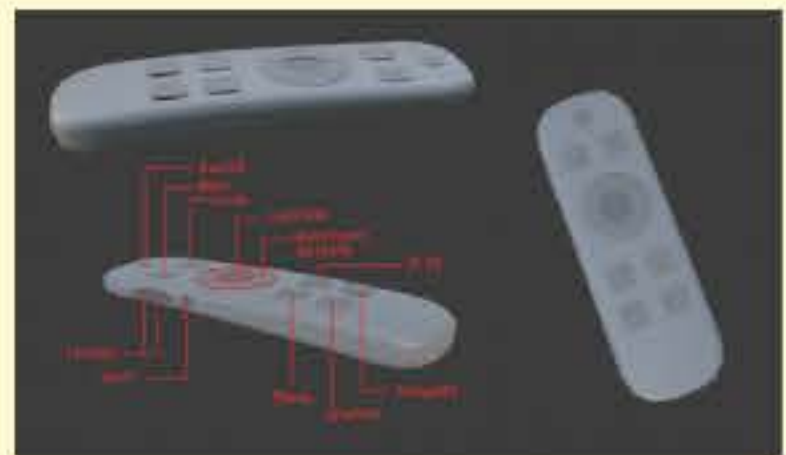
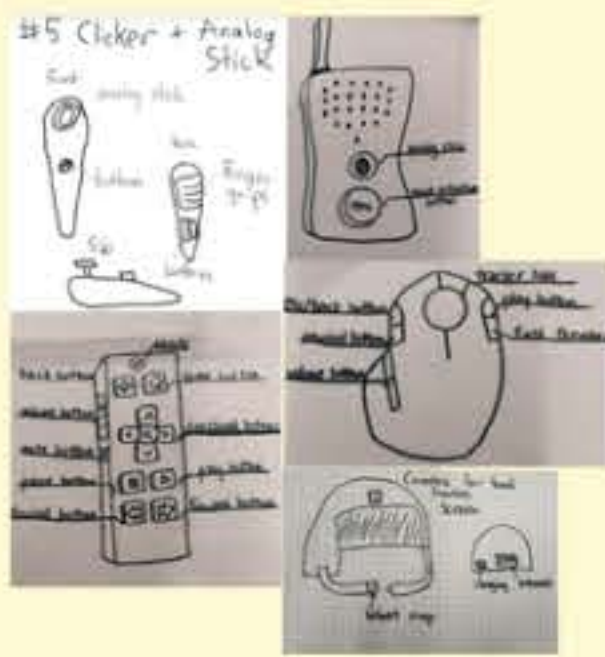


One-Handed Visual Novel Controller

Initial concept designs and blender model

September 28th, 2022



First Paper Prototype and Fusion Model

October 25th, 2022



Updated Paper Prototype

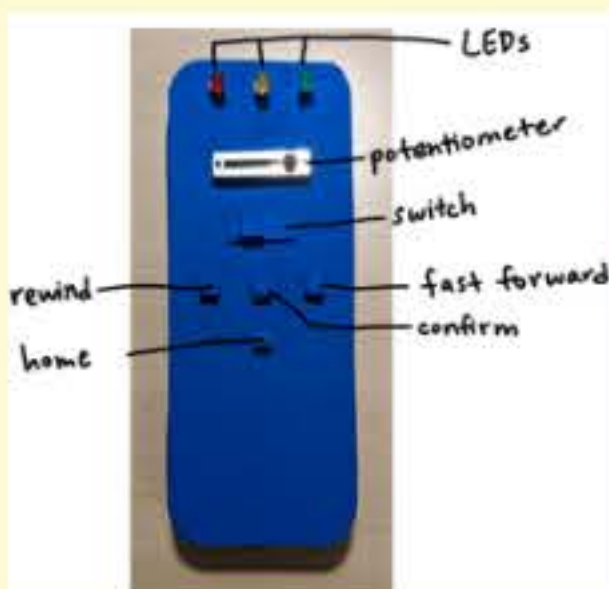
November 8th, 2022



Reduced number of buttons based off player feedback.
Added new actuators and sensors.

Third Paper Prototype

November 10th, 2022



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

Final Iteration

November 26th, 2022



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