

Shogun Showdown

UX & Accessibility Review

May 2023

Agenda

- Introduction
- UX
- Accessibility
- Next Steps

Introduction to the study

Shogun Showdown is a turn-based combat game with rogue-like and deck-building elements. It is targeting Early Access on Steam in Q2 2023.

There goals of this review:

- Identify any potential usability issues so that they can be resolved
- Identify any accessibility issues so that they can be resolved

Scope of review:

- Version: Shogun Showdown: Prologue
- PC
- 1080P
- English Language
- All aspects (menus, UI, game mechanics, etc)
- All quests completed

Note: Some areas may have been missed due to the inherent randomness of roguelikes.



UX

Introduction

- What is a usability/UX review?
- Severity Key
- Summary
- Findings

What is a usability/UX review?

Usability/UX review is a research method where usability specialists will provide usability feedback based on their own experience playing the game. They will evaluate the game against usability guidelines, principles of other usability-related fields, and their own experience.

These reviews are cheaper and quicker to run than other research methods as they do not involve other users. However, as a result of not including users, there are limitations. Most notably, there is no objective truth in the findings.

The findings are based on general guidelines, principles, and experience. There are scenarios where violating general guidelines and principles is appropriate in the right context.

Any recommendations should be recognized as just suggestions.

Severity Key

To help assess which issues should be resolved first, the usability issues have been prioritized using the following severity ratings:

- Positive – This worked as expected, and represents a best practice that should be maintained through future updates
- Critical – This usability problem will make some players unwilling or unable to continue playing. Fix urgently.
- Serious - This usability problem will significantly slow down some players when completing a core task. Fix as soon as possible.
- Medium – This usability problem will impact some users experience, causing frustration but will not impact progression.
- Low – This is a quality problem, for example a cosmetic issue or a spelling error. Note: Although this is a minor issue in isolation, too many "lows" will negatively affect credibility and may damage your brand.

| Rating | Count |
|----------|-------|
| Positive | 4 |
| Critical | 0 |
| Serious | 0 |
| Medium | 0 |
| Low | 2 |
| Total | 6 |

Summary

In general, the game is in a great state with very few minor usability issues discovered.

| Severity | Item |
|----------|---|
| Positive | Tutorial teaches the core mechanics |
| Positive | Flexibility to replay and skip tutorial |
| Positive | In game UI provides helpful information on demand |
| Positive | In game UI provides helpful information in context |
| Low | Tutorial does not require player to demonstrate understanding |
| Low | It is initially unclear what Max Level Upgrade is |

