Guideline	Relevant to mechanic?	Implemented?	Notes
	("no" automatically greys out row)		

Motor
(Control / mobility)

Basic

Guideline	Relevant to mechanic?	Implemented?	Notes
Allow controls to be remapped / reconfigured	Yes	Yes	Game allows for up to 60 custom-button mappings which are not shared across characters. Settings are saved automatically to game servers on menu exit and are tied to the player's online account, but they may be changed or reset during game updates. There should absolutely be options to backup settings and to share settings across characters
Ensure controls are as simple as possible, or provide a simpler alternative	Yes	Yes	Player may be required to switch between up to 18 inputs during gameplay, but aside from allowing players to automate some features, it is not apparent how this could be simplified without fundamental
Ensure that all areas of the user interface can be accessed using the same input method as the gameplay	Yes	Yes	Relationships between input mappings in various parts of the game are unclear and unintuitive, but can be manually coordinated. A reevaluation of controls would allow greatly improve the experience, especially for users with many custom input mappings.
Include an option to adjust the sensitivity of controls	Yes	Yes	
Ensure interactive elements / virtual controls are large and well spaced, particularly on small or touch screens	Yes	Yes	Interface scaling is available on PC, but only for the entire UI. The game is not available on mobile platform, and is not intended to be played on touch screens. Console platforms have not been evaluated

Intermediate

Guideline	Relevant to mechanic?	Implemented?	Notes
Support more than one input device	Yes	Yes	
Make interactive elements that require accuracy (eg. cursor/touch controlled menu options) stationary	Yes	Yes	
Ensure that multiple simultaneous actions (eg. click/drag or swipe) are not required, and included only as a supplementary / alternative input method	Yes	Yes	
Ensure that all key actions can be carried out by digital controls (pad / keys / presses), with more complex input (eg. analogue, speech, gesture) not required, and included only as supplementary / alternative input methods	Yes	Yes	
Include an option to adjust the game speed	No	No	Game is a MMORPG where real-time online interaction from other online players must be synchronized, therefore implementation of variable game speed would fundamentally undermine the entire game.

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Guideline	Relevant to mechanic?	Implemented?	Notes
Avoid repeated inputs (button-mashing/quick time events)	Yes	Yes	
If producing a PC game, support windowed mode for compatibility with overlaid virtual keyboards	Yes	Yes	Unable to confirm what virtual keyboard compatibility might be
Avoid / provide alternatives to requiring buttons to be held down	Yes	No	The interface frequently requires buttons to be held down for approximately half a second, and no alternative modality is provided for
Allow interfaces to be rearranged	Yes	Yes	Some interface elements can be moved around, but options are limited.
Allow interfaces to be resized	Yes	Yes	Main interface elements can be scaled, but only certain elements can be individually resized.
Provide a macro system	Yes	No	External macros is listed as a "bannable" offense
Allow for varied body types in VR	No	No	No VR functionality

Advanced

Allow play in both portrait and landscape	No	No	Game is only playable on computers. Game primarily takes place primarily along the x- and y-axes, so portrait play would be somewhat unfeasible.
Do not make precise timing essential to gameplay – offer alternatives, actions that can be carried out while paused, or a skip mechanism	Yes	Yes	The game is playable without precise timing, but much of the game's content will be more difficult or impossible to accomplish
Include a cool-down period (post acceptance delay) of 0.5 seconds between inputs	Yes	Yes	Dodging has an adjustable timing for double-press activation, and can alternatively be assigned to a single input. There may be undetected exceptions to the cooldown period.
Provide very simple control schemes that are compatible with assistive technology devices, such as switch or eye tracking	Yes	Yes	Certain gameplay features like lockpicking require variable input, but they can be bypassed by "attempting to break" a lock. Bypass uses RNG based on player skills to determine success.

Cognitive

(Thought / memory / processing information)

Basic

Allow the game to be started without the need to navigate through multiple levels of menus	Yes	Yes	
Use an easily readable default font size	Yes	Yes	
Use simple clear language	Yes	Yes	Basic controls and menus use simple language, yet many poorly defined terms and complex language exists elsewhere.
Use simple clear text formatting	Yes	Yes	
Include tutorials	Yes	Yes	

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Guideline	Relevant to mechanic?	Implemented?	Notes
Allow players to progress through text prompts at their own pace	Yes	Yes	
Avoid flickering images and repetitive patterns	Yes	Yes	

