# Accessibility Features: CodeBot Quest

## Dyslexia-friendly fonts (OpenDyslexic)

Use of **OpenDyslexic font** on Unity to improve readability for people with dyslexia.

## Colorblind-friendly design.

The game will avoid colour as the only indicator, we will be using symbols or text labels too.

Adding a **colourblind mode** with high contrast outlines and alternative patterns or shapes instead of just colours.

Use of colourblind-friendly palettes.

Use of Unity's Accessibility Add-ons to simulate different colour-blindness conditions.

## Audio cues for visual elements.

This helps players who are visually impaired or have trouble processing on-screen information.

### Implementation:

* **Sound Effects for Actions**
  + Play a **confirmation sound** when dragging code blocks.
  + Add a **"success" chime** when a level is completed.
  + Play an **error buzz** if the code fails.
* **Text-to-Speech (TTS) Support**
  + Optional **narration of instructions**.
  + Hovering over UI elements could trigger **voice descriptions**.
* **Haptic Feedback (for future mobile versions or game expansions)**
  + Small vibrations when pressing buttons or dragging elements.

## Adjustable difficulty levels.

Different players learn at different speeds, so we will have difficulty levels to increase accessibility.

### Implementation:

**Beginner Mode (Slower-paced, more hints)**

Step-by-step guidance for code challenges.

Unlimited retries per level.

Hint system with optional explanations.

**Normal Mode (Default experience)**

Limited hints.

3 lives per level.

**Challenge Mode (For advanced players)**

No hints.

Timer-based puzzles for extra challenge.

Harder debugging tasks.

Players can switch difficulty anytime from the settings menu.