



**Makers Making
Change**
A Neil Squire Program

GAME CHECKPOINT TRAINING

– GAMING TRAINING



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Introduction

10 games were chosen across 7 different genres (platformer, racing, shooter, action/adventure, puzzle, sport, sandbox) were chosen to be installed in players systems. This booklet gives a summary of each of the games to reduce the amount of preparation it can take prior to a session to familiarize yourself with the game. You will find a general overview, list of default controls, in-game settings, game modes, and relevant information to each game below.

Game Tutorials

Some games may have puzzles or sequences that are hard to figure out. If both the gamer and the GAME Checkpoint lead is stuck on a part of the game, searching “walkthroughs” on of the game on YouTube can help. **These walkthroughs will show how to navigate the level step by step.** A link to the walkthroughs are not included below as the game walkthroughs are often broken into several videos and searching for the specific part in the game you are stuck on is best.

Game Summary

The following table shows the game, main genre it fits under, platform availability, and level of input. This level of input is described more in Booklet 3.

Brawlhalla Genre: 2D Fighter Platforms: Xbox, PlayStation, Nintendo Switch, PC, Android, iOS Input Level: Low	Celeste Genre: 2D Platformer Platforms: Xbox, PlayStation, Nintendo Switch, PC Input Level: Low	Shadow of the Tomb Raider Genre: Action-Adventure Platforms: Xbox, PlayStation, PC Input Level: High
FIFA23 Genre: Sport Platforms: Xbox, PlayStation, Nintendo Switch, PC Input Level: Low	DIRT 5 Genre: Racing Platforms: Xbox, PlayStation, PC Input Level: Low	Mario Kart 8 Deluxe Genre: Racing Platforms: Nintendo Switch Input Level: Low
Titanfall 2 Genre: First Person Shooter Platforms: Xbox, PlayStation, Nintendo Switch, PC, Android, iOS Input Level: High	Portal 2 Genre: Puzzle Platforms: Xbox, PlayStation, Nintendo Switch, PC Input Level: Medium	Donut County Genre: Puzzle Platforms: Xbox, PlayStation, Nintendo Switch, PC, Android, iOS Input Level: Low
Minecraft Genre: Sandbox Platforms: Xbox, PlayStation, Nintendo Switch, PC, Android, iOS Input Level: High *Many inputs but slow paced	A full summary can be found for each of the games in the pages below. Note that the list of controls for each game are the default and can often be remapped. This is intended to be a guide to familiarize yourself with the game and have a process to document new games that you may add to your library as time goes on.	

Also, the controls for the games that include Nintendo Switch controls are for when it is in controller/gamepad mode. This is further explained in Booklet 2.

Brawlhalla



General Overview

Game Description: Brawlhalla is a 2D platformer fighting game from Blue Mammoth Games. The gamer can select a fighter and compete with up to 3 other players and/or computer bots. There are multiple modes of playing and features a training mode. This game is often used as a first game to try out the gaming gear to ensure it is functional. A quick video overview of the game can be seen here:

<https://www.youtube.com/watch?v=qgvdpJzUHgM>



Players: 1-4

Genre: Fighting, Platformer

- Similar Games: Streetfighter, Super Smash Bros, etc

Minimum Controls: 1 joystick and 4 buttons **or** no joysticks and 5 buttons

Cost: Free

Platform: Xbox, PlayStation, Nintendo Switch, PC, Android, iOS

ESRB Age Rating: E_{10+} (Everyone 10+)

Accessibility Reviews:

Taming Gaming



<https://www.taminggaming.com/accessibility/Brawlhalla>

¹ <https://www.ubisoft.com/en-gb/game/brawlhalla/brawlhalla>

Controls

The full list of the inputs for the various systems that the game is available on can be found in the table below. Some actions may require buttons to be pressed together, if this is the case, it will be denoted by using a “+” symbol (Example: To jump, press X+B). If you are looking to familiarize yourself with the buttons on the various controllers, check out the *platforms section in booklet 2*.

