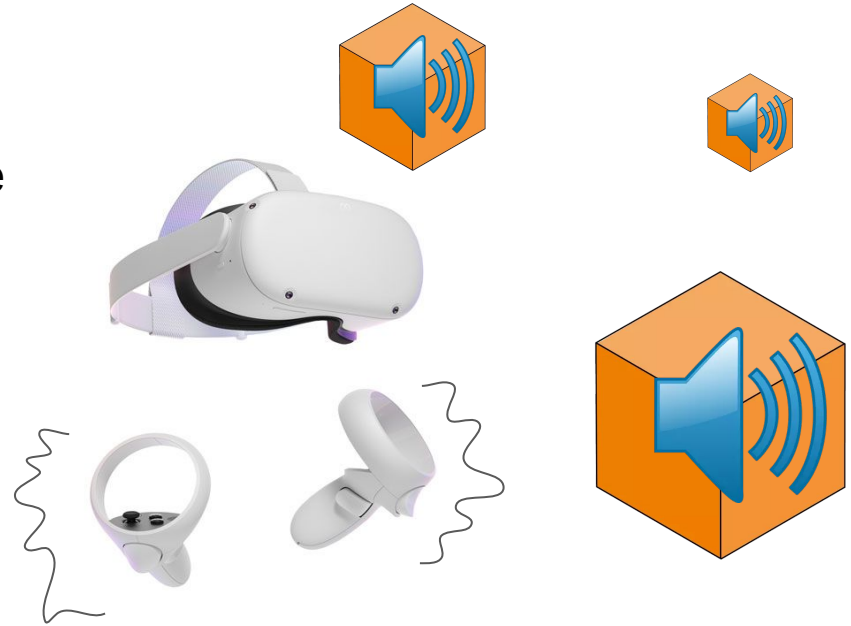


VR Experience for the Visually Impaired

We are making a game for the visually impaired
Match objects using sound and haptic indicators

Games should be as Accessible to everyone

Test the effectiveness of audio and haptic
feedback in a gameplay environment.
Create a sense of Spatial Awareness



Trello Board

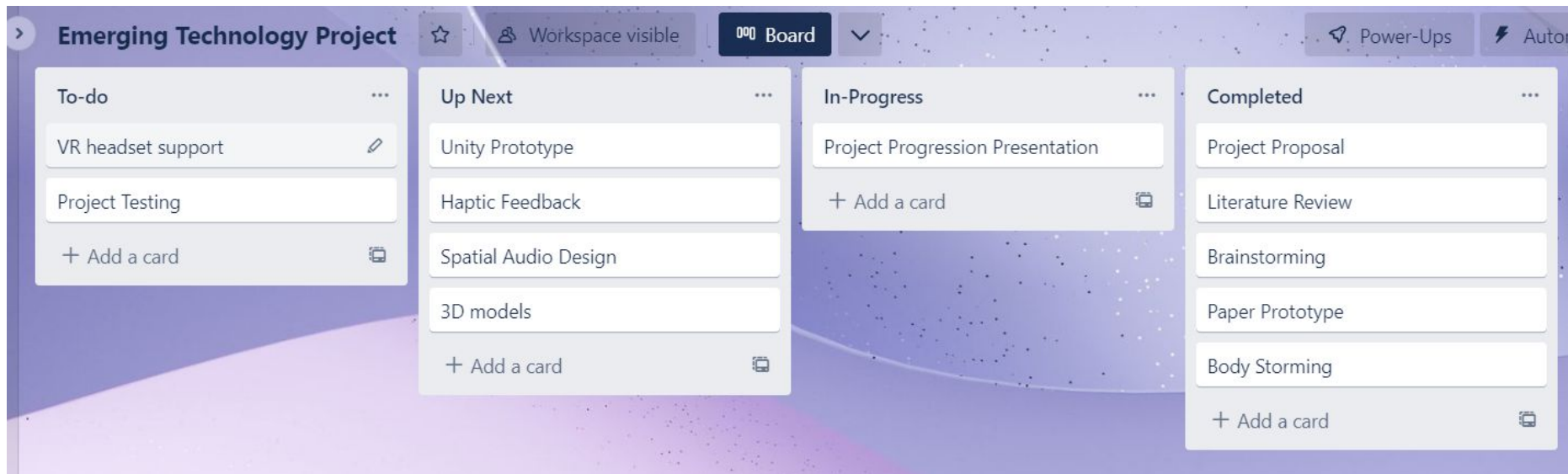


Image Sources

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