Findings

Positive

Tutorial teaches the core mechanics

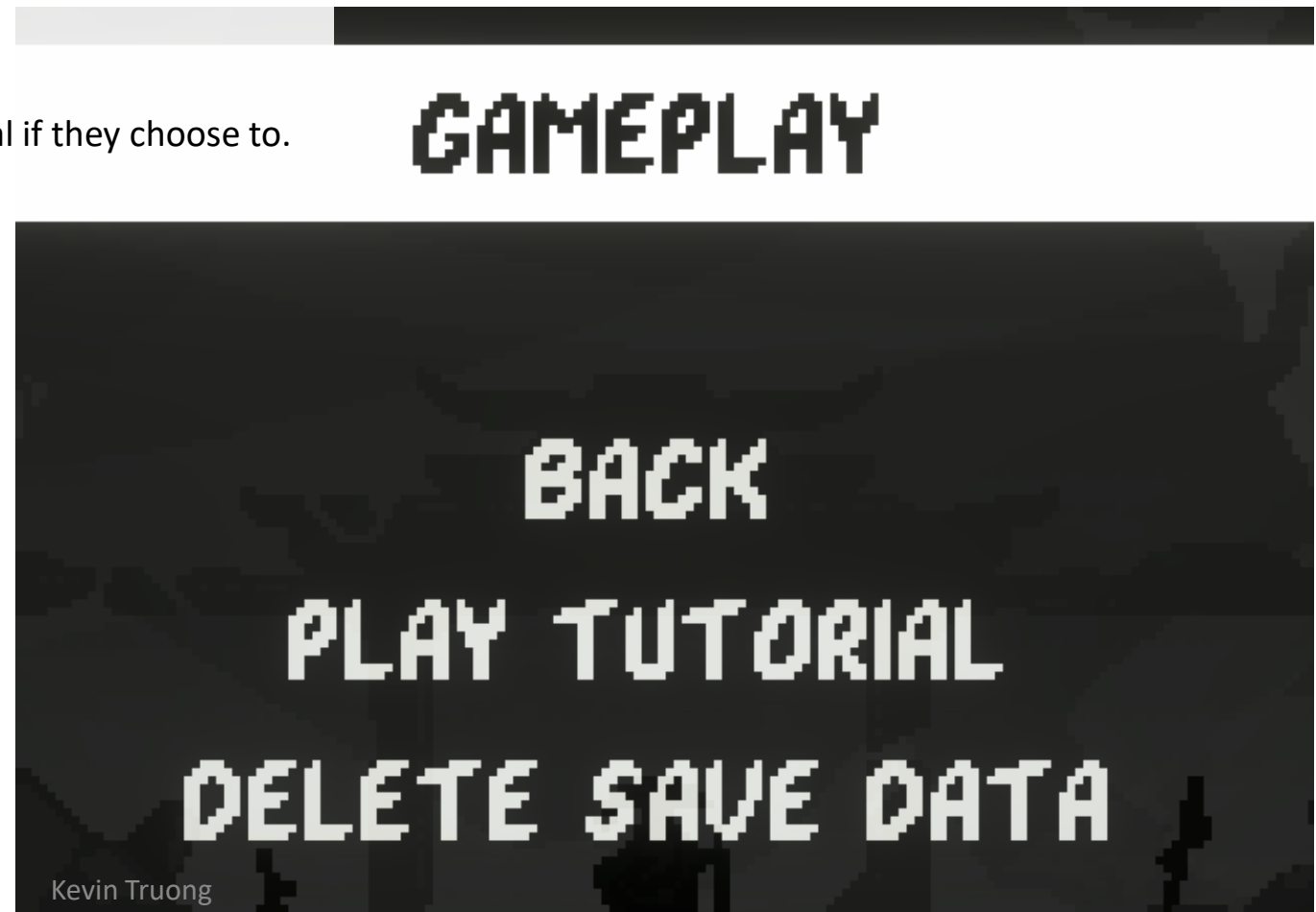
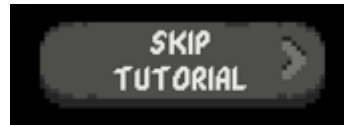
- Cause: Progress is gated until player acknowledges the prompt or defeats enemies.
- Impact: Players have enough information to progress through the game.
- Impact: Players will understand each new mechanic as it is introduced.



Positive

Flexibility to replay and skip tutorial

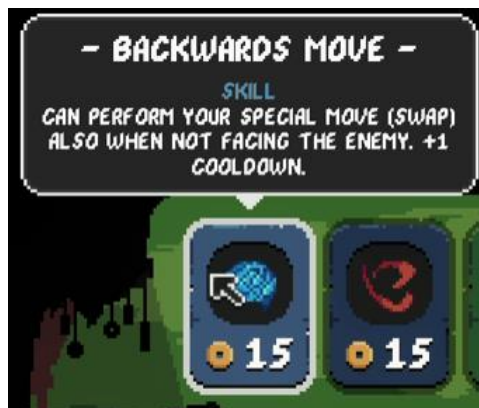
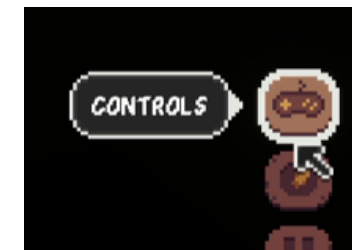
- Cause: Options menu allows users to replay tutorial.
- Cause: Tutorial allows users to skip tutorial.
- Impact: Players have flexibility to replay and skip tutorial if they choose to.