Action	Controller				
	Keyboard (A) (Using Arrow Keys)	Keyboard (B) (Using WASD)	Xbox Controller	Nintendo Switch Controller	PlayStation Controller
Fighting Controls					
<u>Jump</u>	↑	W	A	B	X
Drop (fall fast)	↓	S	Left Thumbstick held downward	Left Thumbstick held downward	Left Thumbstick held downward
<u>Quick attack</u>	C or left mouse button	J or left mouse button	X	Y	□
Heavy attack	X or right mouse button	K or right mouse button	B or Y	A or X	O or △
Dodge	Z	L	LT or RT	ZL or ZR	L2 or R2
Grab/Throw	V or middle mouse button	H or middle mouse button	LB or RB	L or R	L1 or R1
Move	← and →	A and D	Left Thumbstick	Left Thumbstick	Left Thumbstick
Functional					
Pause	Enter	Enter	Start	+ (plus)	Start
Show Character Names	Tab	Tab	Select	- (minus)	Left Touchpad

Minimum Inputs Needed:

The full controls of Brawlhalla include repeats and some non necessary inputs to play the game. The following inputs are required to move the character and fight other characters.

- Movement: 1 joystick or 2 buttons
- Actions: 3 buttons
 - o Jump
 - o Quick Attack/Pickup
 - o Throw weapon (optional)

In-Game Settings and Game Modes

Brawlhalla does not have many in-game settings for accessibility, however the various game modes can be used to change the game experience. The in-game settings are described below and can be accessed through the settings and preferences menu in the game.

In-Game Settings

Setting Name	Category	Description
Button remapping	Functional/Input	Allows for reallocation of action the input does in a game.
Background options	Visual/Display	Allows the user to change to simplified backgrounds or blurred backgrounds
Player names	Visual/Display	Allows user to show player names above character
Camera Mode	Visual/Display	Select various options for the camera to make it more stable or dynamic
Music	Audio	Allows for the music volume to be controlled

Game Modes

There are various ways to play Brawlhalla that provide unique experiences and modes that let you customize the game. Below the game modes are explained as they are shown on the menu:

Game Mode Name	Description	How to start
Play	<ul style="list-style-type: none"> Online play only Play against other online players in a standard fight 	Click "Play" from the main menu
Custom Game Room	<ul style="list-style-type: none"> Create your own rules and invite other people online to play with you 	Click "Play" from the main menu
Offline Play This game mode has a few options and does not play with other gamers online.		
Couch Party	<ul style="list-style-type: none"> Play against CPU characters or add more in person players 	Click "Offline Play" from the main menu and then "Couch Party"
Training	<ul style="list-style-type: none"> Play against a CPU that does not fight back 	Click "Offline Play" from the main menu and then "Training"
Tournament	<ul style="list-style-type: none"> Play in a series of fights against multiple CPU 	Click "Offline Play" from the main menu and then "Tournament"
Tutorials	<ul style="list-style-type: none"> Follow through guided tutorials on how to play the game 	Click "Offline Play" from the main menu and then "Tutorials"

Celeste



General Overview

Game Description: Celeste is a 2D platformer made by Matt Makes Games Inc. This is a single player story based game where the gamer plays as Madeline who goes on a journey to climb a mountain. Madeline encounters enemies that she must fight along with following a beautiful storyline. A quick video overview of the game can be seen here:

<https://www.youtube.com/watch?v=70d9irlxiB4>



Players: 1 (single player)

Genre: Platformer, Action

- Similar Games: Super Mario, Super Meat Boy, Mega Man

Minimum Controls: 1 joystick and 3 buttons **or** no joysticks and 7 buttons

Cost: \$19.99

Platform: Xbox, PlayStation, Nintendo Switch, PC

ESRB Age Rating: E_{10+} (Everyone 10+)

Accessibility Reviews :



<https://www.vice.com/en/article/43kadm/celeste-assist-mode-change-and-accessibility>

² <https://www.xbox.com/en-CA/games/store/celeste/bwmql2rpwbhb>

Controls

The full list of the inputs for the various systems that the game is available on can be found in the table below. Some actions may require buttons to be pressed together, if this is the case, it will be denoted by using a “+” symbol (Example: To jump, press X+B). If you are looking to familiarize yourself with the buttons on the various controllers, check out the *platforms section in booklet 2*.

