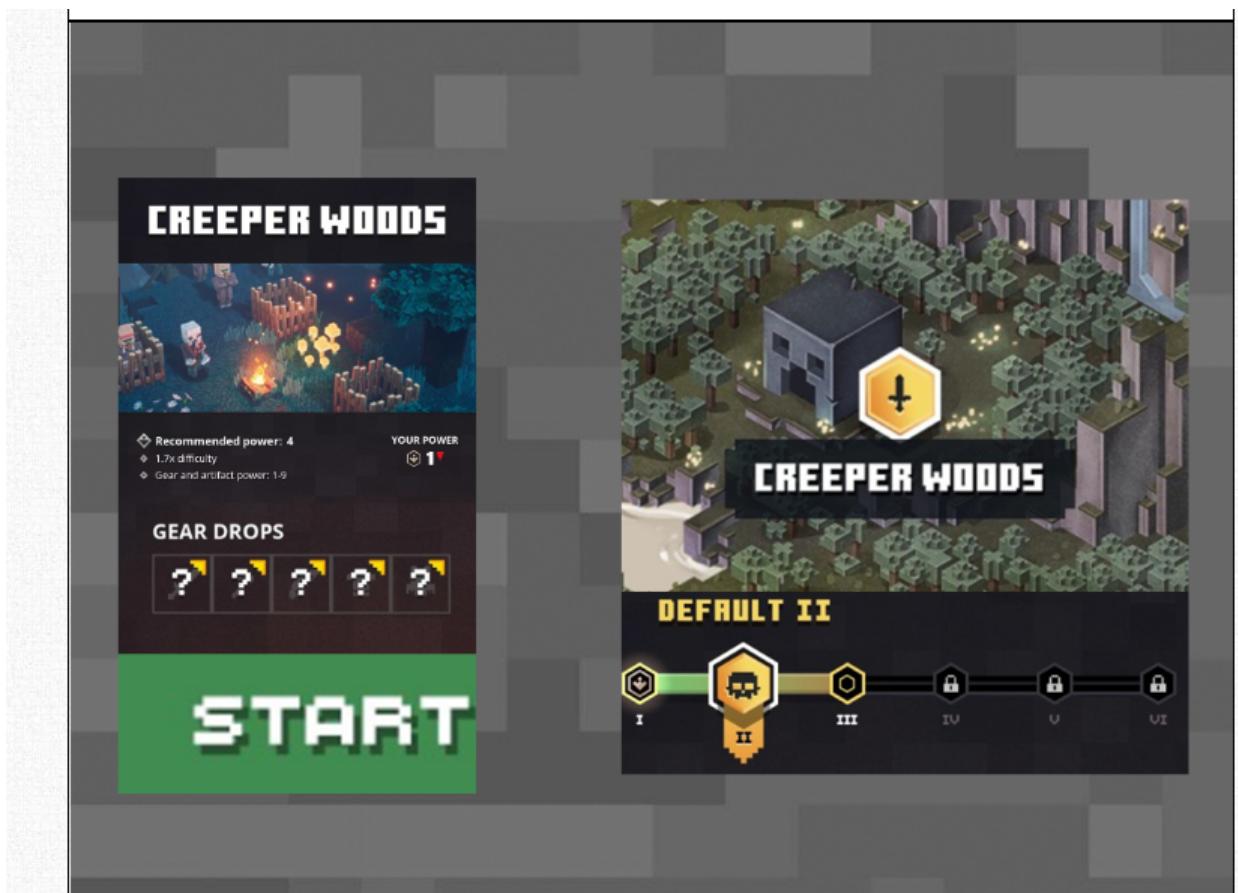
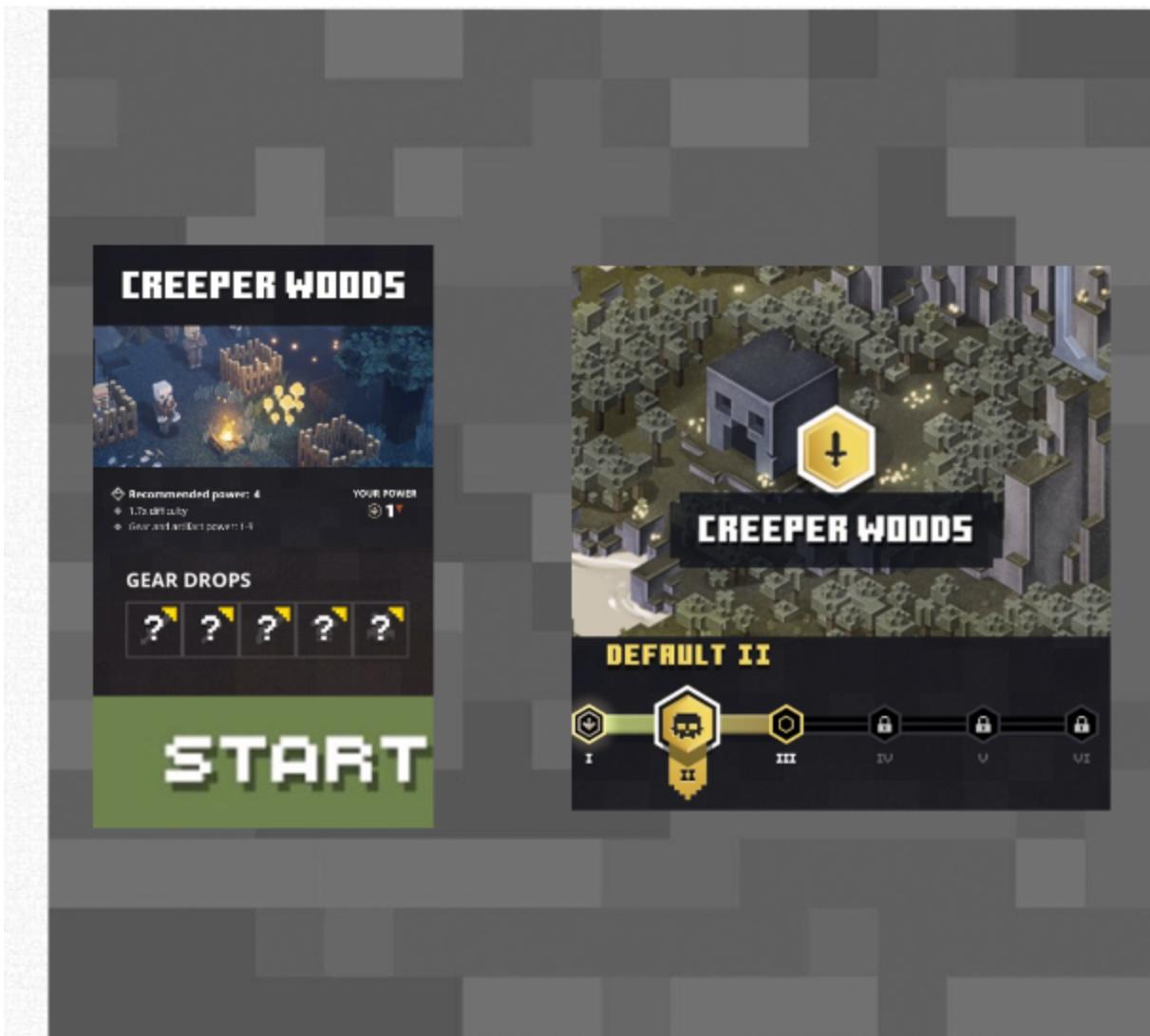


