

Computer Games Development SE607

Software Functional Specification

Year IV

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| [Date of Submission] |

[Declaration form to be attached]

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# Acknowledgements

This section is yet to be completed

Purpose

The purpose of this project is to show the importance of accessibility in games. This will be done by having tester try out the software with and without accessibility to see if it makes a difference.

# Functional Specification

The major functionalities of my software system would be the accessibility for disabled gamer.

## Audio Cues

One of the major functions would be to have visual cues for people who are unable to hear.

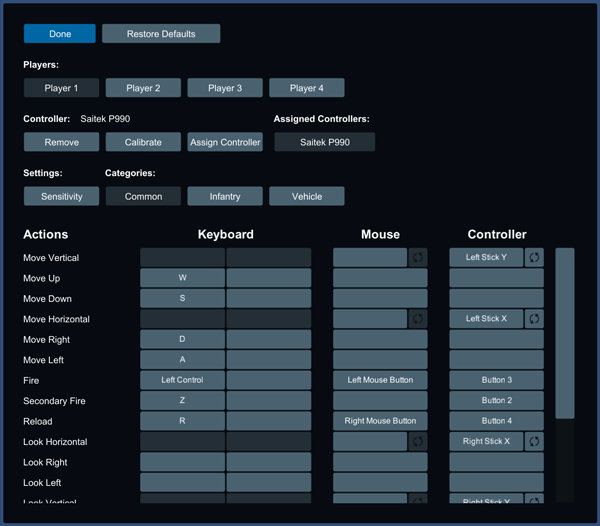
Fortnite do this very well by showing logo which indicate what the sounds belong to and from which direction it is coming from.

Here is the example in the game.



## Remap control

Remapping allows people who are unable to play the game like most players to have the opportunity to play the game in their own way. User should be given the choice to play with controller of their choice.



## Magnifier in game

Allow player to zoom in on a location on the screen to magnify what they are looking at. This help with people with visual impairments.



In the software I will be making, this action can also be utilized by eye tracker and if the user focuses their eyes on one point of the screen, that part of the screen will be magnified.

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