Positive

In game UI provides helpful information on demand

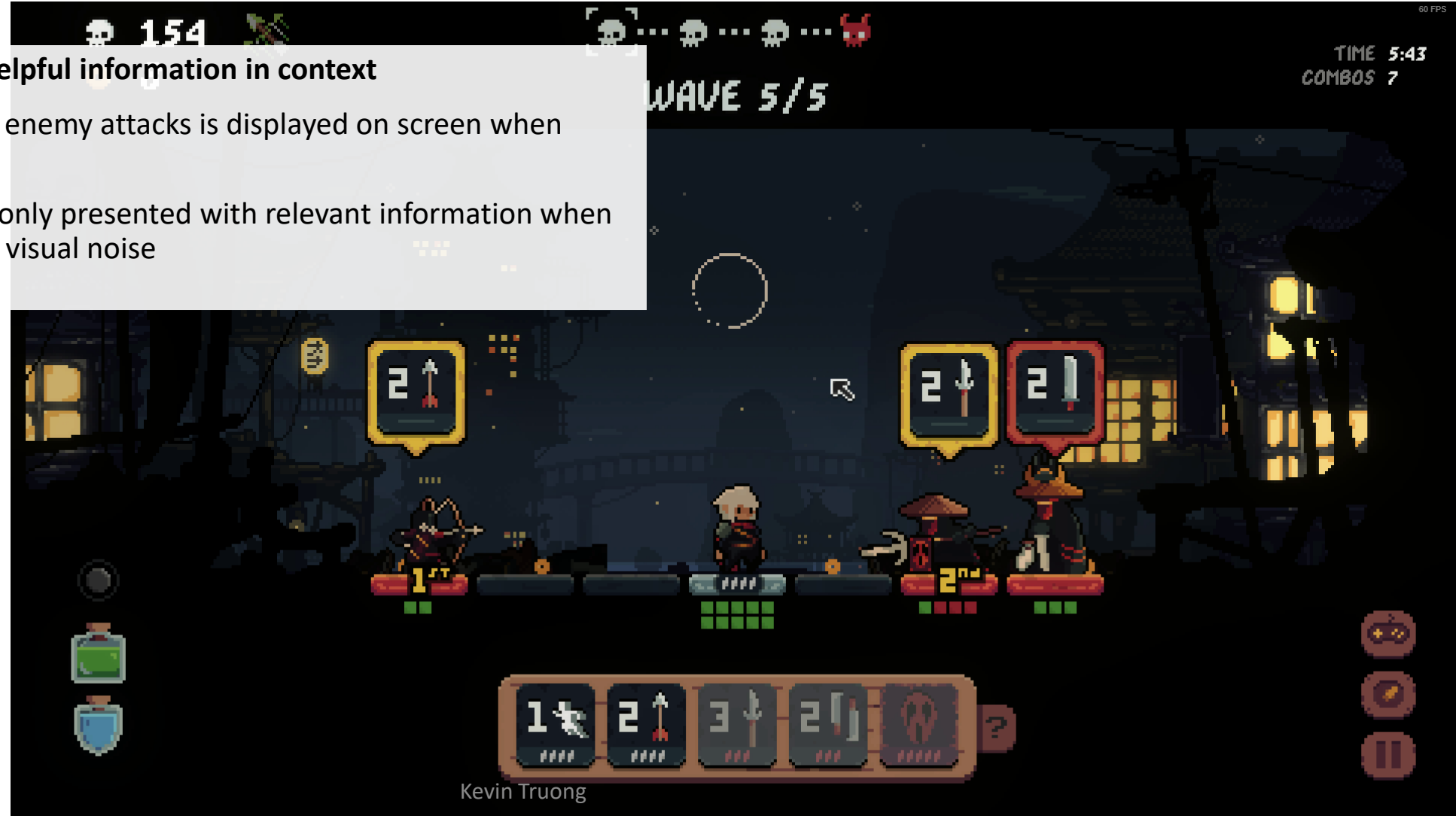
- Cause: Controls button in UI displays summary of all controls.
- Cause: Info-Mode allows user to see certain tool tips.
- Cause: Tooltips explain tiles, artifacts, items, and etc.
- Cause: Iconography is intuitive (Info Mode, Controls, Main Menu, etc)
- Impact: Players will be able to access relevant help as needed
- Impact: Players are less likely to make mistakes due to not understanding controls or game objects
- Impact: Players are presented with information on demand minimizing visual noise



Positive

In game UI provides helpful information in context

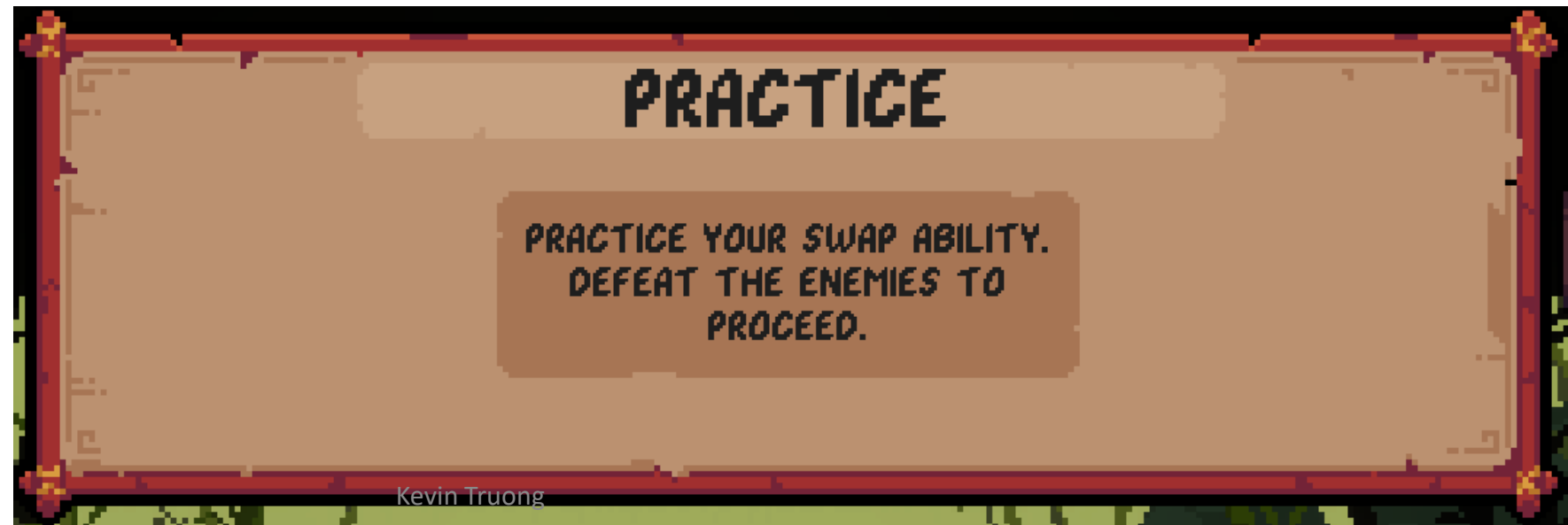
- Cause: Sequence of enemy attacks is displayed on screen when applicable
- Impact: Players are only presented with relevant information when relevant minimizing visual noise