Overall, I tried to pick very neutral colors from different assets and art pieces I scavenged for online. I do tend to like the color-coded loot system to show item rarity, but in dichromatic and monochromatic colorblindness, that system becomes unhelpful. Perhaps listing the name of the color on items would help? For example, an epic-quality item with purple text could say “purple” somewhere on the item tooltip when accessibility mode is turned on. I’d say for the most part the neutral colors worked out well for the various forms of colorblindness.

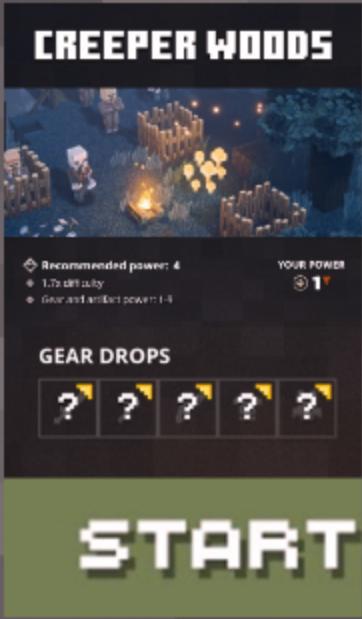
Normal



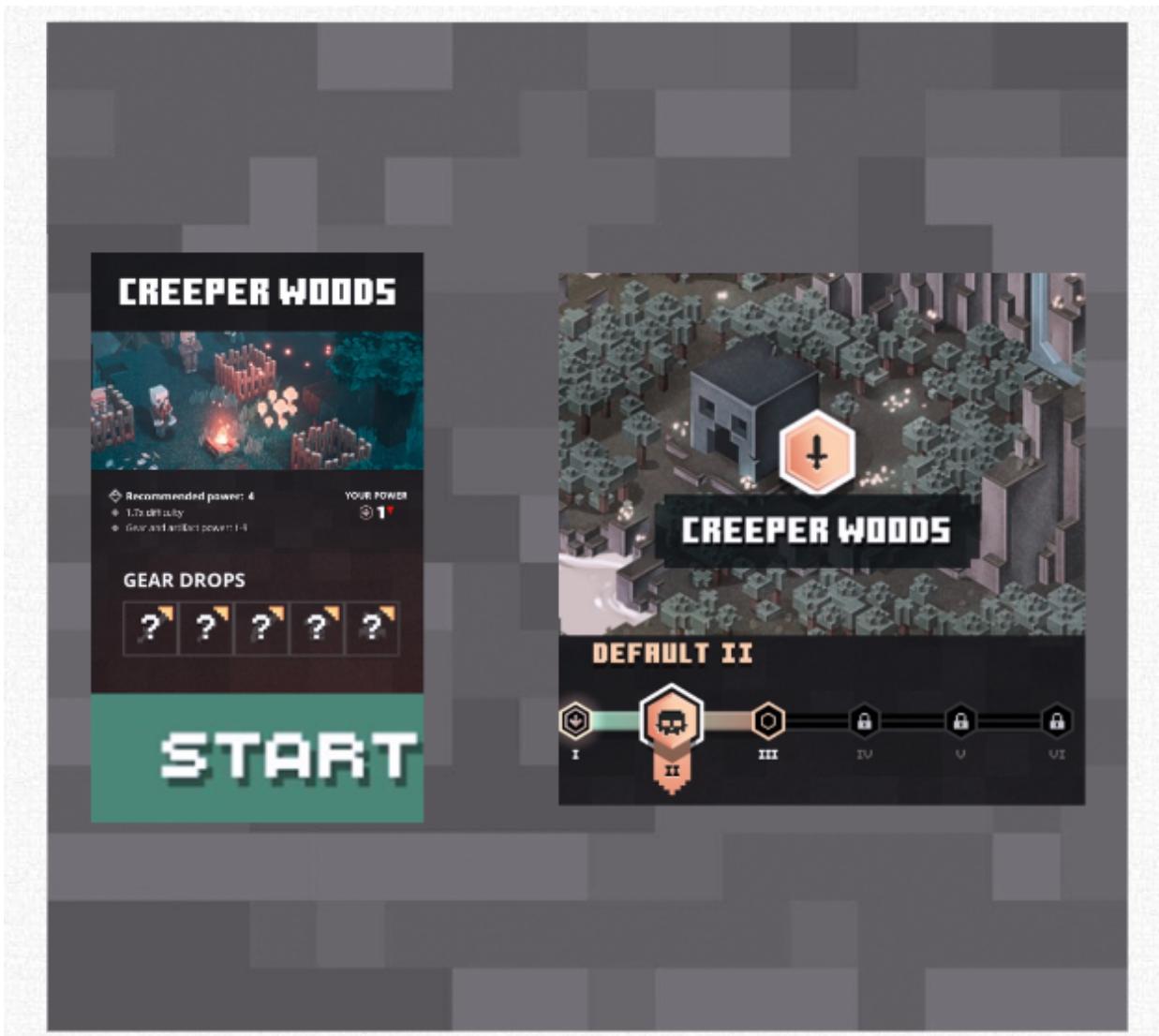
