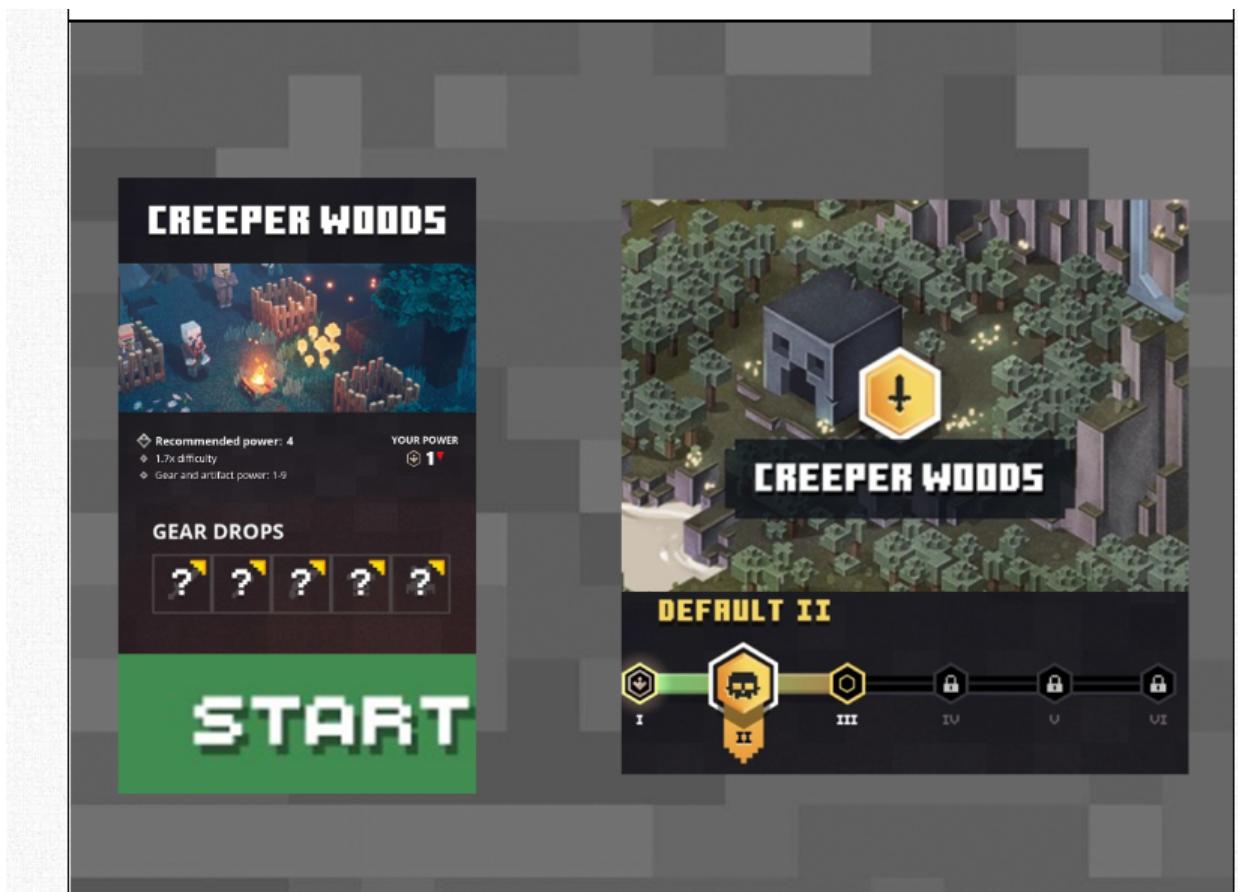


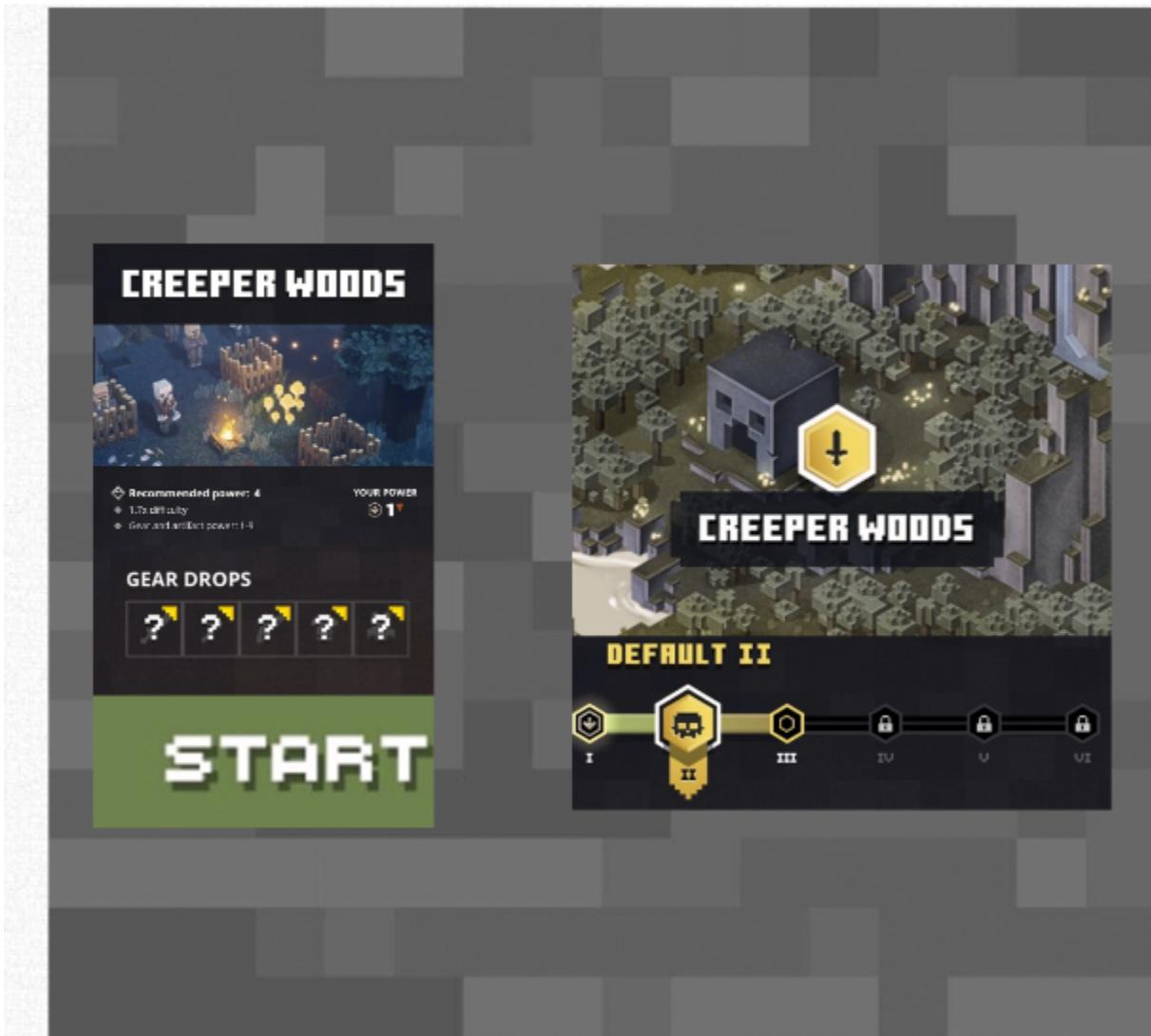
I attempted to download two different font packs from different places online to make my own text boxes but Photoshop didn't seem to recognize them? It's my first-ever time using Photoshop, or any kind of software like this, and so I stayed very close to my wireframes for Minecraft Dungeons more than trying to come up with my own art style. I'm not an artist, or a UI-savvy person in general; my passion is with UX Research and UX Design, so I'm doing my best with this :)

Overall, basing these on my wireframe from Assignment 3, 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.