Low

Tutorial does not require player to demonstrate understanding

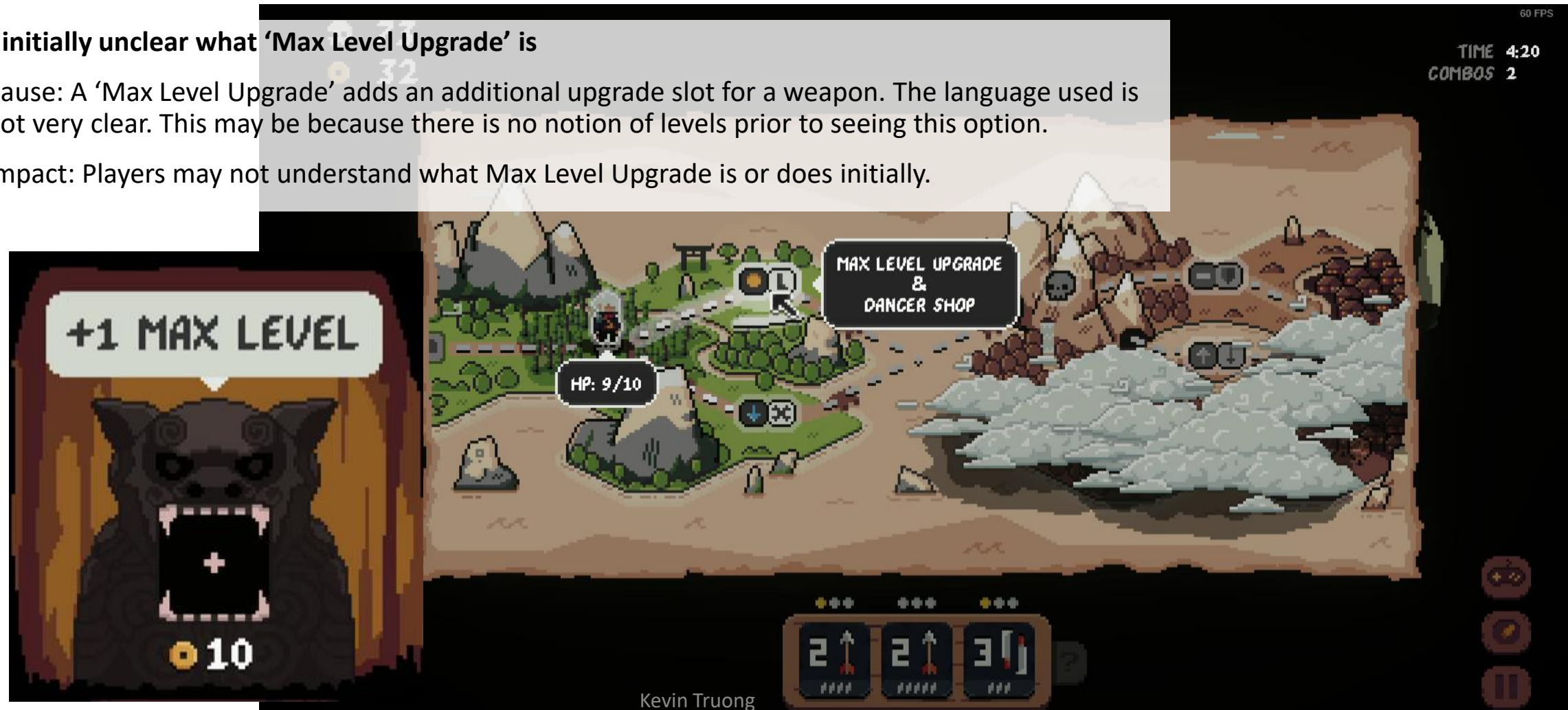
- Cause: While progress in the tutorial is gated, the gate does not require the player to use what was taught in the tutorial to progress.
 - After learning about waiting and rearranging tiles
 - After learning swap ability
- Impact: Players may not understand some game mechanics even though they have completed the tutorial.