Red-Weak



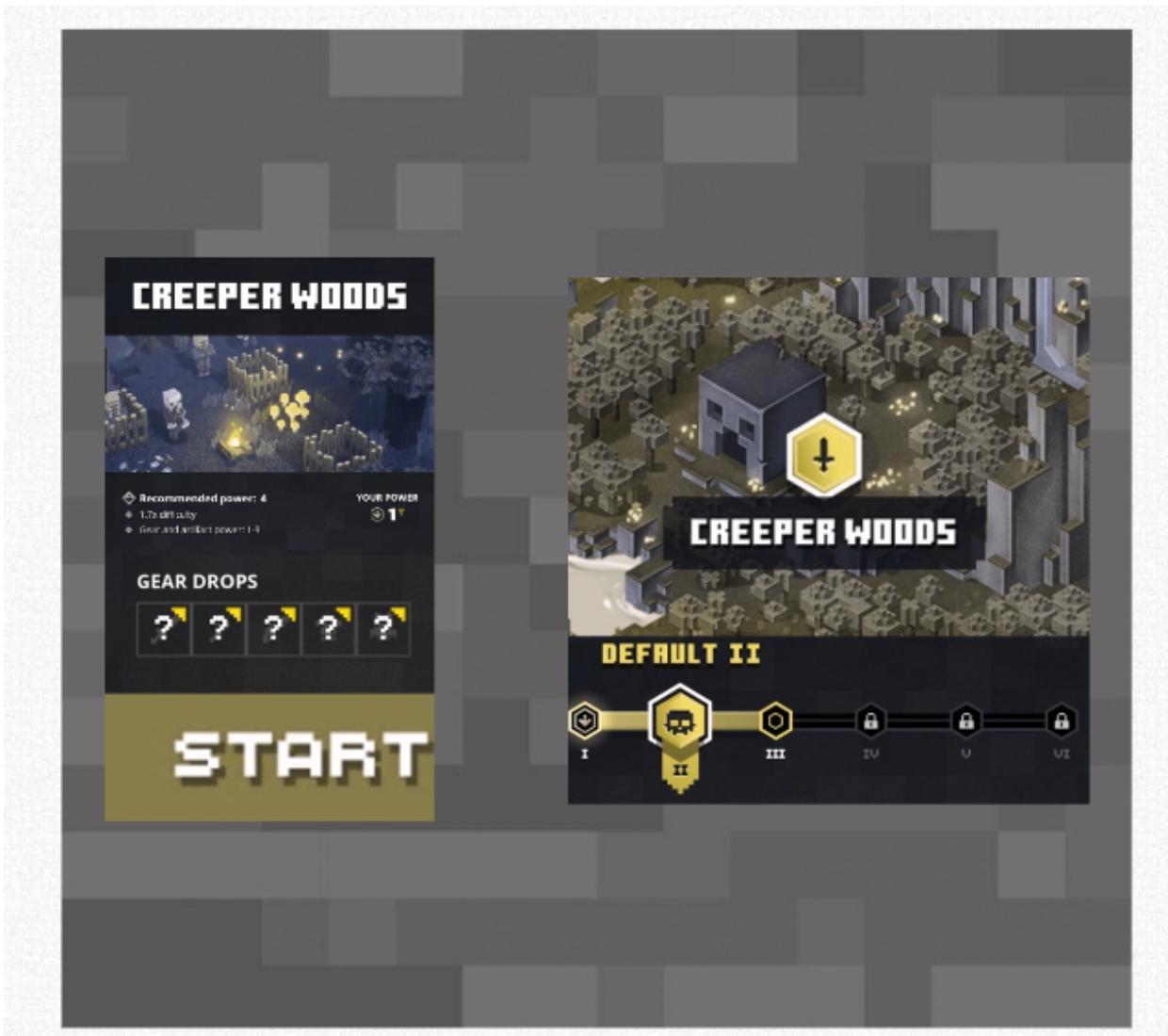
Green-Weak



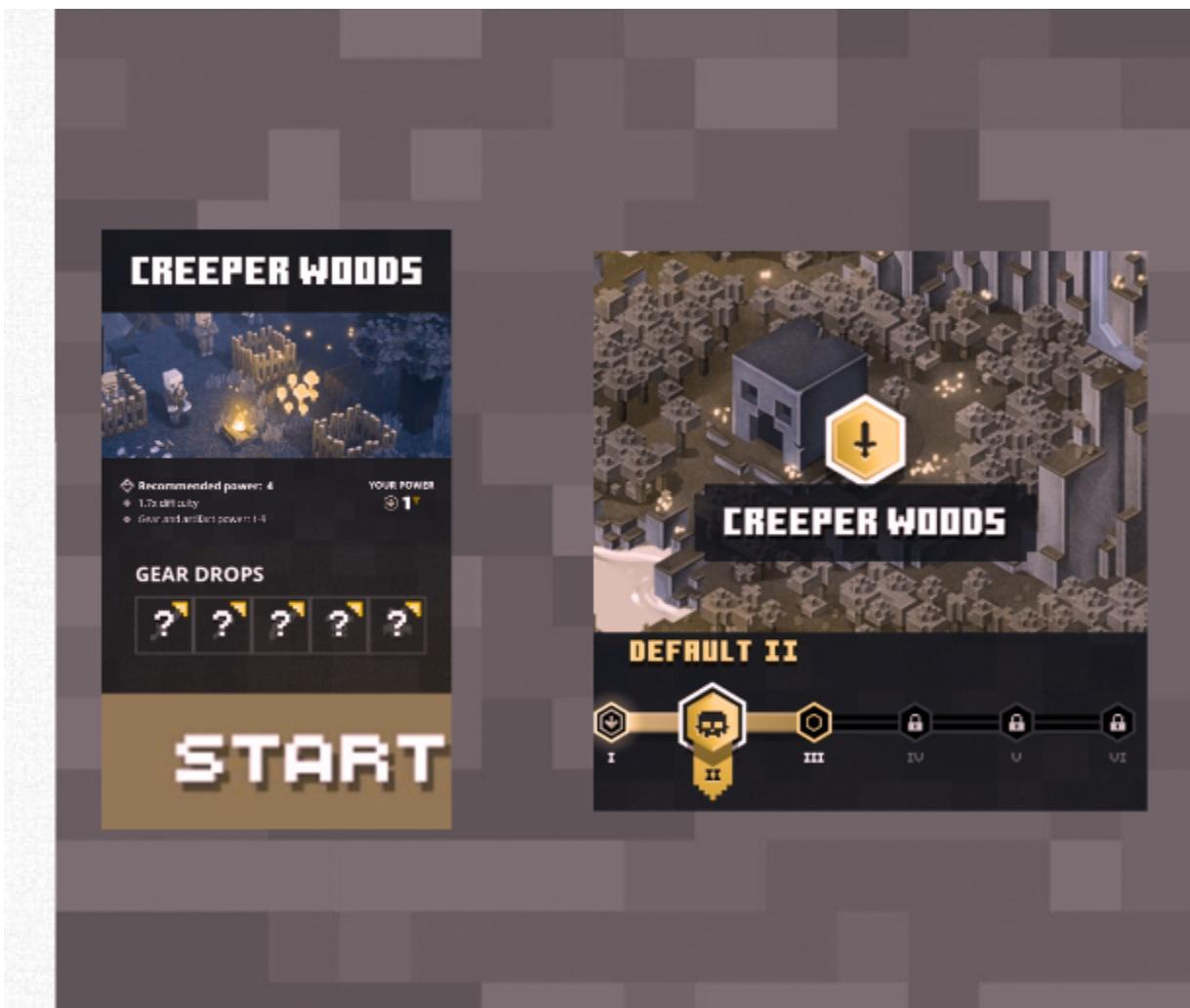
Blue-Weak



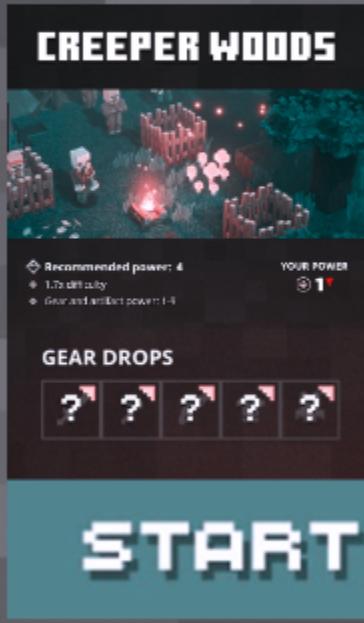
Red-Blind



Green-blind



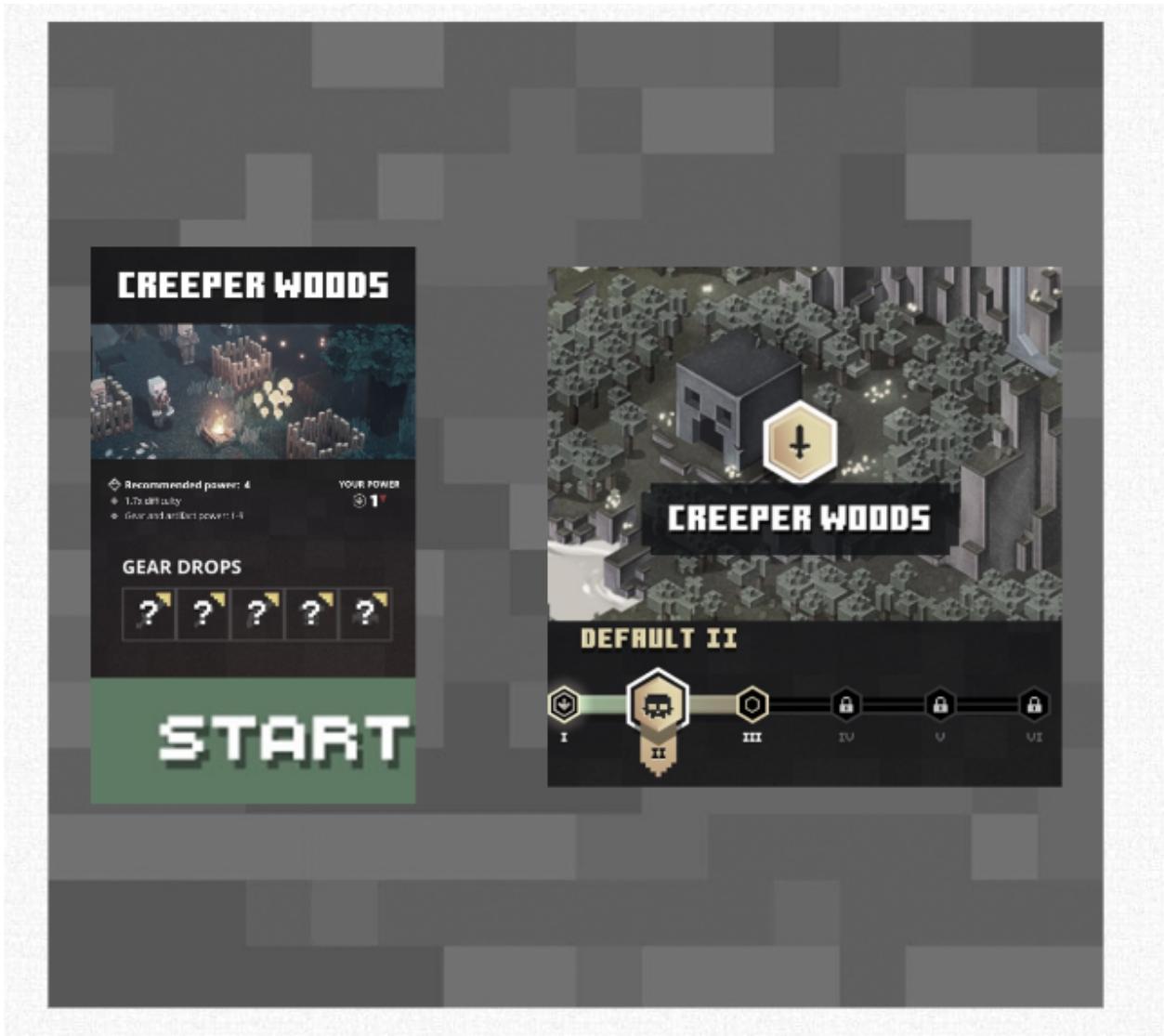