Intermediate

Guideline	Relevant to mechanic?	Implemented?	Notes
Include contextual in-game help/guidance/tips	Yes	Yes	
Indicate / allow reminder of current objectives during gameplay	Yes	Yes	
Indicate / allow reminder of controls during gameplay	Yes	Yes	
Include a means of practicing without failure, such as a practice level or sandbox mode	Yes	Yes	Outside of the tutorial, practice is possible, but not clearly or easily available to players
Employ a simple, clear narrative structure	Yes	choose	
If using a long overarching narrative, provide summaries of progress	Yes	choose	
Ensure no essential information (especially instructions) is conveyed by text alone, reinforce with visuals and/or speech	Yes	Yes	
Give a clear indication that interactive elements are interactive	Yes	Yes	
Provide an option to turn off / hide background movement	Yes	Yes	There are some options to reduce the amount of animated objects in "towns," and indirectly the distance at which animated elements of the environment are rendered in graphics. There are more animated elements that could be disabled without compromising gameplay
Support voice chat as well as text for multiplayer games	Yes	No	Voice chat is not available through the game
Provide gameplay thumbnails with game saves	Yes	Yes	There are no saves in the traditional sense, but the players are prompted with a model of the in-game avatar and its vital details when selecting which character to load for play.
Provide separate volume controls or mutes for effects, speech and background/music	Yes	Yes	
Ensure sound / music choices for each key objects / events are distinct from each other	Yes	Yes	
Include an option to adjust the game speed	No	No	Game is a MMORPG where real-time online interaction from other online players must be synchronized, therefore implementation of variable game speed would fundamentally undermine the entire game.
Provide a choice of text colour, low/high contrast choice as a minimum	Yes	Yes	
Highlight important words	Yes	No	

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Guideline	Relevant to mechanic?	Implemented?	Notes
Advanced			
Provide an option to disable blood and gore	No	No	
Provide pre-recorded voice-overs for all text, including menus and installers	Yes	No	
Avoid any sudden unexpected movement or events	Yes	Yes	Outside of combat, there are no such events
Allow all narrative and instructions to be replayed	Yes	No	
Use symbol-based chat (smileys etc)	Yes	No	
Provide an option to turn off / hide all non interactive elements	Yes	No	

Vision

Basic			
Ensure no essential information is conveyed by a colour alone	Yes	Yes	
If the game uses field of view (3D engine only), set an appropriate default for expected viewing environment	Yes	Yes	
Avoid VR simulation sickness triggers	No	No	
Use an easily readable default font size	Yes	Yes	
Use simple clear text formatting	Yes	Yes	
Provide high contrast between text/UI and background	Yes	Yes	The fishing minigame is largely shown through movement of the fishing line, an element which often has low contrast
Ensure interactive elements / virtual controls are large and well spaced, particularly on small or touch screens	Yes	Yes	
Intermediate			
If the game uses field of view (3D engine only), allow a means for it to be adjusted	Yes	Yes	
Avoid (or provide option to disable) any difference between controller movement and camera movement, such as weapon/walk bobbing or mouse smoothing	No	No	

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Guideline	Relevant to mechanic?	Implemented?	Notes
Use surround sound	Yes	Yes	
Provide an option to turn off / hide background animation	Yes	No	
Ensure screen-reader support for mobile devices	No	No	
Provide an option to adjust contrast	Yes	Yes	
Ensure sound / music choices for key objects / events are distinct from each other	Yes	Yes	
Provide a choice of cursor / crosshair colours / designs	Yes	Yes	There is no available crosshair, but options exist to move player focus position and corresponding prompts
Give a clear indication that interactive elements are interactive	Yes	Yes	Pop-up interaction dialogs are illustrative, but a hover focus color might occasionally be helpful
Ensure manual / website are provided in a screen-reader friendly format	Yes	Yes	
Provide separate volume controls or mutes for effects, speech and background/music	Yes	Yes	
Avoid placing essential temporary information outside the player's eye-line	Yes	Yes	
Allow interfaces to be resized	Yes	Yes	

Advanced

Guideline	Relevant to mechanic?	Implemented?	Notes
Allow the font size to be adjusted	Yes	Yes	Text size can be individually adjusted, but only when not using "accessibility mode"
Provide a pingable sonar-style audio map	No	No	
Provide pre-recorded voice-overs for all text, including menus and installers	Yes	No	
Provide a voiced GPS	Yes	No	
Allow easy orientation to / movement along compass points	Yes	Yes	
Ensure that all key actions can be carried out by digital controls (pads / keys / presses), with more complex input (eg. analogue, gesture) not required, and included only as supplementary / alternative input methods	Yes	No	
Ensure screen-reader support, including menus & installers	Yes	No	Interaction prompts and quest tracking are important, but excluded from narration
Use distinct sound / music design for all objects and events	Yes	Yes	
Simulate binaural recording	Yes	Yes	

Guideline	Relevant to mechanic?	Implemented?	Notes
Provide an audio description track	Yes	No	

