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| Problem Solving (A3) Report | Topic: Custom Controller Hub (CCH) | Date: August 19 2020 |
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| Identify The Problem |  | 4. Propose and Implement Countermeasures |
| * The market for controller customization (buttons, shells, joysticks) is very scattered. Currently to gather parts for creating a custom controller one needs to hunt down individual specific sellers and keep track of their new inventory and dates. |  | We propose a web service that allows creators to advertise (and potentially sell in the future) their current and future projects. This would be implemented by having accounts specific to each seller with their information and stock, along with buyer accounts. The web service will also manage communication between both parties. It would feature a main page with new upcoming products, tabs of specific parts ( cables, buttons, sticks), “hot” products which are getting a lot of attention as well as creators, etc. |
| Set The Target |  | 5. Check/Evaluate |
| * Our target is to identify and keep track of accessories and parts being or going on sale in the future. We hope to create a “hub” where one could browse parts from all types of vendors, big or small. This would create a much easier environment to navigate, while also giving more visibility to little known creators. |  |  |
| Analyze The Causes |  | 6. Act and/or Standardize |
| * The problem with the custom controller community is its division in two parts: the big-name companies which sell quality, but very expensive controllers and parts. However, these companies have not totally monopolized the market, which brings us to our second group. There are various creators that are not a part of these big names. Because of this, their work is only accessible through sites like Etsy and are advertised usually through personal Twitter accounts, Facebook accounts, etc. |  |  |