Blue blind



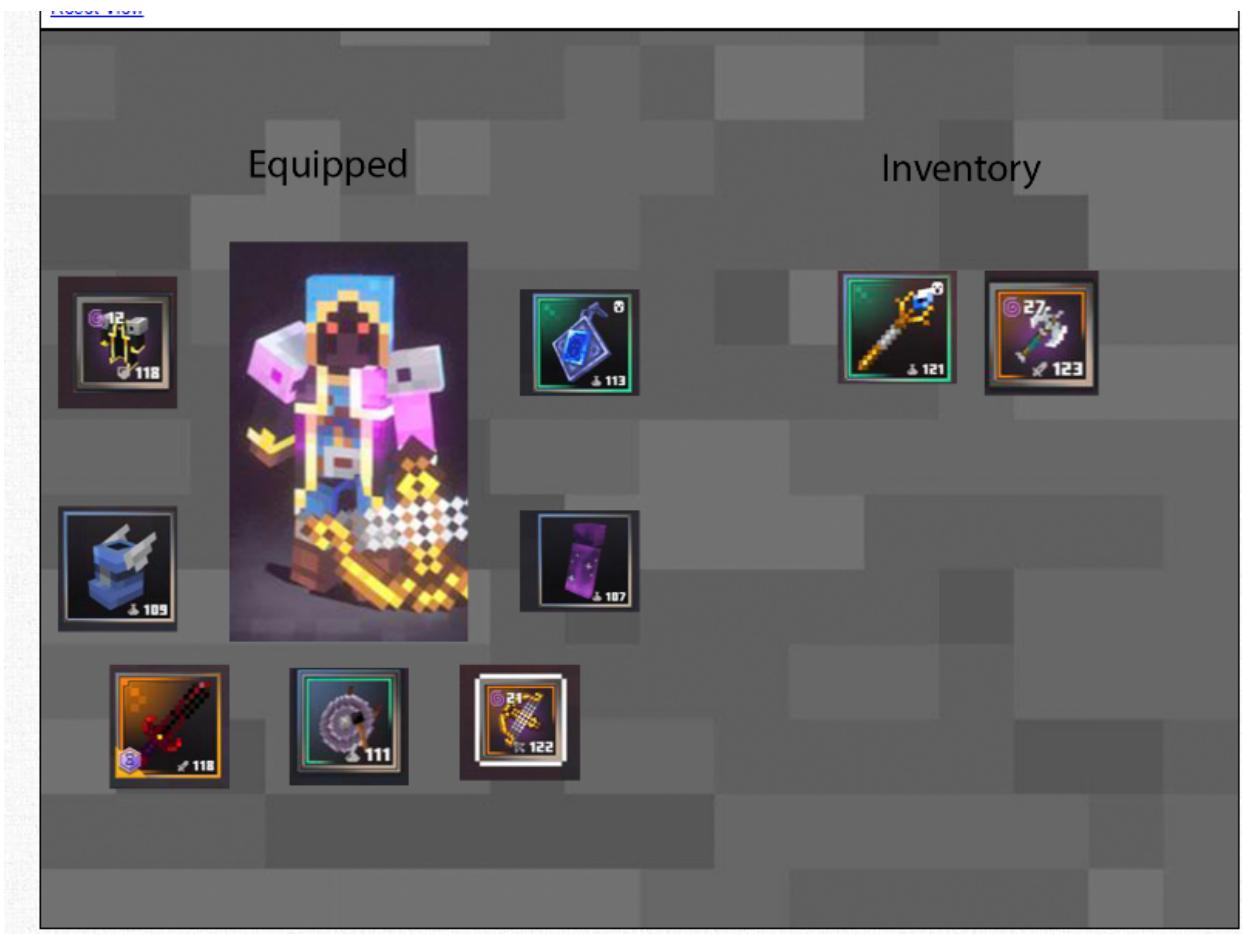
Monochromacy



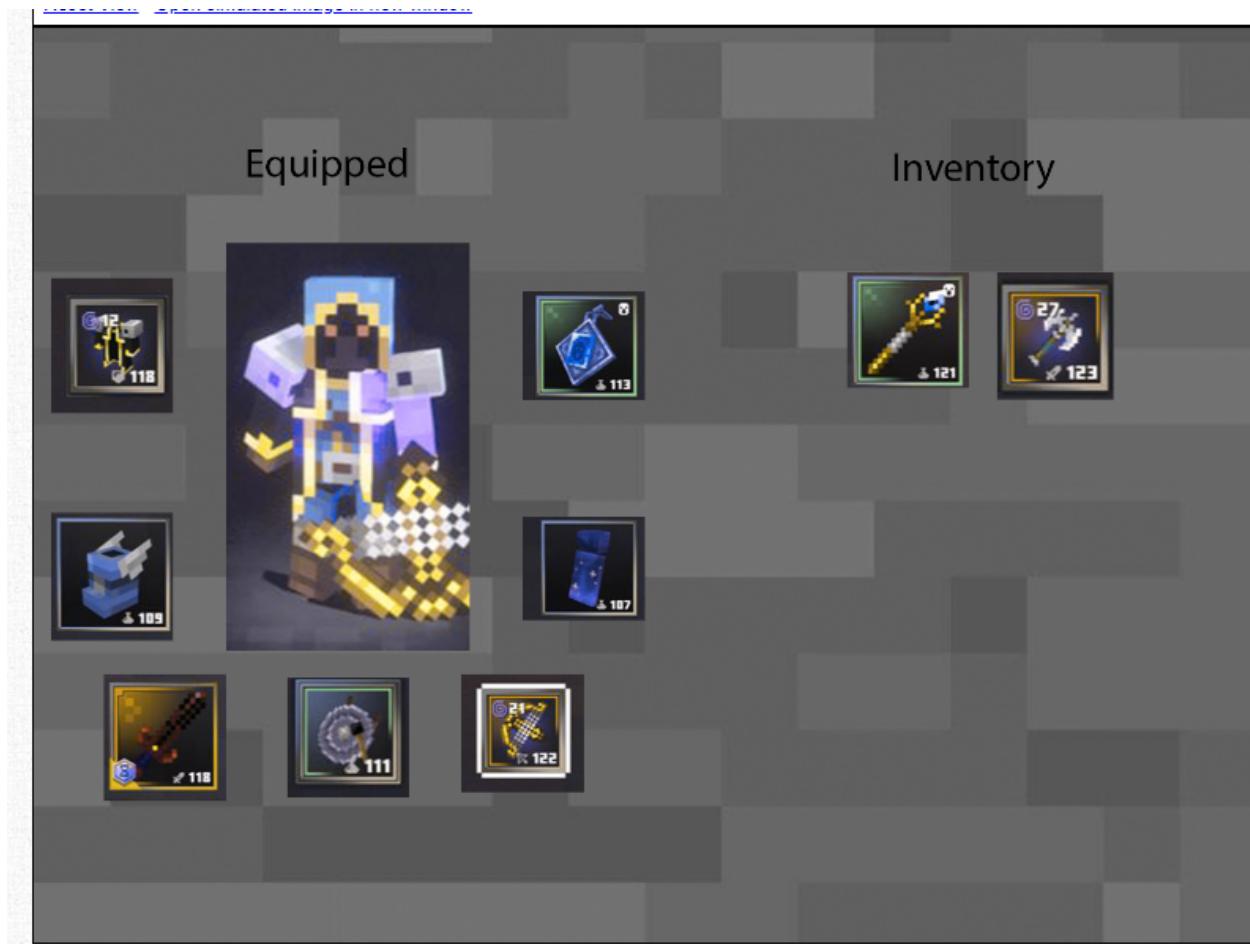
Blue Cone Monochromacy



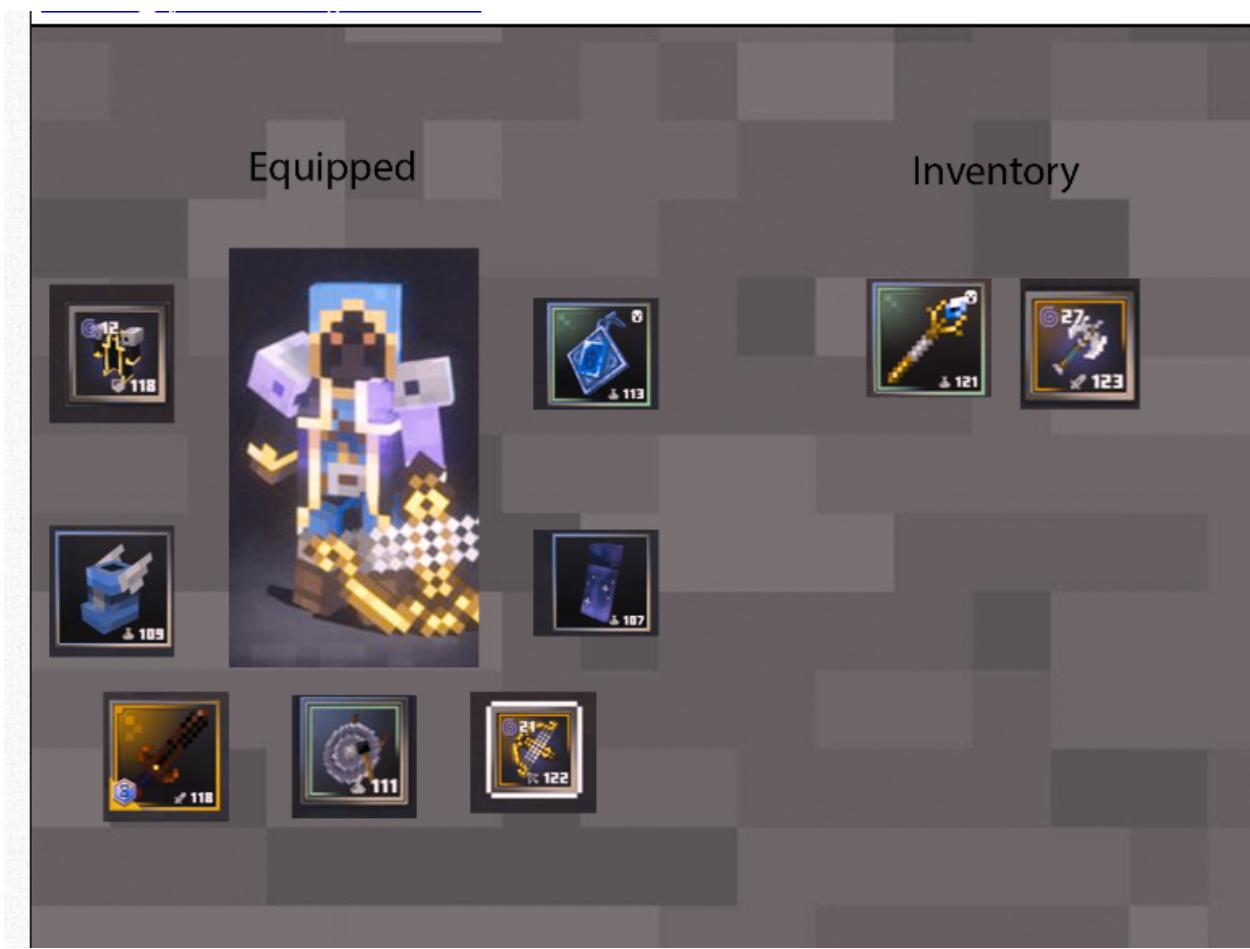
Normal