Actions	Controller			
	Keyboard	Xbox Controller	Nintendo Switch Controller	PlayStation Controller
Controls				
<u>Move</u>	↑←→↓	Left Thumbstick	Left Thumbstick	Left Thumbstick
<u>Jump</u>	C	A or Y	B or X	X
<u>Dash</u>	X	X or B	A or Y	△ or □
<u>Grab</u>	Z or V or left shift	LT or RT or LB or RB	ZL or ZR or L or R	L2, R2, L1, R1
Talk	X	B	A	□
Menu Controls				
Pause	Esc	Menu Button	+ (plus)	Options Button
Confirm	C or Enter	A	A	X
Cancel	X or Backspace	B	B	O
Journal	Tab	LT	ZL	L2
Quick Restart	R	Choose in Game	Choose in Game	Choose in Game

Minimum Inputs Needed:

The following inputs are the minimum required to play the game effectively:

- Movement: 1 joystick or 4 buttons for up, down, left, right
- Actions: 3 buttons
 - o Jump
 - o Dash/talk
 - o Grab

In-Game Settings and Game Modes

The in-game settings are described below and can be accessed through the settings and preferences menu in the game. There is only one game mode for Celeste, the main story mode, “climb”. Therefore, **there is no game modes section.**

In-Game Settings

Celeste features a unique set of in game settings. Along with some traditional settings like button remapping, Celeste features “Assist Mode”. This was specifically designed to make the game more accessible. This can be turned on when you start a new game, it will give the option to turn on Assist Mode. Then when playing, pause the game and adjust the assist mode settings how you like.

Setting Name	Category	Description
Vibration	Sensory	Ability to lower or turn off controller vibration
Button remapping	Functional/Input	Allows for reallocation of action the input does in a game.
Photosensitive mode	Visual/Display	Turns on or off the screen flashes and other visual effects that may bother people.
Screen Shake Effects	Visual/Display	Turns on or off the effect that makes the screen appear to shake.
Music/Sound Volume	Sensory	Allows ability to lower or raise the music or sound effects in the game.
Assist Mode (Able to be turned on when starting a new game or loading a existing one)		
Game Speed	Game Mechanic	Player is able to set the speed of the game from 0-100% speed. The lower the percentage the slower the game is. Almost like slow motion to allow for more time to react.
Infinite Stamina	Game Mechanic	Character will not lose stamina if turned on.
Air Dashes	Game Mechanic	Allows the player to increase the number of air dashes possible from 1, 2, or infinite.
Invincibility	Game Mechanic	Player does not restart or die in the game.

Shadow of the Tomb Raider



General Overview

Game Description: Shadow of the Tomb Raider is the last game in the very long series of Tomb Raider games (the first game was released in 1996). This game was developed by Eidos-Montreal. You play as Lara Croft and travel to various tropical environments in the Americas solving puzzles, fighting enemies, and traversing the environment. A quick video overview of the game can be seen here:

<https://www.youtube.com/watch?v=XYtyeqVQnRI>



Players: 1 (single player)

Genre: Action, Adventure, 3rd person, Story based

- Similar Games: Uncharted, Assassins Creed, The Last of Us

Minimum Controls: 2 joysticks and 6 buttons **or** 1 joysticks and 6 buttons with second camera locked

Cost: \$60

Platform: Xbox, PlayStation, PC

ESRB Age Rating: *M*

Accessibility Reviews:



<https://caniplaythat.com/tag/shadow-of-the-tomb-raider/>

³ [https://store.steampowered.com/app/750920/Shadow of the Tomb Raider Definitive Edition/](https://store.steampowered.com/app/750920/Shadow_of_the_Tomb_Raider_Definitive_Edition/)

Controls

The full list of the inputs for the various systems that the game is available on can be found in the table below. Some actions may require buttons to be pressed together, if this is the case, it will be denoted by using a “+” symbol (Example: To jump, press X+B). If you are looking to familiarize yourself with the buttons on the various controllers, check out the *platforms section in booklet 2*.