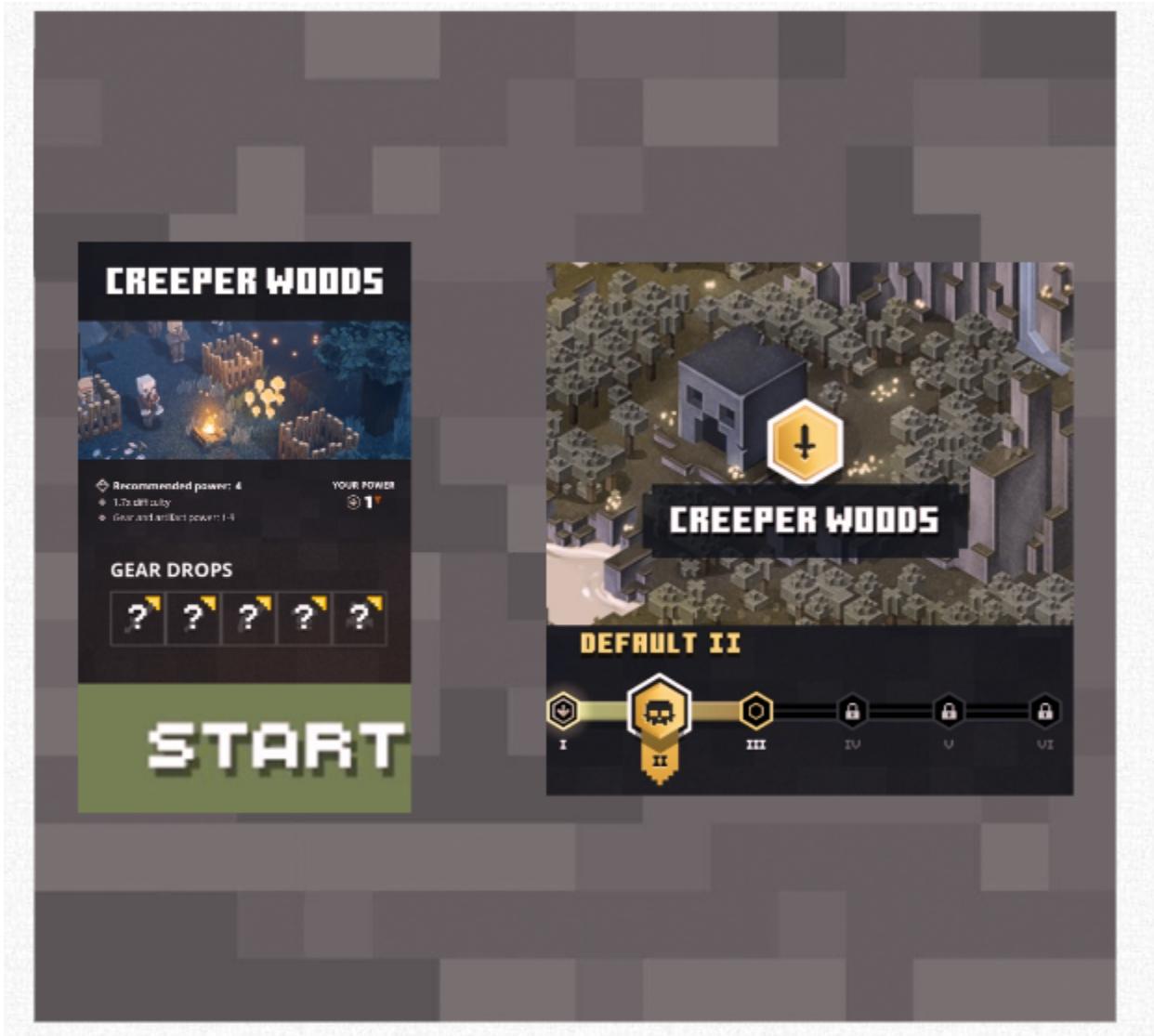
Normal



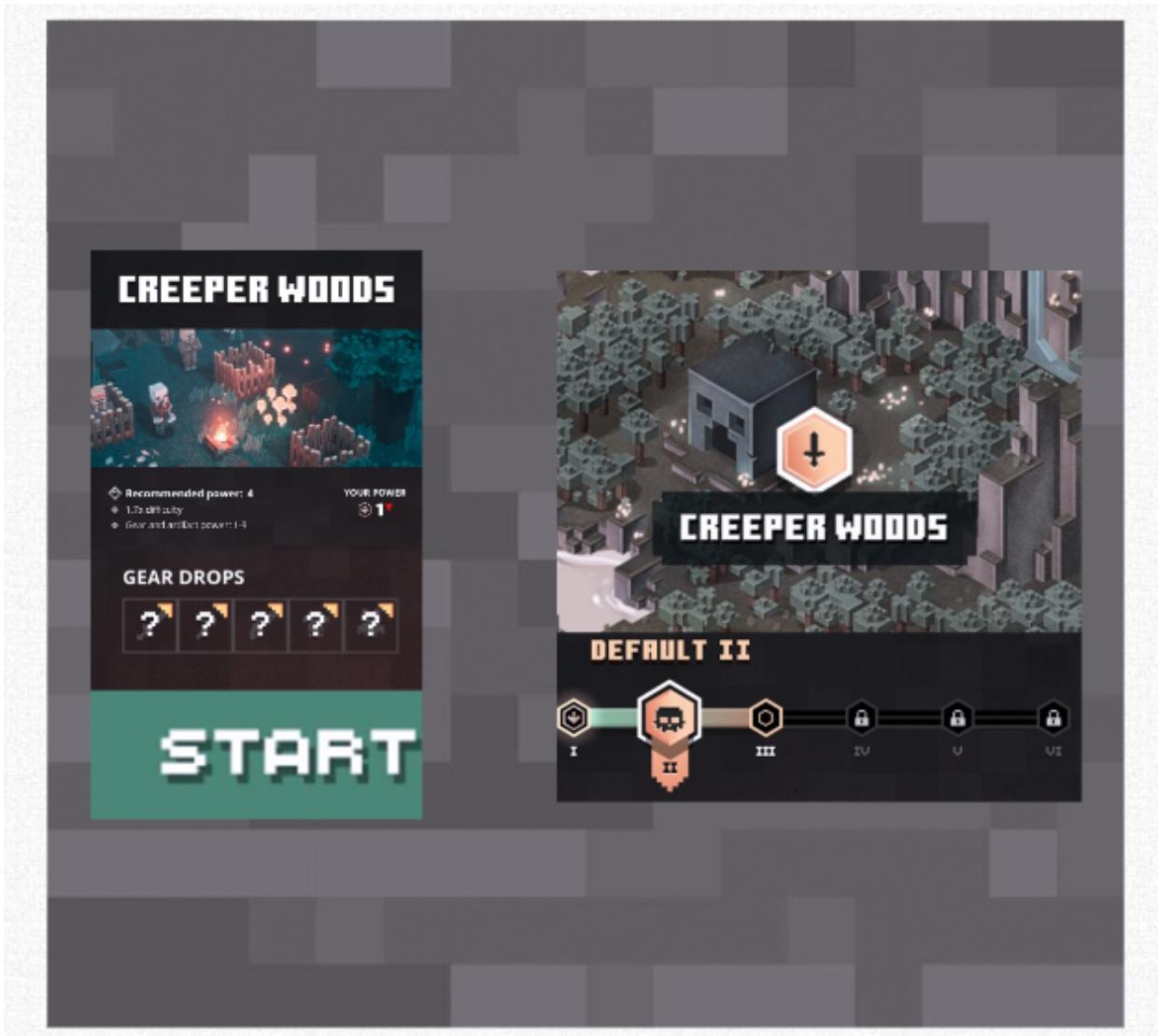
Red-Weak



