

Inclusive Project

| Mechanic | Dynamic | Aesthetic |
|--------------------|--|---|
| <i>Listening</i> | This will serve as a way to navigate the level because every sound needs to be distinguishable for the player to recognize it. | The assets will appear on scene depending on how loud the noise sounds to the player. If any noise is far from the player's character but is loud enough for them to hear it will appear on screen in the respective distance and in a lighter colour. The clearer the sound is played, it will be drawn with a more contrasted colour. |
| <i>Interacting</i> | The player can grab or make an observation about an element in the environment that is or isn't in range. | This will give feedback about the story and background of the character, also, the player will be notified with a jingle exclusive to the interaction zone anytime they are in range. |
| <i>Remembering</i> | Every time the player presses an specific key a dialogue will narrate the objective. | This can be explaining the route to be taken or the task to be done. If this can be placed diagetically it could be easier to notice for a player with hearing impairments. |
| <i>Walking</i> | Even though the game will only show the object depending on the sound, walking will also have an effect in the surrounding area of thhe character. | Some areas will appear faster depending on their accessibilty for visually impaired people, e.g. the blind guide lane in the pavement will reach further than a dirt trail in the park. Additionally, the objects near the character can be shown and sometimes they wont make any noise, thus having less visual detail. |

By Vic Piña