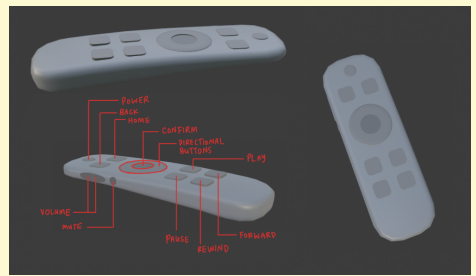
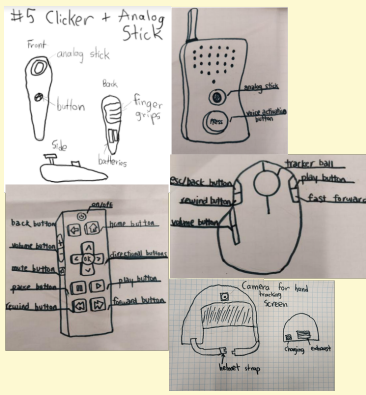
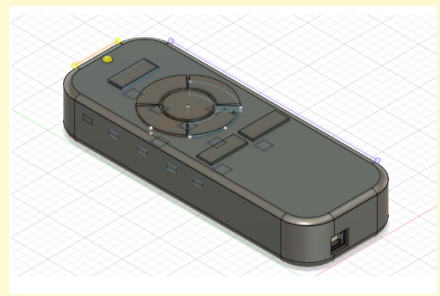


One-Handed Visual Novel Controller

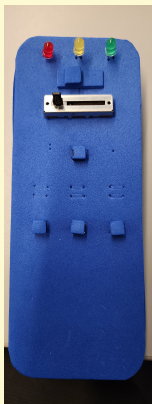
Initial concept designs and blender model



First Paper Prototype and Fusion Model



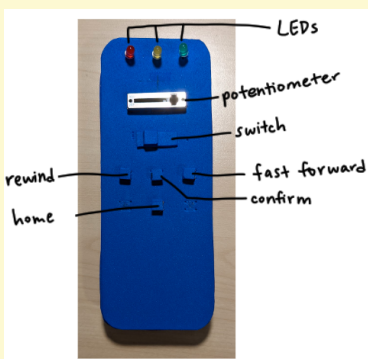
Updated Paper Prototype



Reduced number of buttons based off player feedback.

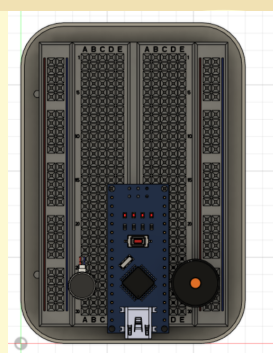
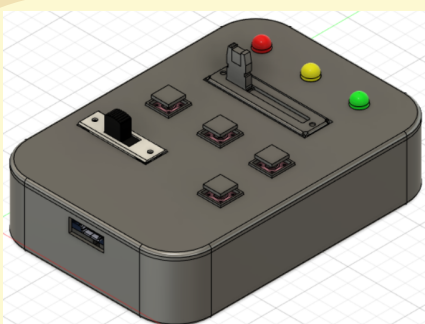
Added new actuators and sensors.

Third Paper Prototype



*Revised button layout
for better input range.
Finalized sensors and
actuators to be used.*

Final Iteration



Compact design and updated button layout based off peer feedback, QFD, and SUS analysis.