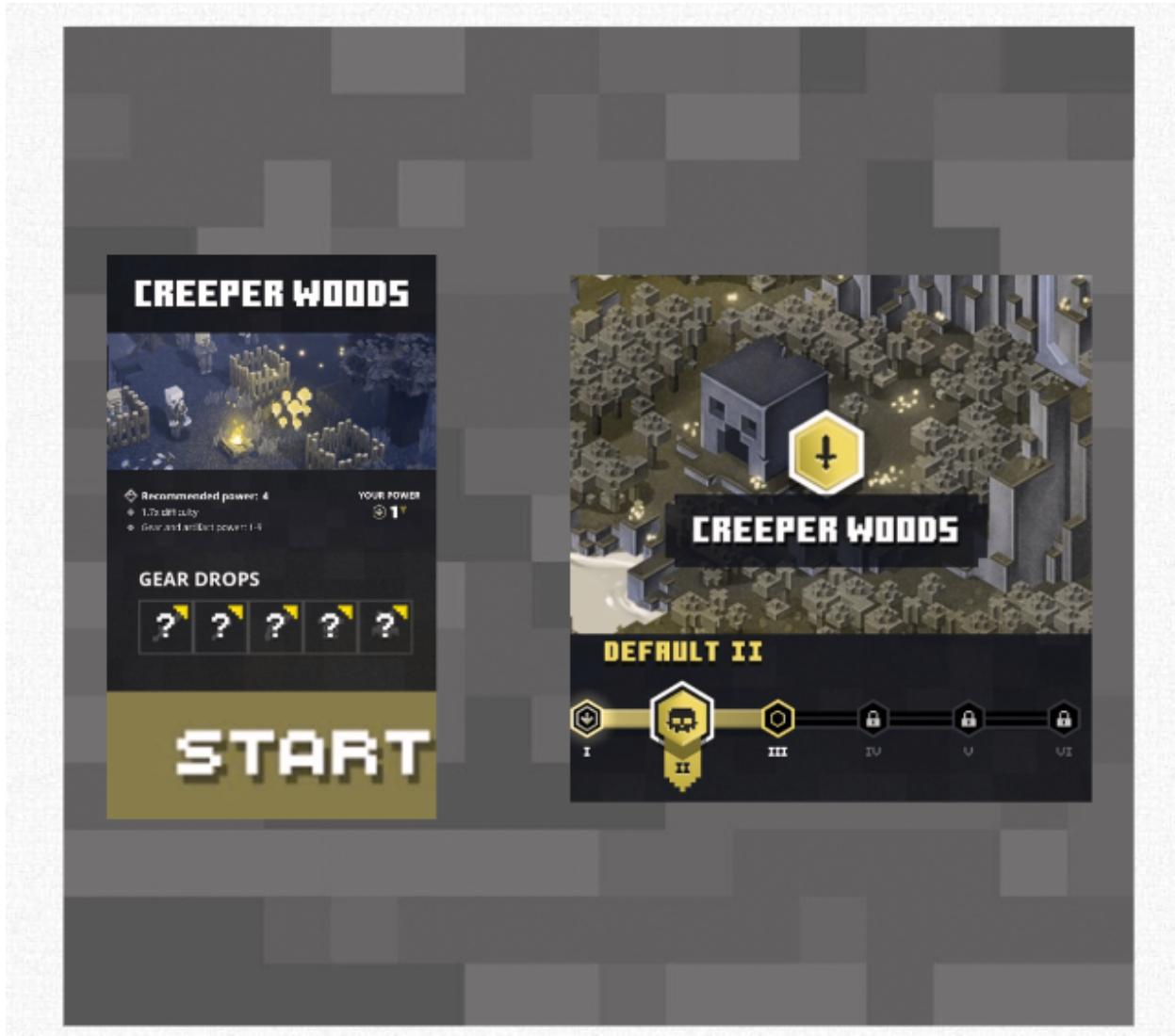
Green-Weak



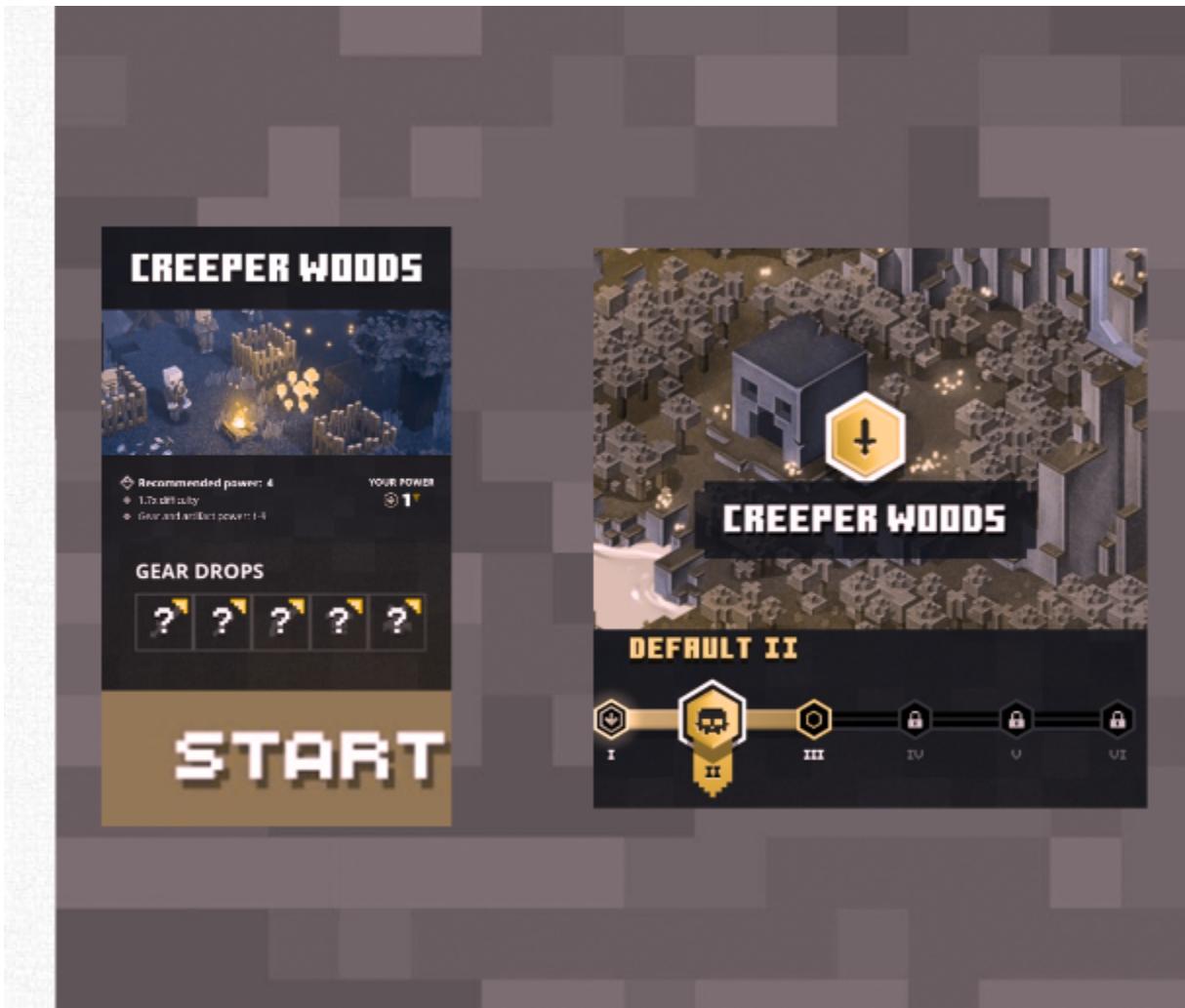
Blue-Weak



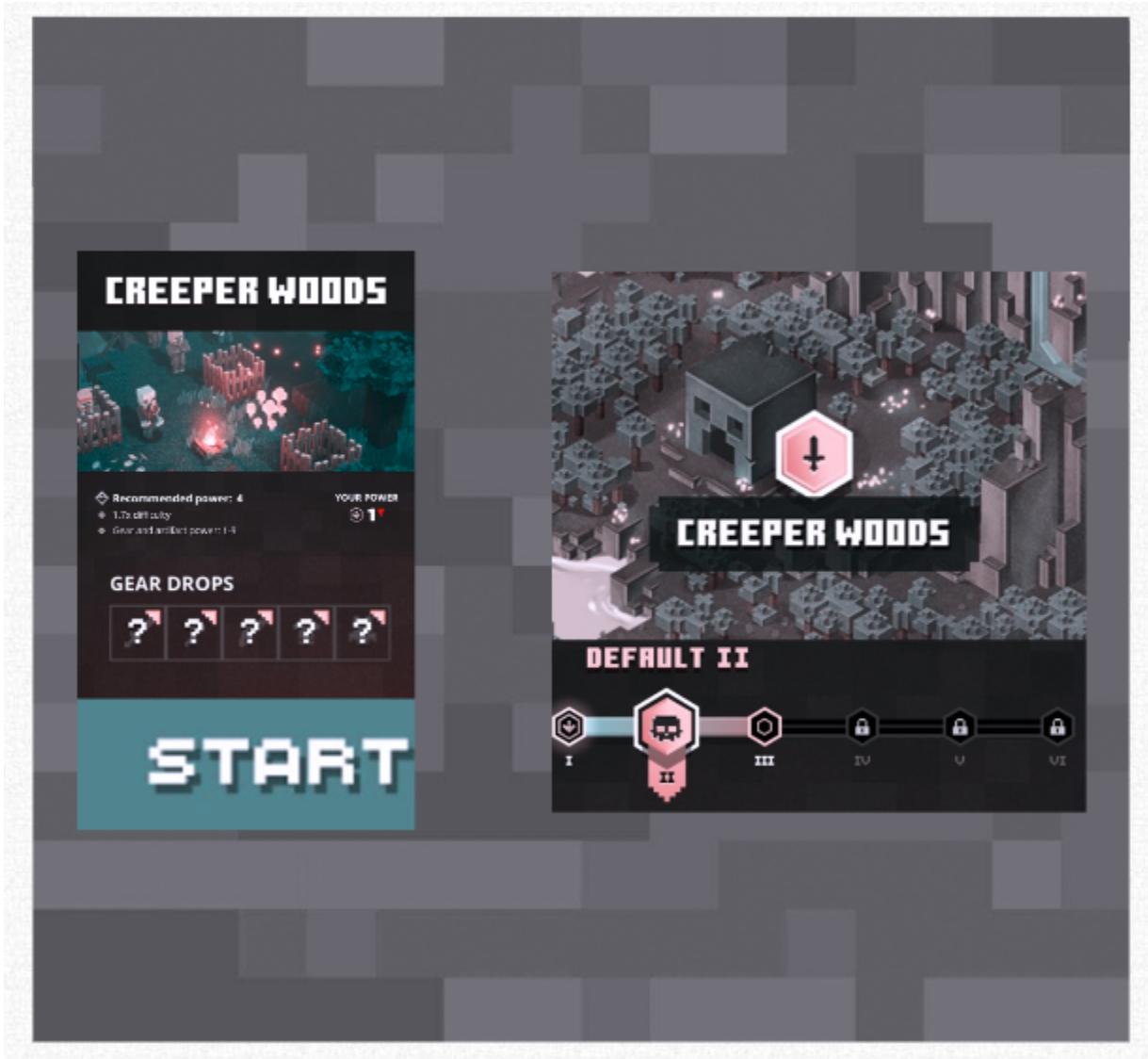
