Patel et al (2020) present an issue of a lack of expertise and “capacity to address accessibility” in software and such, a large quantity of software is published with no consideration or time given to software accessibility. The assumption can be made that if the findings of their survey leads to a majority lack of knowledge and consideration that results in a large portion of tools within the game development space experience the same issues of accessibility. This paper investigates the challenges technology professionals face in including accessibility and design in the development process. The findings from the study conclusively found that the majority of participants in the survey had not learned anything substantial and one of the few that did mentioned “Like if I were to think about how I applied what I learned from… [my institution] about accessibility I don’t personally feel I’d be confident in applying what I did learn in those courses like in the real world.” Showing that the already small size of people taught accessibility do not have the confidence to put it into practice.