Low

It is initially unclear what 'Max Level Upgrade' is

- Cause: A 'Max Level Upgrade' adds an additional upgrade slot for a weapon. The language used is not very clear. This may be because there is no notion of levels prior to seeing this option.
- Impact: Players may not understand what Max Level Upgrade is or does initially.



Accessibility

Introduction

- Report Contents
 - Scope
 - Summary
 - Positives & Issues / Concerns
 - Deep Dives into specific guidelines
- Testing was performed against Xbox Accessibility Guidelines (XAGs) where applicable
 - <https://learn.microsoft.com/en-us/gaming/accessibility/guidelines>
 - There is a section for each guideline and it is a great resource for understanding implementation guidelines

Scope

| In Scope Guidelines | | |
|---|--|--|
| 101 Text Display | | |
| 102 Contrast | | |
| 103 Additional channels for visual and audio cues | | |
| 105 Audio accessibility | | |
| 107 Input | Out of Scope Guidelines | Reason |
| 108 Game difficulty options | 104 Subtitles and Captions | No dialogue outside of text bubbles; no sounds requiring subtitles or captions |
| 112 UI Navigation | 106 Screen narration | Build does not support narration |
| 113 UI Focus handling | 109 Objective Clarity | Objective and progress tracking not needed in game |
| 114 UI context | 110 Haptic feedback | No haptic feedback |
| 115 Error messages and destructive actions | 111 Audio description | No FMV or cutscenes |
| 117 Visual distractions and motion settings | 116 Time limits | No time limits |
| 121 Accessible feature documentation | 118 Photosensitivity | Reviewer does not have access to tool to test |
| 123 Mental health best practices | 119 Speech-to-text/text-to-speech chat | No chat |
| | 120 Communication experiences | No communication experiences |
| | 122 Accessible customer support | Does not provide customer support resources |

Summary

In general, there are opportunities to improve the game to make it more accessible. This is expected as the developer has indicated they are aware that the game is lacking in terms of accessibility and intends to address it in the future.

| In Scope Guidelines | Positives | Issues / Concerns |
|---|-----------|-------------------|
| 101 Text Display | 4 | 1 |
| 102 Contrast | 22 | 37 |
| 103 Additional channels for visual and audio cues | 1 | |
| 105 Audio accessibility | 1 | |
| 107 Input | 1 | 3 |
| 108 Game difficulty options | | 1 |
| 112 UI Navigation | 3 | 4 |
| 113 UI Focus handling | 1 | |
| 114 UI context | 1 | |
| 115 Error messages and destructive actions | 1 | 1 |
| 117 Visual distractions and motion settings | 1 | |
| 121 Accessible feature documentation | | 1 |
| 123 Mental health best practices | | 1 |
| Total | 36 | 49 |

Positives

- 103 Additional channels for visual and audio cues
 - Both visual and audio cues are used for many key game elements (player movement, attack imminent, enemy spawn, using items, picking up coins, etc)
- 113 UI Focus handling
 - UI elements in focus are always visible
- 114 UI Context
 - Shifting focus (to outside game) is indicated
- 117 Visual distractions and motion settings
 - Screen Shake toggle option is available



Issues / Concerns

- 108 Game difficulty options
 - Game has single default difficulty
 - Consider having four or more presets
- 121 Accessible feature documentation
 - Game-related accessibility features are not described in online product documentation
 - Localized
 - Designated section for accessibility information
- 123 Mental health best practices
 - Game has blood when bosses are defeated
 - Consider adding:
 - Online documentation players can review prior to purchase
 - In-game warnings
 - Options to customize (turn off blood)

Deep Dives

101 Text Display

- Positive

- Line Width (less than 80 characters per line)
- Paragraph Spacing (2x line)
- Line Spacing (1.5 minimum)
- Word Spacing (minimum, 0.16x font size)

| Word Location | In Game | Guideline |
|---------------|---------|-----------|
| Header | 18 px | 4.8 px |
| Content | 12 px | 3.2 px |