Red-Blind



Green-blind



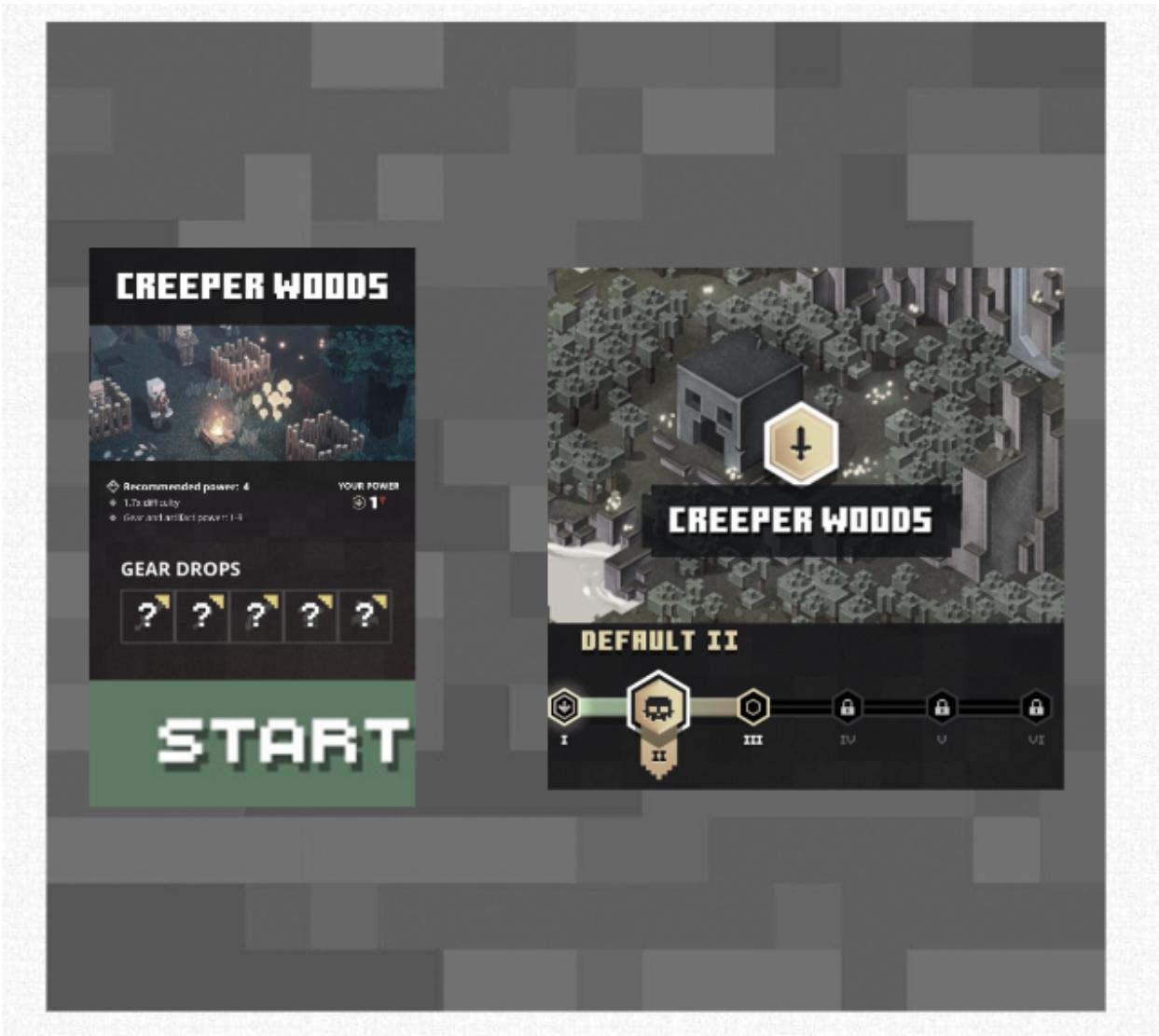
Blue blind



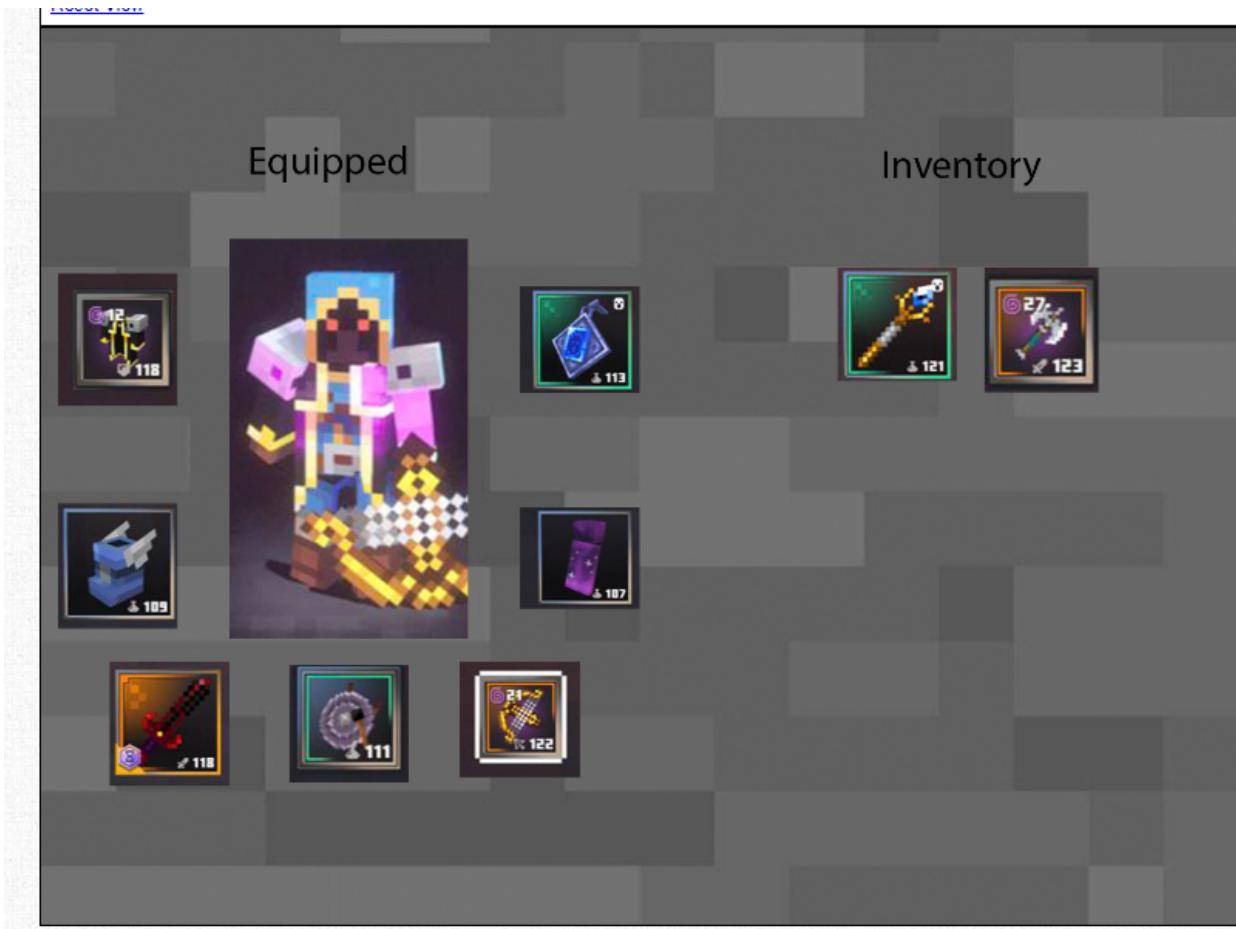
