# Appendices

**Appendix A**

1. Write a completed rough formal project proposal
2. Research extensively into the most appropriate tool(s) for development and testing
3. Finish formal project proposal with feedback from supervisor
4. Research into the system features for development of accessible apps and the feasibility of implementing such systems, as well as potentials algorithms for card shuffling
5. Create a list of requirements
6. Create an initial list of tests
7. Prototype UI designs
8. Receive feedback on designs and iterate on it until a satisfactory design is reached
9. Produce interim report
10. Produce UI frame for game
11. Take time off for Christmas holidays
12. Develop functionality of poker game on client side front end
13. Integrate functionality with UI
14. Develop backend
15. Complete testing of apps usability between users of varying ability
16. Write final dissertation detailing the successes of the project and the problems encountered and overcome

**Appendix B**





