then be mapped to game actions.

Specific functionality includes:

1. Capture Wii Remote events (programmable buttons and swing features) and display the action on screen
2. Display all possible game controls
3. Based on user selections, create GlovePIE scripts to map Wii Remote events to game actions
4. Launch GlovePIE and video game from Java
5. Allow the user to view/edit the GlovePIE script as it is being created (advanced mode)
6. Provide 'Cheater Mode' option so user can map one Wii Remote event to multiple game actions
7. Include a reset so the user can start over if desired
8. Provide options to program and play different games
9. Include Save and Load features to preserve script controls