Actions	Controller		
	Keyboard	Xbox Controller	PlayStation Controller
Controls			
<u>Move</u>	WASD	Left Thumbstick	Left Thumbstick
<u>Jump/Climb</u>	Space	A	X
Sprint	Left Shift	L3	L3
<u>Aim</u>	Right Click	LT	L2
<u>Shoot</u>	Left Click	RT	R2
<u>Cycle through weapons</u>	1/2/3/4	D-Pad	D-Pad
<u>Look around</u>	Mouse movement	Right Thumbstick	Right Thumbstick
Melee attack	F	Y	△
<u>Interact (general common input)</u>	E	X	□
Heal	V	LB	L1
Special Ammo	Middle mouse button	RB	R1
Menu Controls			
Pause	Esc	Menu Button	Options Button
Map	Tab	View Button	Touchpad Press

Minimum Inputs Needed:

The following inputs are the minimum required to play the game effectively:

- Movement: 2 joysticks
- Actions: 6 buttons
 - o Jump
 - o Aim
 - o Shoot
 - o Cycle through (requires 4 buttons)
 - o Heal
 - o Interact

In-Game Settings and Game Modes

In-Game Settings

Below is a summary of the game inputs in the Shadow of the Tomb Raider game:

Setting Name	Category	Description
Difficulty	Game Mechanic	Player can choose combat, exploration, and puzzle difficulty.
Aim Mode	Functional/Input	The player has the option to switch aiming to a toggle rather than a single press also known as 'Toggle.' To aim your weapon you can either use the left stick or the right stick. Whilst aiming, pressing L3 can change the shoulder that you aim with.
Aim Sensitivity	Functional/Input	Increasing or reducing the amount of movement the right stick causes while aiming.
Crank Control	Functional/Input	When the player encounters "cranks" in the game, it will require the player to move the thumbsticks in a circular direction. Crank control change this to a single button press.
Center Camera Horizontally	Functional/Input	Meaning the camera will follow and turn with the character. When combined with weapon aim set to left stick, this means you can have control using just the left stick.

Game Modes

There are no other game mods in this game other than the standard story mode. No multiplayer options available.

Game Mode Name	Description	How to start
Start Game	Allows the player to start a new game at the beginning.	N/A
Load Game	Allows player to load the last saved part in the game and pick up where they left off.	N/A

FIFA 23



General Overview

Game Description: The EA Sports FIFA games get a refresh every year with updated graphics, roster details, and potentially game modes. This is the 2023 game, thus FIFA23. This game series has introduced many accessibility features into sports games. This game focuses on playing soccer with or against others while being able to select multiple types of game modes. A quick video overview of the game can be seen here:

<https://www.youtube.com/watch?v=o3V-GvvzjE4>



Players: 1-4 players

Genre: Sport, Simulation

- Similar Games: NHL23, NBA23, Madden23

Minimum Controls: 1 joystick and 2 buttons

Cost: \$90.00 CAD

Platform: Xbox, PlayStation, Nintendo Switch, PC

ESRB Age Rating: E (Everyone)

Accessibility Reviews:



<https://caniplaythat.com/2022/11/09/fifa-23-accessibility-review/>

Controls

The full list of the inputs for the various systems that the game is available on can be found in the table below. Some actions may require buttons to be pressed together, if this is the case, it will be denoted by using a “+” symbol (Example: To jump, press X+B). If you are looking to familiarize yourself with the buttons on the various controllers, check out the *platforms section in booklet 2*.