- Issue / Concern

- Letter Spacing (minimum, 0.12x font size)

| Letter Location | In Game | Guideline |
|-----------------|---------|-----------|
| Header | 3 px | 3.6 px |
| Content | 2 px | 2.4 px |

- Caution

- Text Size
 - Tested on PC 1080p (compliant)
 - In windowed mode, all full screen 20 px and lower text become too small.
 - 18 px
 - Best values
 - Map player HP values
 - Slide numbers
 - 20 px
 - Text bubble & slide content
 - Map text
 - Table shows minimum text size guidelines for

| Platform | 1080p | 4K |
|----------|-------|-------|
| PC | 18 px | 36 px |
| Console | 26 px | 52 px |

- Text Case & Alignment
 - Provide option to display text in proper case
 - Lines of text should be aligned per player language preference.
 - There were some instances where the lines of text was centered. Since these are less than 3 lines, that is generally okay. This maybe something to keep an eye on if there needs to be longer text.
 - Reviewer only tested in English.
- Text Scaling
 - Provide players ability to scale text up to 200% of minimum text size



102 Contrast (1/7)

- Guidelines (PC @ 1080p)

| Item | Contrast |
|--|----------|
| Standard-size text or visual elements | 4.5:1 |
| Large size text or visual elements (36+ px at 1080p) or inactive element | 3:1 |
| High contrast mode | 7:1 |

Note: Different guidelines exist for other platforms and resolutions

- Method

- Accessibility Insights for Windows

- General Issues / Concerns

- No high contrast mode
- Some items (outlined in following slides) do not meet contrast ratio guidelines

Color contrast analyzer

This color contrast analyzer checks for color contrast ratios and measures them against the WCAG AA guidelines. [Learn more about analyzing color contrast.](#)

Auto detect contrast ratio ☐ Off

Auto-detection allows you to evaluate color contrast ratios by hovering over an element or setting the keyboard focus on it. The colors are detected heuristically. If incorrect colors are detected, please use the eyedroppers to improve the accuracy of the results.

The screenshot shows the Color Contrast Analyzer interface. On the left, a vertical stack of three circular icons is shown. Red arrows point from the middle and bottom icons to the 'Color 1' and 'Color 2' input fields respectively. The 'Color 1' field shows a dark red color with hex code #46232D. The 'Color 2' field shows a dark brown color with hex code #72413E. To the right, a box displays the 'Ratio' as 1.651:1 and the 'Confidence level'. Below this, a table shows the 'Result' as 'Fail' and the 'Element' as 'Regular text'. A note indicates that a ratio of at least 4.5:1 is required (WCAG 1.4.3). At the bottom, two text samples are shown: 'the quick brown fox' and 'the quick brown fox', both with a red background and white text.

| Result | Element |
|---|--------------|
| Fail | Regular text |
| Requires a ratio of at least 4.5:1 (WCAG 1.4.3) | |
| the quick brown fox the quick brown fox | |


102 Contrast (2/7)

- Main Menu

| Text | Contrast |
|--|----------|
| Shop / Meta / Go | 2.3:1 |
| Black on White (Speech bubble) | 11.4:1 |
| Gray on Black (Character select header) | 9:1 |
| White on Black (Character select content) | 14.8:1 |
| Yellow on Black (Character select highlight) | 8.9:1 |
| Black on Brown (ex. Quests) | 4.2:1 |

| Legend |
|----------------------------------|
| Not compliant |
| Compliant, but not high contrast |
| Compliant |

| Text | Active | Inactive |
|-------------------|--------|----------|
| Quest / Tiles Tab | 2.9:1 | 5.6:1 |
| Go (Button) | 6.2:1 | 1.3:1 |



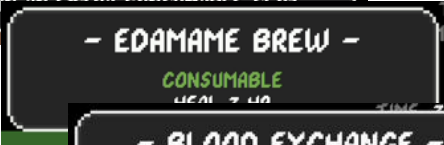
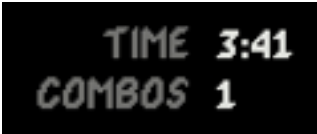
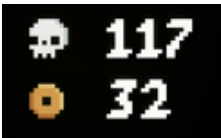
102 Contrast (3/7)