Hearing

Basic

Guideline	Relevant to mechanic?	Implemented?	Notes
Provide subtitles for all important speech	Yes	Yes	
Provide separate volume controls or mutes for effects, speech and background / music	Yes	Yes	
Ensure no essential information is conveyed by sounds alone	Yes	No	Many events both essential and non-essential are only available via sound if out of the current view-window, or they are only observable indirectly. For example, the player can be engaged in combat from behind, from the sides, or from above where the attackers are not visible. The player will be completely unaware until they start taking damage. Some tools and usable items are similarly undetectable depending on the selected
If any subtitles / captions are used, present them in a clear, easy to read way	Yes	Yes	

Intermediate

Guideline	Relevant to mechanic?	Implemented?	Notes
Keep background noise to minimum during speech	Yes	choose	
Provide subtitles for supplementary speech	Yes	Yes	There is an option to allow subtitles for ambient speech
Ensure subtitles/captions are or can be turned on before any sound is played	choose	choose	
Provide captions or visuals for significant background sounds	Yes	No	
Provide a visual indication of who is currently speaking	Yes	choose	
Allow subtitle/caption presentation to be customised	Yes	Yes	There are no captions
Support text chat as well as voice for multiplayer	Yes	Yes	
Provide visual means of communicating in multiplayer	Yes	Yes	
Allow a preference to be set for playing online multiplayer with players who will only play with / are willing to play without voice chat	Yes	No	
Ensure that all important supplementary information (eg. the direction you are being shot from) conveyed by audio is replicated in text / visuals	Yes	No	
Provide a stereo/mono toggle	Yes	No	

Guideline	Relevant to mechanic?	Implemented?	Notes
Advanced			
Ensure that subtitles/captions are cut down to and presented at an appropriate words-per-minute for the target age-group	Yes	Yes	
Provide signing	No	No	No video capabilities
Use symbol-based chat (smileys etc)	Yes	No	

Speech

Basic			
Ensure that speech input is not required, and included only as a supplementary / alternative input method	Yes	Yes	
Intermediate			
Allow a preference to be set for playing online multiplayer with players who will only play with / are willing to play without voice chat	Yes	No	
Support text chat as well as voice for online multiplayer	Yes	Yes	
Provide visual means of communicating in multiplayer	Yes	Yes	Players can communicate through text or emotes (also printed to chat). Optional speech bubbles appear over players.
Base speech recognition on individual words from a small vocabulary (eg. 'yes' 'no' 'open') instead of long phrases or multi-syllable words	No	No	
Advanced			
Base speech recognition on hitting a volume threshold (eg. 50%) instead of words	No	No	No speech recognition is implemented
Use symbol-based chat (smileys etc)	Yes	No	

General

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Guideline	Relevant to mechanic?	Implemented?	Notes
Basic			
Provide details of accessibility features on packaging and/or website	Yes	Yes	
Provide details of accessibility features in-game	Yes	Yes	
Offer a wide choice of difficulty levels	No	No	As content is shared between online players, difficulty adjustments for individual players is not expected, yet possible even for some Player-vs-player content. Difficulty is preset for all content and adjusts automatically based on player level. Content difficulty varies greatly, but there is no clear indication of this.
Ensure that all settings are saved/remembered	Yes	No	
Solicit accessibility feedback	choose	choose	
Intermediate			
Allow difficulty level to be altered during gameplay, either through settings or adaptive difficulty	No	No	Difficulty is preset for all content and adjusts automatically based on player level. Content difficulty varies greatly, but there is no clear indication of this.
Include some people with impairments amongst play-testing participants	Unmeasured	Unmeasured	unknown
Offer a means to bypass gameplay elements that aren't part of the core mechanic, via settings or in-game skip option	Yes	Yes	Many mini-games are optional, but cannot be bypassed. Lockpicking mini-game is occasionally required, but can be bypassed via a RNG prompt
Include assist modes such as auto-aim and assisted steering	Yes	Yes	Adjustable aim-assist is included.
Provide a manual save feature	No	No	
Provide an autosave feature	No	No	
Allow a preference to be set for playing online multiplayer with/without others who are using accessibility features that could give a competitive advantage	Yes	No	
Allow gameplay to be fine-tuned by exposing as many variables as possible	Yes	Yes	
Advanced			
Include every relevant category of impairment (motor, cognitive etc) amongst play-testing participants, in representative numbers based on age / demographic of target audience	Unmeasured	Unmeasured	Unknown

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Guideline	Relevant to mechanic?	Implemented?	Notes
Allow settings to be saved to different profiles, at either game or platform level	Yes	Yes	Preferences can be set individually for different characters, and the assignments are automatically saved online
Realtime text <-> speech transcription	No	No	The game does not provide voice chat capabilities, however voice chat is commonly used by players via the Discord app