



## **Deliverable G**

### **Design Day Pitch and Final Prototype Evaluation**

Prepared by Group Z11

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Presented to

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## **1. 2-line Summary**

We created a robust, programmable and accessible remote controller that is compatible with both Xbox and PC for disabled gamers. It has features including sticky triggers, macro programming, ergonomic buttons and joysticks for the comfort of all gamers.

## **2. 3-Minute Pitch Script (100 WPM)**

### **Section 1 (Target: 100 words | Reality: 85 words)**

Hi! This is GameAbility. My name is Layane and these are my teammates Juan and Ryan. We are the designers of XAbility: an accessible, fully programmable game controller tailored to gamers that have hardships with their fine motor skill and/or coordination.

Our client was not satisfied with his current elite controller, as it requires a lot of hand motion precision to play games with it. That's why we worked closely with him to create a controller that would adapt to his needs as a disabled gamer!

### **Section 2 (Target: 75 words | Reality: 77 words)**

There are many problems with the way modern game controllers are designed. They are not designed with accessibility in mind. They do not take into account people who may have less precise motor control of their hands. To make gaming accessible for everyone, we need to take these things into account. The only other viable products in today's market are the Xbox Adaptive Controller from Microsoft, and the Axis Pro Series of controllers from Blue Tip Gaming.

### **Section 3 (Target: 75 words | Reality: 104)**

There are 3 enormous perks to our controller. First, the cost. Our controller is the cheapest by far at \$249.99 Canadian. Compared to the Axis Pro Series, which starts at \$499.99 USD. The Xbox Adaptive Controller starts at \$129.99 Canadian; however, that is only for the base unit, you would need to buy buttons and joysticks for each input separately, which could cost hundreds of dollars. Second, our controller has on board macro functionality. Meaning, you don't need extra software. Finally, it has macro buttons and different trigger modes, to help disabled gamers play on the same level as abled gamers.

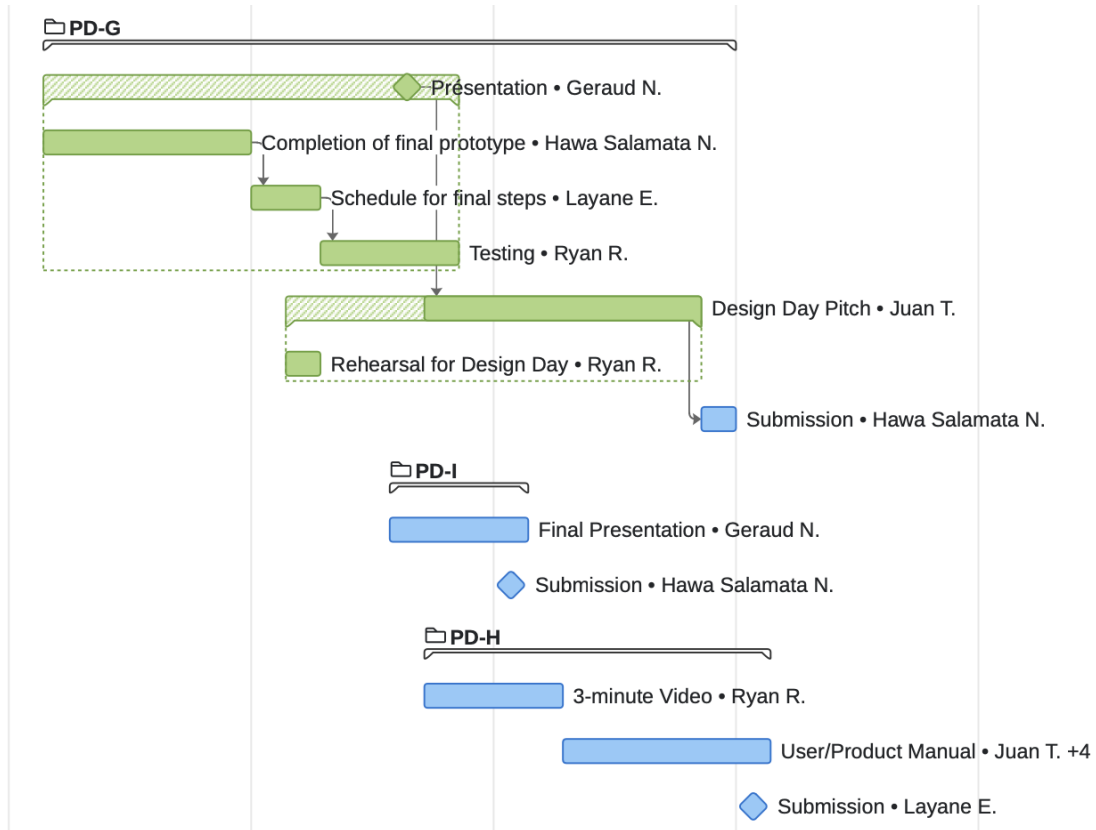
### 3. Pitch Timeline

Section	Time	Speaker
1. Explain why the problem is important (“So What?”). This will require some research and rehearsal. You need to be very crisp and clear about what problem you have solved and what work you have done.	0:00-0:35	Layne
2. Explain the basic user requirements and why solving the problem is important (“Who Cares?”), as well as current solutions and alternatives.	0:35-1:00	Juan
3. Explain the differentiation in your design or the key aspects that make your final prototype better than other solutions on the market (“Why you?”).	1:00-1:35	Ryan
4.1 Provide a demonstration of your functional final prototype in action. - Features	1:35-2:30	Ryan
4.2 Provide a demonstration of your functional final prototype in action. - Game	2:30-3:00	Juan

## **B.1 References**

[1] <https://ablegamers.org/> (visited on 10/07/2023)

## **B.2 Project Plan Update**



Snapshot :

<https://www.wrike.com/frontend/ganttchart/index.html?snapshotId=oJGVxwte3DgeWTCKQoDMqBsEUqy3RFD%7CIE2DSNZVHA2DELSTGIYA>