Assistant tools for blind people playing games

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ABSTRACT

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CCS CONCEPTS

• **Applied computing → Computer games**; • **Human-centered computing → Accessibility**; • **Human computer interaction (HCI)**;

KEYWORDS

blind, accessibility, gaming, digital games, navigation, tools, AI

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1 INTRODUCTION

Short summary of zelda cane article and what i want to expore more!

2 RELATED WORK

Maybe short summary of the related works i gatherd (State of the art)

3 CONCLUSION

[1]

REFERENCES

[1] J. Christopher Westland. 2002. The cost of errors in software development: evidence from industry. *Journal of Systems and Software*, 62, 1, (May 1, 2002), 1–9. DOI: 10.1016/S0164-1212(01)00130-3.

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