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CTEC3451 Development Project

**“Creating a Control Mapping Program for Game Accessibility”**

Final Deliverable

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# Acknowledgements

To begin this project report, I would like to give thanks to people who helped me along the development process

# Introduction

What is the product?

What are the main functions it performs? (Diagrams and screenshots to show what it looks like)

Why is such a product needed or why is worth doing? (Your own personal skill development is a perfectly valid reason)

What did you hope to get out of doing it? (Academic objectives)

## Background

The main product of this project is a Control Mapping Program for Game Accessibility. Included with the project, are two Prototype Games; “Wheelchair Basketball” and “Bye-Bye Thoughts”.

# Main Body

## Development Cycle

## Basic Functionality

## System Design

## Underlying Data Structures & Algorithms

## User Interface

## Known Issues

## Testing

# Critical Evaluation

## Project Evaluation

-How much does it do, how good is it?

-Are there any bits you are particularly proud of?

-What isn’t implemented? How would you extend it given more time?

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## Evaluation of your approach

-In terms of project management approach and in terms of development methods or research methods used

-How successful was the approach you adopted?

-What techniques did you use that worked well? Why?

-What did you learn by doing the project? – did you meet your academic objectives

-How would you do it better if you did the project again?

## Evaluation of tools used:

-What languages, libraries, environments etc did you use for the development? Or, what libraries, methods, techniques did you use for the research?

-Were they suitable? What were their main plus and negative points?

## Final paragraph

-end on a positive note

# References

https://www.piskelapp.com/