The software side of production will be a lot more relevant in the upcoming semester. The basic app is still in development as of the time of typing this, but will be completed in time for the product showcase. Next semester the focus will be on refining it and adding options to allow users to toggle it to best fit their needs.

- Place in further accessibility settings
    - For the keyboard to work properly for our target demographic, it will need to be able to adjust the size of the font within the on-screen keys, and have color/background settings for proper contrast with the work.
    - Typeface options will need to be located and provided with easy switching between them.
    - Transparency will need to be quickly and easily adjustable.
    - Settings must be loaded on launch and remain consistent with what they were set to last the application was used
    - Success will be very binary - Do the correct changes take effect when the settings are edited? Did it properly load the size, typeface, and contrast?
- Measure and Lessen delays
    - Find in the program how long it takes for fingers placed on the keyboard to appear on the onscreen display
    - Work to improve the algorithms required - perhaps adjusting data structures or loops to reduce number of lines if needed
    - Get delays to be under 50-70 ms at most
        - To test, type quickly and ensure the delay does not exceed that threshold
        - This amount of delay is small enough that users typically cannot notice this amount of delay when performing online actions in games.
- Full windows integration
    - For the app to be usable to the general public, the final product will need to be a standalone app without reliance on visual studio.
    - The app must be in a state by the end of the second semester where it could in theory be downloaded onto any computer without other supporting software, recognize the keyboard if it’s connected and begin working with it immediately.
- Add recommended additions

- Auditory feedback was the largest takeaway from the interviews for me. Once all else is done to a satisfactory degree, addition of some form of text-to-speech would be next
- Auditory feedback must be toggleable
    - On/off toggle
    - Read out when key is pressed or key is hovered depending on settings for this
- Must keep up with user typing - No more than 50-70 ms delay between registering and beginning readout