- UI

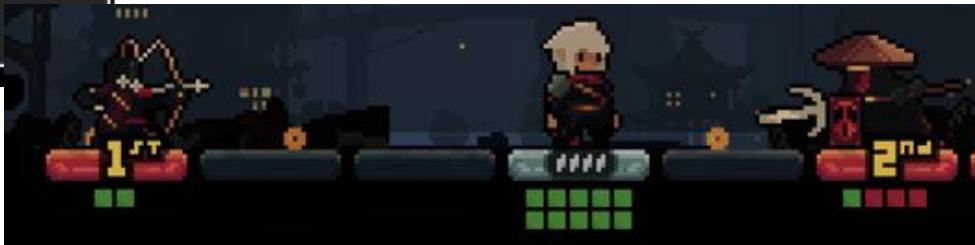
| Text/Item | Contrast |
|-----------------|----------|
| Tiles | 10.8:1 |
| Tile Upgrade | 8.6:1 |
| Coins/Skulls | 19.9:1 |
| Best Labels | 4.3:1 |
| Best Values | 16.8:1 |
| Blue on Gray | 4.3:1 |
| Green on Gray | 5.8:1 |
| Red on Gray | 3:1 |
| Yellow on Black | 9.6:1 |
| Death | 3.2:1* |

| Legend |
|----------------------------------|
| Not compliant |
| Compliant, but not high contrast |
| Compliant |

*Large size text (36+ px on 1080p) requires 3:1 rather than 4.5:1



| Icon | Active | Focus | Inactive |
|------------------------|--------|-------|----------|
| Controls / Map / Pause | 1.6:1 | 2.4:1 | 1.2:1 |



102 Contrast (4/7)

- Tutorial

| Text | Contrast |
|---------------------|----------|
| Yellow on Brown | 2.2:1 |
| Black on Brown | 3.9:1 |
| White on Dark Brown | 6.7:1 |



| Legend |
|----------------------------------|
| Not compliant |
| Compliant, but not high contrast |
| Compliant |

- Map

| | Contrast |
|-------------------------|----------|
| Text | 14.8:1 |
| Yellow Icon (Max Level) | 4:1 |
| Blue Icon (Cooldown) | 2.4:1 |
| Red Icon (Damage) | 1.4:1 |
| Red Icon (Enchant) | 2.1:1 |
| White Icon (Sacrifice) | 7.2:1 |
| Black on White Icon | 7.9:1 |



102 Contrast (5/7)

- Store

| BG color | Default | In Focus | Sale (Yellow text) | Sale In Focus | Inactive (Red text) |
|----------|---------|----------|--------------------|---------------|---------------------|
| Red | 11.8:1 | 8.6:1 | N/A | N/A | 2.5:1 |
| Green | 8.4:1 | 4.6:1 | 5.4:1* | 2.9:1* | 1.8:1 |
| Blue | 11.9:1 | 7.3:1 | 7.6:1 | 4.6:1 | 2.6:1 |

| Legend |
|----------------------------------|
| Not compliant |
| Compliant, but not high contrast |
| Compliant |

Note: 3:1 is minimum for inactive text
* estimated value, reviewer was not able to encounter scenario



102 Contrast (6/7)

- Store Statue

| Text | White BG | Statue BG |
|-------|----------|-----------|
| Black | 11.3:1 | N/A |
| White | N/A | 15.6:1 |
| Red | 8:1 | 3.5:1 |

Legend

Not compliant

Compliant, but not high contrast

Compliant

Note: 3:1 is minimum for inactive text



102 Contrast (7/7)

- Statue Upgrade

| Button | Default | Focus | Inactive |
|---------|---------|-------|-----------------------|
| Skip | 6.7:1 | 3.8:1 | N/A (mouse down only) |
| Reroll | 6.8:1 | 3.5:1 | 1.2:1 |
| Upgrade | 6.8:1 | 3.3:1 | 1.2:1 |

| | White | Red (Inactive) |
|------|--------|----------------|
| Cost | 17.4:1 | 3.9:1 |

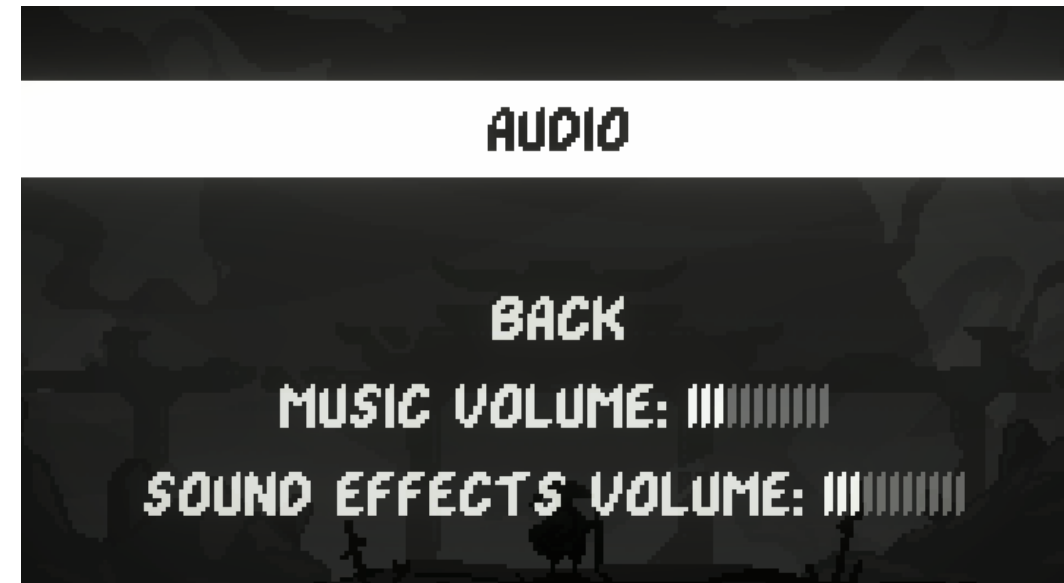
| Legend |
|----------------------------------|
| Not compliant |
| Compliant, but not high contrast |
| Compliant |