## Monochromacy



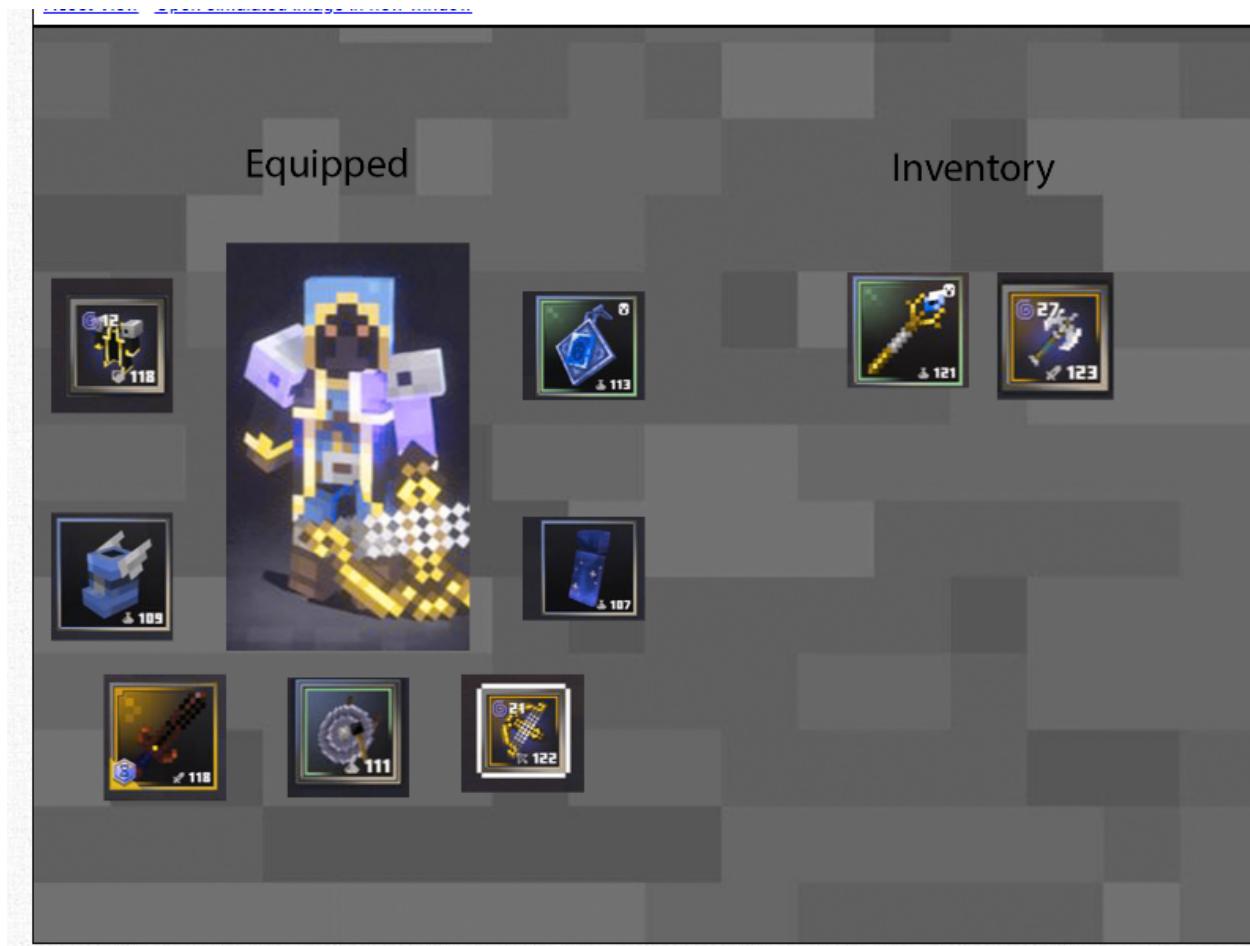
## Blue Cone Monochromacy



