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CTEC3451 Development Project

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

Final Deliverable

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# Acknowledgements

# 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

## Analysis of Requirements

-what were the major components of the project; break down to number of elements, e.g. the basic functionality, the interface, comms element, etc. Use diagrams or illustrations to highlight this if appropriate

-what did you identify as the most important requirements for each of these aspects

-why are these the most important? How did you identify them (e.g. surveyed existing products in the same area)

-if you do some research and have a literature review, this is where you put it – because your research is part of the analysing the requirements

## Design Considerations

-what were the main design decisions you had to take?

-what alternatives did you consider and why did you make the choice you did

-use diagrams/screenshots/code fragments etc to illustrate any significant data structures, GUI structures, background algorithms etc

-if you have learned new concepts from your research, this is where you are likely to demonstrate how you applied them to your project, with brief mentions or referring back to the literature or literature review.

## Implementation

-what were the main problems you encountered in implementing your design?

-how did you solve them, or if you couldn’t, how did you work around them? Again, use diagrams/screenshots to illustrate.

-how did you test your implementation? How did you maintain the project code / documentation whilst you were developing it?

# 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?

Can use first person active voice for this section

## 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