Note: 3:1 is minimum for inactive text



105 Audio accessibility

- Positive
 - Audio settings exist for each type of audio
- Untested
 - Automatically lower or mute game audio when audio input from assistive technologies such as a screen reader are detected.



107 Input

- Positive
 - UI (menu) is navigable by single, non-simultaneous key presses
- Issues / Concerns
 - Not able to use only use digital input (ex: keyboard)
 - Not able to navigate UI with only digital or analog input
 - No option to remap controls
 - No option to change sensitivity for analog inputs (ex: mouse)

112 UI Navigation

- Positive

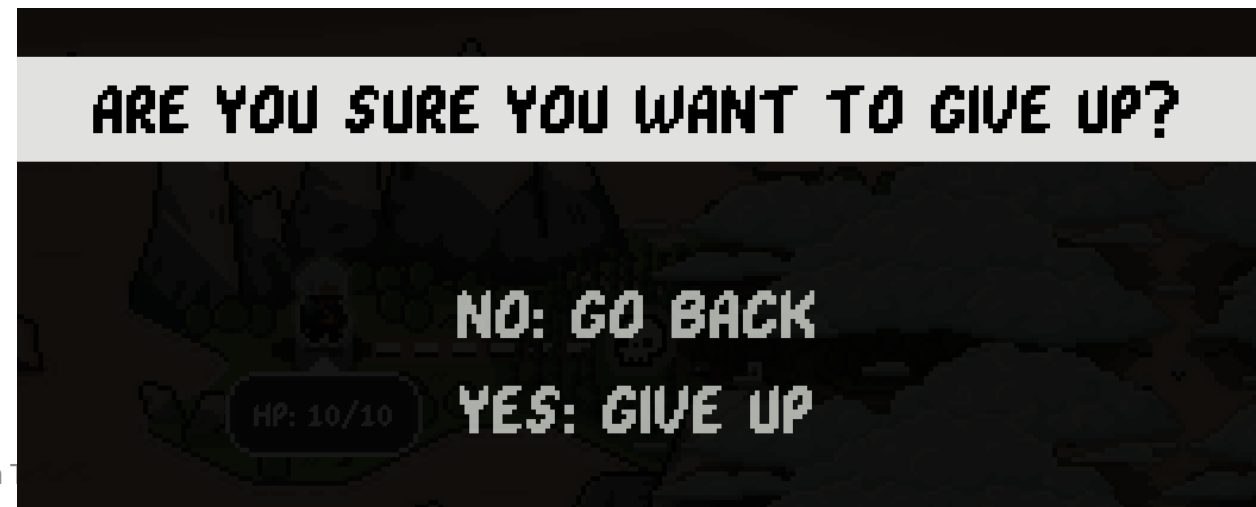
- UI navigation order is logical and consistent
- Repeated components are repeated across multiple pages/screens in the same relative order/space when they are repeated
- Persistent links exist to get back to main menu or previous menu

- Issues / Concerns

- UI is not fully navigable by keyboard or digital input alone
- UI is not navigable by multiple inputs
- Linear menus do not support looping (after navigating to the last item, player should be taken back to the first item in the menu)
- Game initial launch settings are not accessible

115 Error messages and destructive actions

- Positive
 - Confirmation dialogue exists for giving up
- Issue / Concern
 - No mechanism to review, confirm, or undo other permanent actions (buying/selling items, leaving shop)



Next Steps

Next Steps

- Don't hesitate to reach out to me if you'd like to discuss any of these items or if you have any questions.
- If any items are resolved, I'd be glad to review them again.
- Please provide any feedback you have (on the process, report, etc) to me so that I can improve it moving forward.