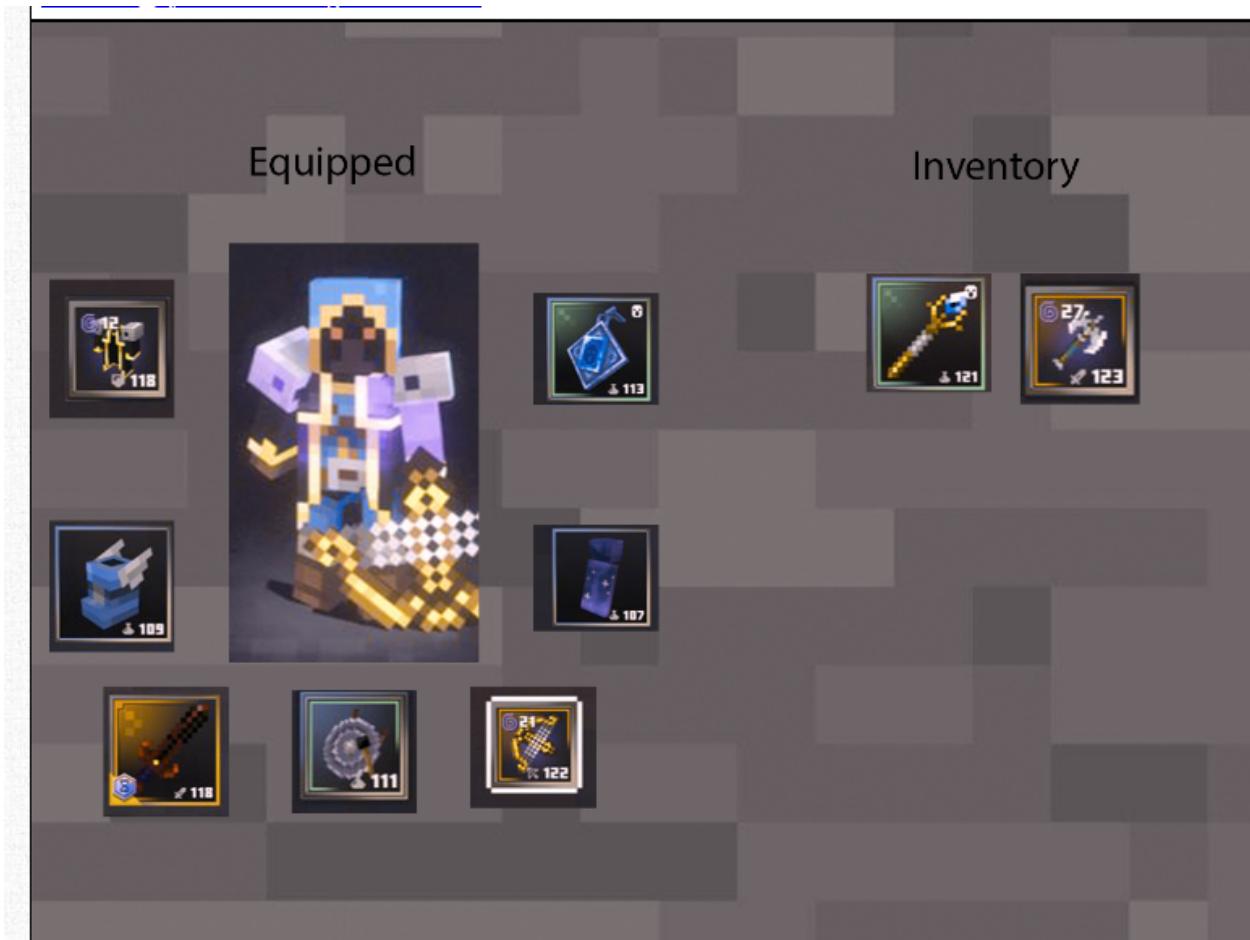
Normal



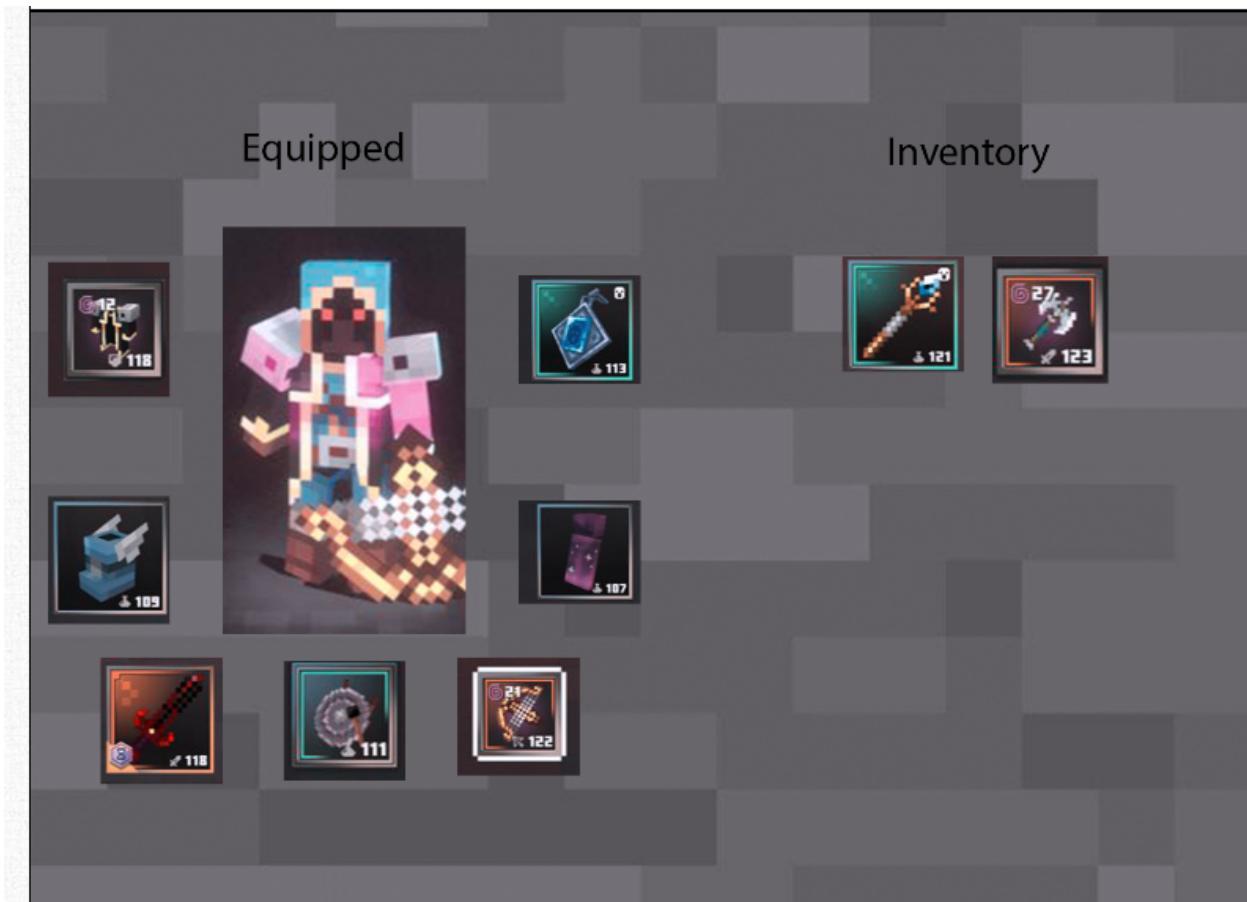
Red-Weak



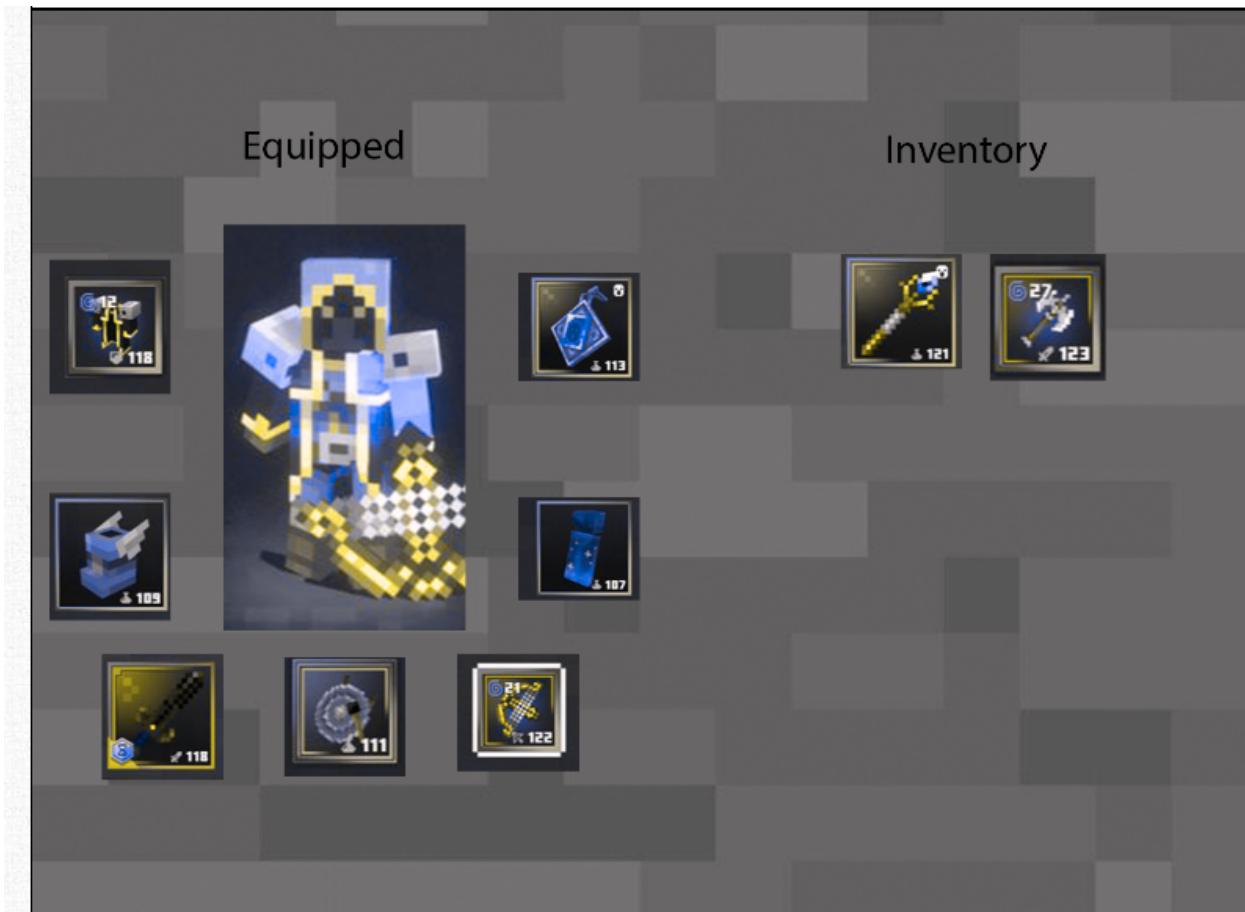
