Keyboard Navigation

This document lists down the places where Sugar needs keyboard shortcuts to be navigable completely through the keyboard only. The below have been tested on sugar-build with sugar version - 0.100.0

The list follows.

- ➔ There is no way to select activities in the Home views. However, there is a shortcut to change to the List view from Home view, but there is no way one can use the keyboard to select an activity and start it. Activities can be searched for but they can't be opened because of the above.
- ➔ There is no way to scroll down in the List view through keyboard only.
- ➔ The Frame can be opened with F6 but there is no way to navigate through the Frame with the keyboard.
- ➔ In the My Settings window, you can search for settings but one can't navigate to them with the keyboard only.
- ➔ In the About Me window in My Settings, we can navigate using Tab key, but we don't get any visual feedback that the Tab selection is currently on the Tick Mark or the Cross or the XO icon color selector. Only the name can be changed easily without guesswork.
  The guesswork with the X and the tick symbol buttons applies to all settings windows.
- ➔ Same as previous point, with Background settings window. No visual feedback which opacity button is selected.
- ➔ Activity's toolbars should also be navigable with keyboard. Tab/Arrow keys don't work for traversing the buttons on the toolbars and they also can't be activated("pressed" with keyboard?). This point is applicable to only the button which don't have a shortcut assigned. Like add and remove buttons in chart Activity.
- ➔ The Activity menus can't be accessed. This is a major problem, as most of the useful features in most Activities are organized into menus like edit menu, activity menu, create menu in Physics Activity etc.
- ➔ This isn't necessary but It'll be nice if there's some function like Alt+Tab to switch between Acitivities.
- ➔ Shutdown can be done using the Power button on the machine, but a restart and logout shortcut could be nice. But It will be better if we implement a way to traverse the Frame. Then through traversing it, the user can also access the dropdown menus in the Frame like XO icon, Sound menu, and Speech menu(latter two are in the bottom part of the Frame, so Down arrow should select them.)
- ➔ Also the alert boxes which appear on the top of the activity, cannot be dismissed or used properly with the keyboard. The Mouse is certainly required in this situation.

At the moment, only the above changes are required. Very small part of the Sugar shell is fully navigable using the keyboard. A lot of changes are required.