<https://accessible.games/wp-content/uploads/2018/11/AbleGamers_Includification.pdf> - Good, Better, Best Design Implementations

<https://gameaccessibilityguidelines.com/full-list/> - Basic, Intermediate, Advanced Feature

<https://www.britannica.com/science/color-blindness#ref246358>

**Visual Assist** – Using Symbols to convey information, Advanced feature to help with Cognition helping users understand information easier. In here, I am Replacing the stimuli --- the colours, with the shapes that the user should be able to associate with a certain colour.

A Good Visual Assist Implementation but Best design implementation to help with Cognitive Impairmaints - according to Includification, because it helps differentiate between similar colours, especially due to colour-blindess (Hue, Chroma Gun inspiration froom me).

https://gameaccessibilityguidelines.com/use-symbol-based-chat-smileys-etc/

**Voice Recognition** BEST MOBILITY because it can shift gaming from an impossibility to an important, meaningful activity for many disabled gamers.

Advanced Feature due to very simple control scheme compatibile with assistive tech like Voice Controls.

https://gameaccessibilityguidelines.com/provide-very-simple-control-schemes-that-are-compatible-with-assistive-technology-devices-such-as-switch-or-eye-tracking/

**Motor Assist BEST** and Intermediate (can be argued) – It allows players to progress at a speed their comfortable with. It allows players with dexterity, precisioin, or reactions issues to keep up with the game. Gives players more time to process what’s going on and consider the best method to approach the game.

<https://gameaccessibilityguidelines.com/include-an-option-to-adjust-the-game-speed/>

<https://gameaccessibilityguidelines.com/do-not-make-precise-timing-essential-to-gameplay-offer-alternatives-actions-that-can-be-carried-out-while-paused-or-a-skip-mechanism/> --- can be argued to be ADVANCED because quick responses are not needed if you just slow down the game.

Finalise Gameplay

Simulate Colourblind Filter

ADD GAME MUSIC

MAKE DUMMY **MAIN MENU** for the Accessibility Settings!

OBSTACLES: Lerp horizontal and vertical, lerp scale too

Left Side: Status Indicators (GUI)

On the bottom of it: “Colourblind Assist = On/Off” --- ignore this part, I’m already using images

Upper Right Side: Timer and Score

Bottom Right: CC

“Player Actions: Jump/Dash/Steady/**DIE**”

“Recognized Voice Commands: YOU SAID ‘*whatever the user said’* ” --- Ignore this