Green-Weak



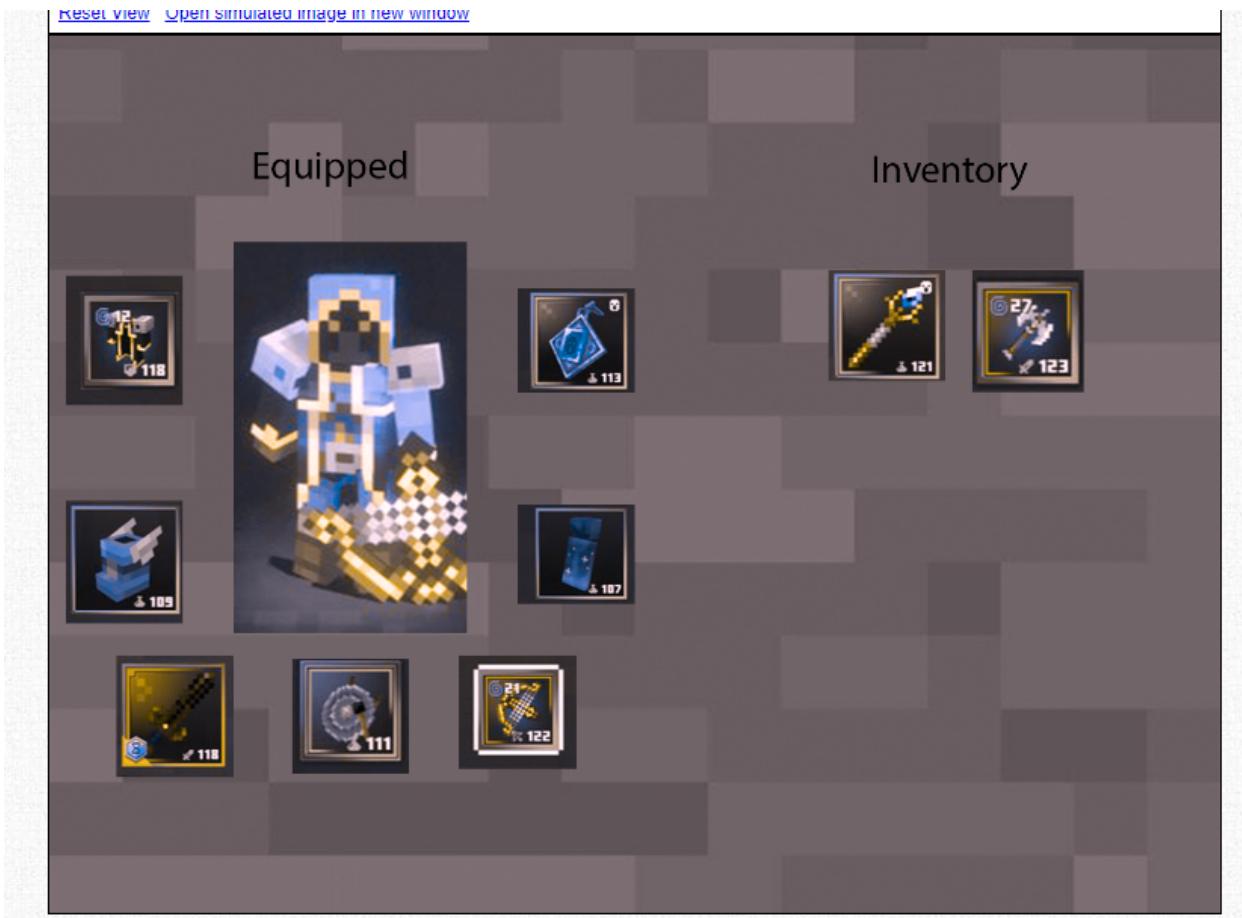
Blue-Weak



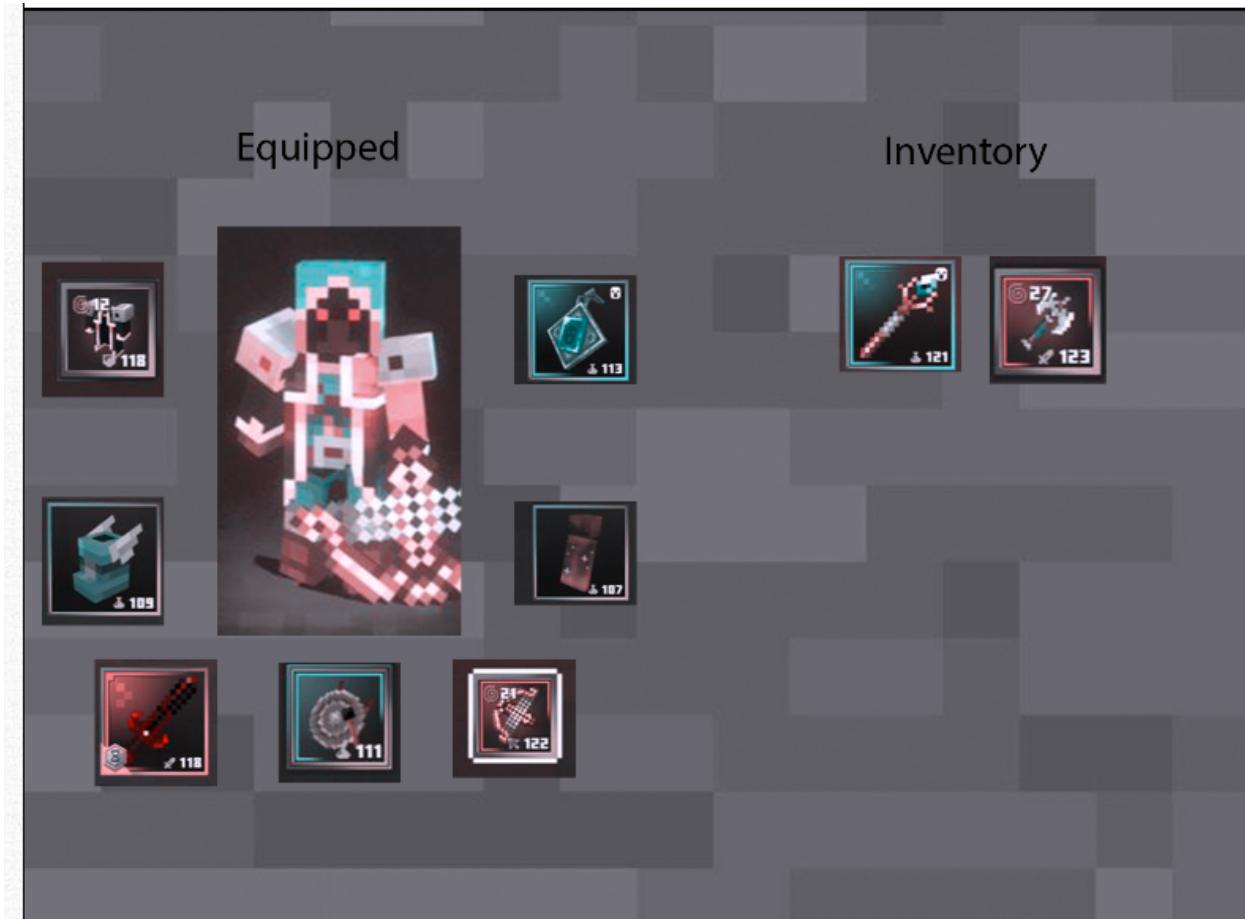
Red-Blind