Note: FIFA23 has a long list of controls as combinations of buttons can provide unique passes and moves. However, the **settings below are for the main necessary controls** that are needed to play a simple match. **There is also two button mode mentioned under in-game settings.**

Actions	Controller			
	Keyboard	Xbox Controller	Nintendo Switch Controller	PlayStation Controller
Controls				
<u>Move</u>	W,A,S,D	Left Thumbstick	Left Thumbstick	Left Thumbstick
<u>Simple Ground Pass</u>	Right Click	A	B	X
<u>Shoot</u>	Left Click	B	A	O
Tackle	Left Click	B	A	O
Change Player	Left Shift	LB	L	L1
Sprint (Button must be held)	Left Control	RT	ZR	R2
Menu Controls				
Pause	Esc	Menu Button	+	Options Button

Minimum Inputs Needed:

The following inputs can be used by changing the controller settings to **one button mode**. This is a unique game setting that is described in the section below:

- Movement: 1 joystick
- Actions: 2 buttons (pass and shoot) or 1 button with 1 button control setting (see below)
 - o Action – When the button is pressed the game will make the decision to pass or shoot depending on where the player is on the pitch.

In-Game Settings and Game Modes

In-Game Settings

Below is a summary of the game inputs in FIFA23:

Setting Name	Category	Description
Color Blindness	Visual/Display	Changes colors in game per type of colorblindness protanopia, deuteranopia, tritanopia.
Brightness/Contrast	Visual/Display	Allows gamer to increase or decrease brightness and contrast
Player Indicator Size	Visual/Display	Increases or decreases the size of the symbol that is above the player while playing
Remap Right Stick	Functional/Input	Switch the functionality of the right stick to the left stick in menu only . Allows player to navigate through all menu options with left stick.
Remap LB/RB/LT/RT	Functional/Input	Switch functionality of LB/RB/LT/RT to the left stick in menu only . Allows player to navigate through all menu options with left stick.
Subtitles	Visual/Display	Adds subtitles to the game.
Control options		
Control Remapping	Functional/Input	Allows for remapping of all of the controls
Two button mode	Game Mechanic	Preset that allows the controls to be summarized into one joystick two buttons representing pass and shoot.
One Button Mode	Game Mechanic	Preset that allows the controls to be simplified to one joystick and one button labelled "action". The game will make the decision for the player to pass or shoot.

Game Modes

There are many different play styles within each of the following game modes. This makes FIFA23 very customizable but also quite challenging to navigate at first.

Game Mode Name	Description	How to start
Kick Off	<ul style="list-style-type: none"> Allows gamer to create a quick match and customize rules Can play with someone on the same console or a CPU 	Select Kick Off from main menu and select teams
Practice Arena	<ul style="list-style-type: none"> Instantly drops player onto field The only other character on the field is the goalkeeper This mode is aimed to practice shots 	Select Practice Arena from main menu.
Skill Games	<ul style="list-style-type: none"> Similar to Practice Arena however specific drills/skills are taught. Player can choose skill they want to work on and situations are simulated. 	Select Skill Games from main menu.
Volta Football (Not available on Nintendo Switch)	<ul style="list-style-type: none"> This is a street form of soccer similar to futsal. This mode allows for kick off play and online play. 	Select Volta from main menu. Once in Volta, select if you want a Kick Off style game or online
Ultimate Team	<ul style="list-style-type: none"> Build your own team and challenge other teams to gain points. 	Select Ultimate Team from main menu
Career Mode (Not available on Nintendo Switch)	<ul style="list-style-type: none"> Either choose manager or player career and follow a story/play games through a teams full career. 	Select Career mode from main menu
Pro Clubs (Not available on Nintendo Switch)	<ul style="list-style-type: none"> Online mode only. Play as a single team member with others online. 	Select Pro Clubs from main menu and then connect to team to play

DIRT 5



General Overview

Game Description: Dirt 5 is focused on off road racing in cars created by Electronic Arts (EA). The game allows the user to race, customize cars, and built their own tracks. With various game modes and online multiplayer, there are a lot of racing options for gamers. A quick video overview of the game can be seen here:

<https://www.youtube.com/watch?v=rPIj7Lxi-Q8>



Players: 1-4

Genre: Racing, Simulation

- Similar Games: Forza, F1 Racing, Need for Speed

Minimum Controls: 1 joystick and 2 buttons **or** 0 joysticks and 4 buttons

Cost: \$80

Platform: Xbox, PlayStation, PC

ESRB Age Rating: *E* (for Everyone)