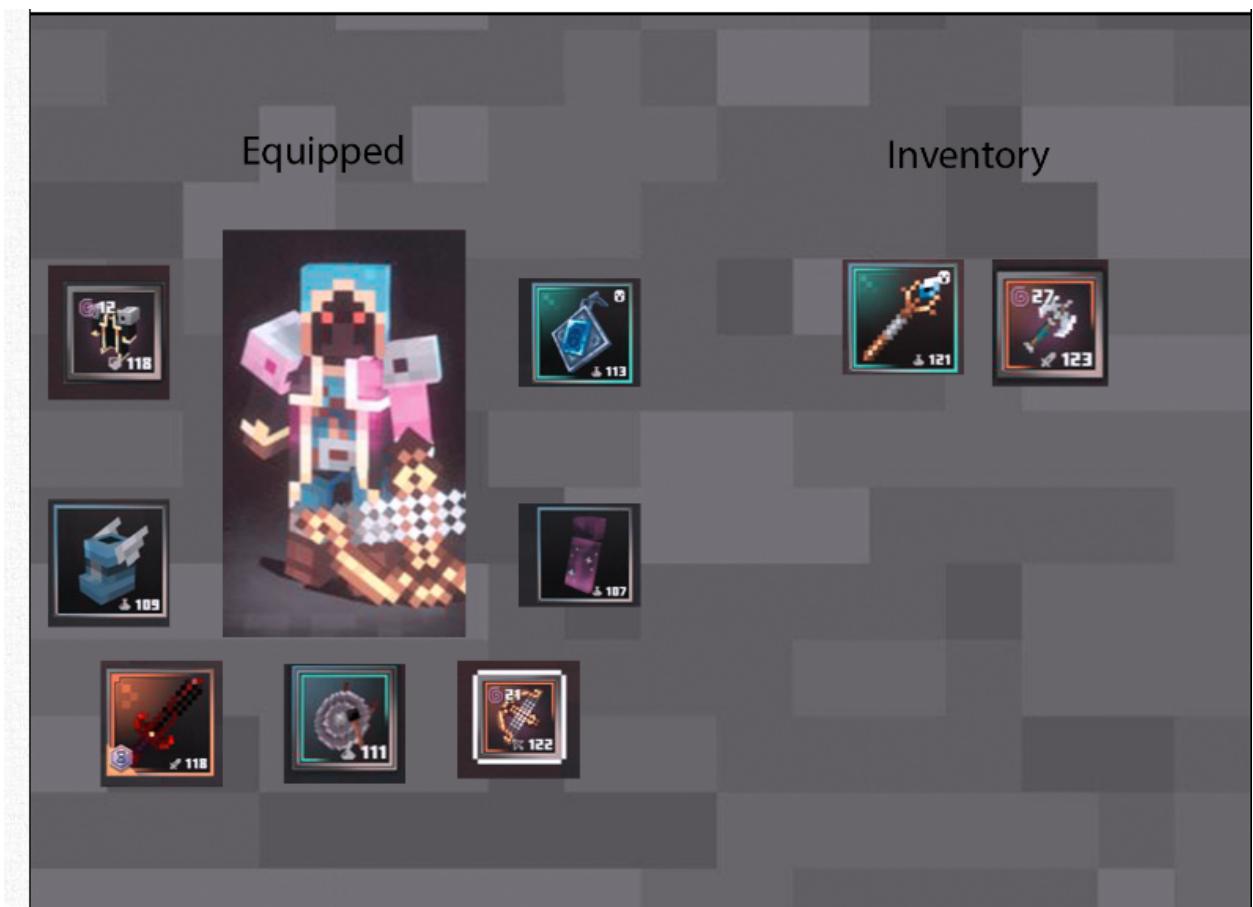
Red-Weak



Green-Weak



Blue-Weak

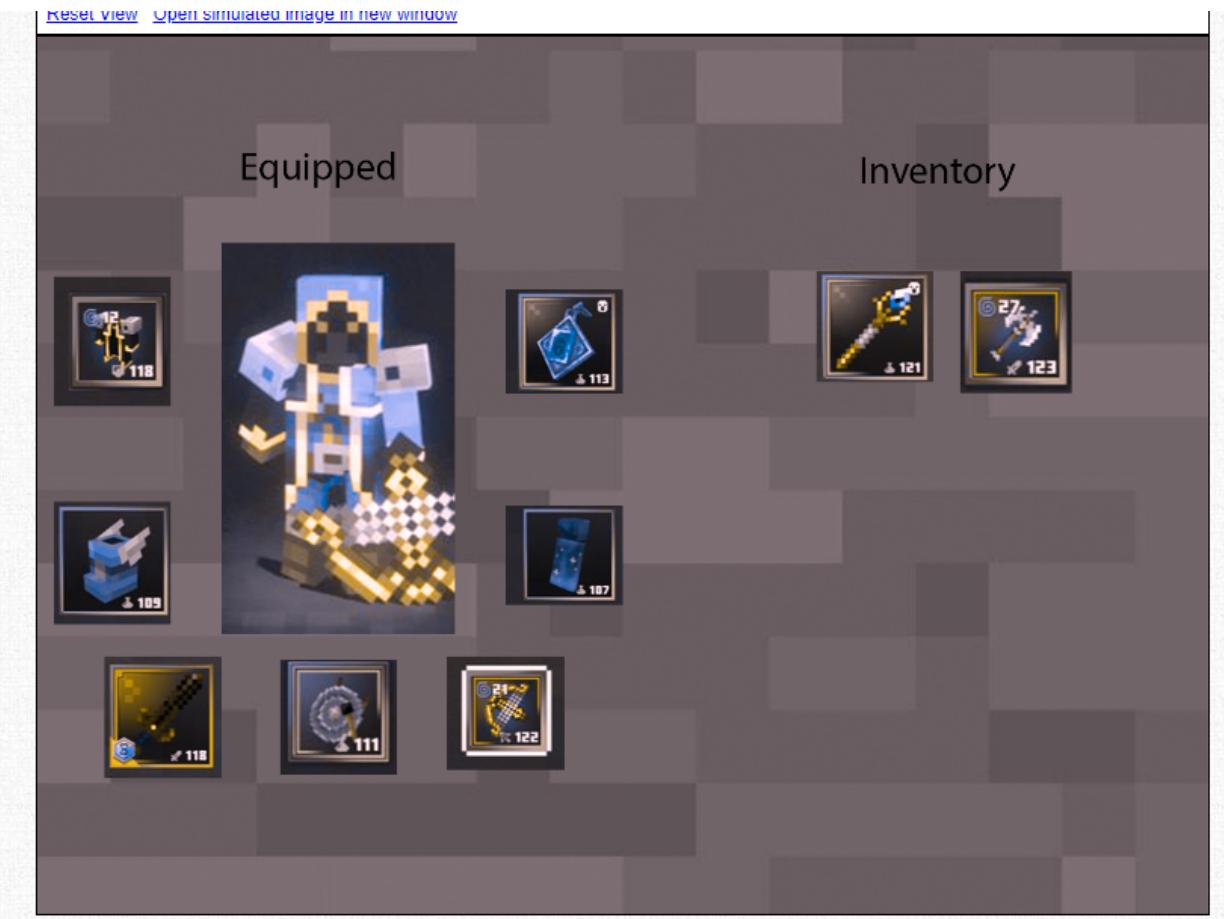


Red-Blind

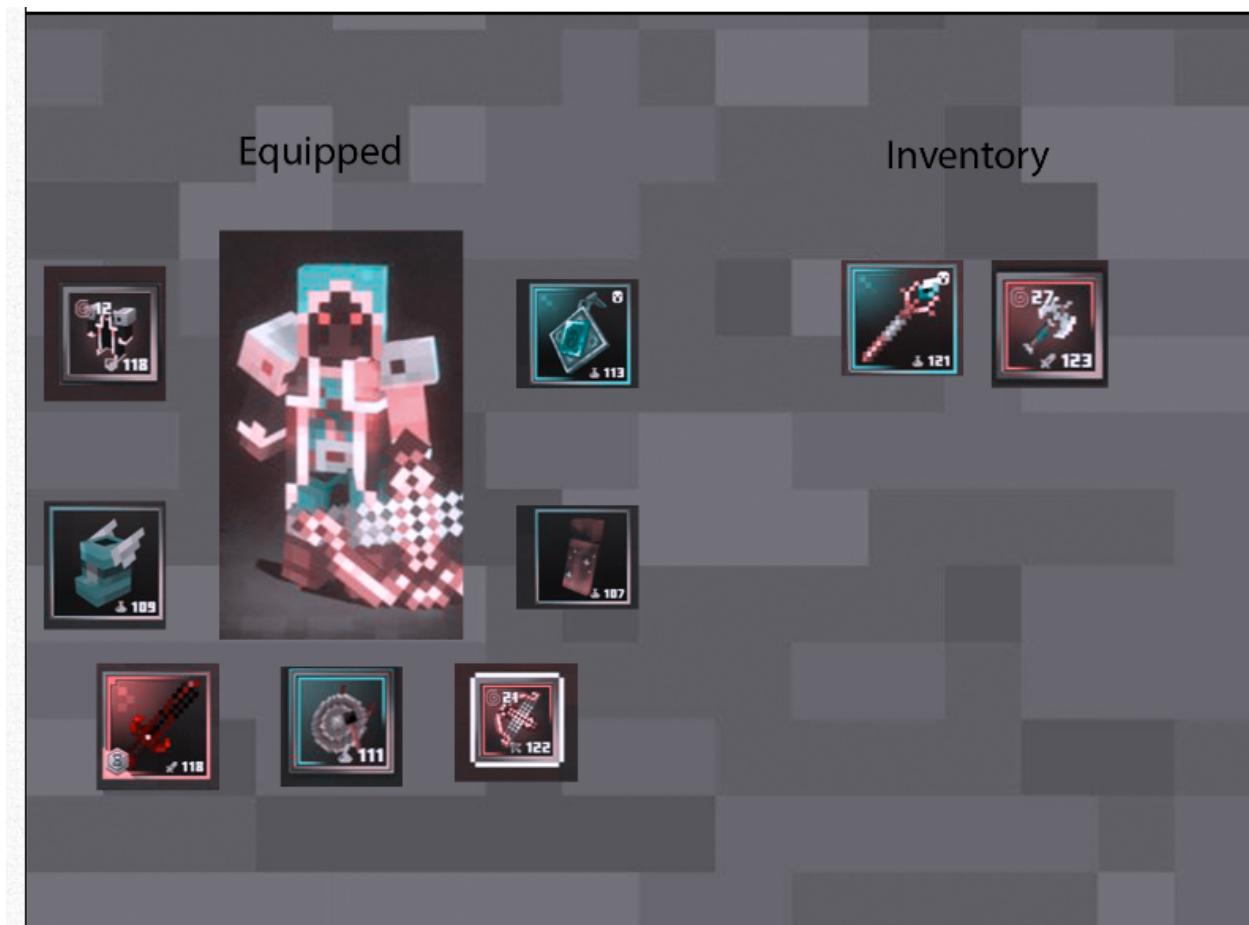


Green-blind

[Reset view](#) [Open simulated image in new window](#)



Blue-blind



Monochromacy

[Reset View](#) [Open simulated image in new window](#)



Blue Cone Monochromacy

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### Equipped



### Inventory