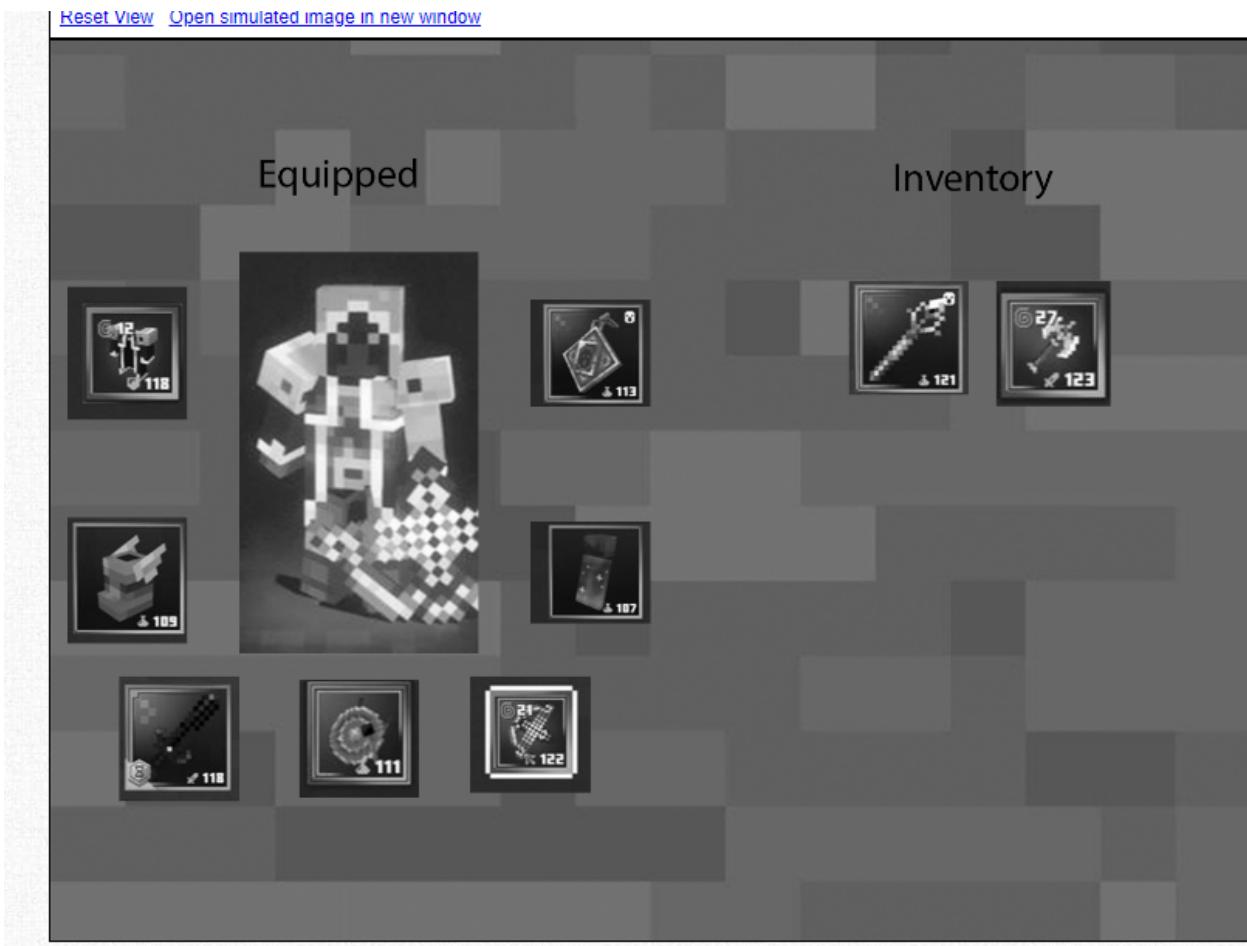
Green-blind



Blue-blind



## Monochromacy



## Blue Cone Monochromacy

