* Keywords/Phrase
  + Competitive Game Developer
  + FPS
  + Arenas
  + Team-Based
* Project Description
  + Project is focused on finding a way to help those who cannot hear well gain the same benefits as those who do employ voice chat operations in your game.
  + How might we help disabled gamers participate in voice-chat based communities like Discord effectively?
* Icebreaker Questions
  + How old are you?
  + What is one of your favorite games?
  + How long have you been working at x?
* Problem Statement
  + What is your role at the company?
  + Do you have disabled persons in mind when developing your features?
  + What kind of priority does accessibility have in development plans?
  + What is the cost of implementing accessibility in your games?
* Stakeholder Requirement
  + What kind of efforts are being made to learn more about accessibility for implementation?
  + What kinds of conversations are happening to ensure the inclusion of disabled persons?
  + What do you need in order to develop these features?
  + What is the cost of developing these features?
  + What is the reception of such accessibility features?