Accessibility Reviews :



<https://gameaccess.info/dirt-5-game-access-seetings-overview/>

⁴ <https://www.playstation.com/en-ca/games/dirt-5/>

Controls

The full list of the inputs for the various systems that the game is available on can be found in the table below. Some actions may require buttons to be pressed together, if this is the case, it will be denoted by using a “+” symbol (Example: To jump, press X+B). If you are looking to familiarize yourself with the buttons on the various controllers, check out the *platforms section in booklet 2*.

Actions	Controller		
	Keyboard	Xbox Controller	PlayStation Controller
Controls			
<u>Steer (left and right)</u>	A and D	Left Thumbstick	Left Thumbstick
<u>Accelerate</u>	Space	RT	R2
<u>Break</u>	Left Shift	LT	L2
Handbrake (faster breaking for drifting)	L	B	O
Menu Controls			
Pause	Esc	Menu Button	Options Button

Minimum Inputs Needed:

The following inputs are the minimum required to play the game effectively:

- Movement: 1 joystick or 2 buttons being left and right
- Actions: 2 buttons
 - o Accelerate
 - o Break

Note that there is the possibility to turn on auto breaking, therefore this can be reduced to one button. Also, automatic cars do not require gear shifting.

In-Game Settings and Game Modes

In-Game Settings

Setting Name	Category	Description
Vibration	Sensory	Control the intensity of vibration of the controller
Display	Visual/Display	Control several settings such as brightness, screen shake, etc
Joystick Adjust	Functional/input	Change various joystick settings such as dead zone and sensitivity
Driving Aids		
Career difficulty	Game Mechanic	Set the difficulty of the career game mode to make it easier or more difficult
Transmission	Game Mechanic	Sets the transmission of the vehicles to automatic (no gear shifting) or manual (gear shifting)
Auto Brake	Game Mechanic	Automatically breaks for gamer while driving
Driving Preset	Game Mechanic	Sets various settings such as anti-lock breaks, traction control, and stability management to be easier or more difficult

Game Modes

Game Mode Name	Description	How to start
Career	<ul style="list-style-type: none"> Gamer plays as a driver that goes through a story driven series of races. 	Select Career from main menu
Online	<ul style="list-style-type: none"> Play online races against other players 	Select Online from main menu
Playgrounds	<ul style="list-style-type: none"> Allows character to create or enter DIY made courses. This “create” Gymkhana mode can be used as practice mode with no other cars. 	Select Playgrounds from main menu. If you want Gymkhana, select Create>New>Gymkhana
Arcade	<ul style="list-style-type: none"> Drops the player into a free play or timed race immediately. No online players. 	Select Arcade from main menu

Mario Kart 8 Deluxe



General Overview

Game Description: Mario Kart 8 is a racing game in the Mario Kart series made for Nintendo Switch. Players control go-karts with characters from the Mario universe around various courses, where they can also get item boxes to either help their performance or hinder their opponents'. A quick video overview of the game can be seen here: <https://www.youtube.com/watch?v=tKIRN2YpxRE>



Players: Single System (1-4) or Local wireless (2-8)

Genre: Racing

- Similar Games: Crash Team Racing Nitro Fueled, Team Sonic Racing, Super Tux Kart

Minimum Controls: 1 joystick and 1 button

Cost: \$79.99

Platform: Nintendo Switch

ESRB Age Rating: E (Everyone)

Accessibility Reviews :

<https://www.taminggaming.com/accessibility/Mario+Kart+8+Deluxe>



<https://www.youtube.com/watch?v=pgsU0FC1hfA>



⁵ <https://www.gamespot.com/reviews/mario-kart-8-deluxe-review/1900-6416660/>

Controls

The full list of the inputs for the various systems that the game is available on can be found in the table below. Some actions may require buttons to be pressed together, if this is the case, it will be denoted by using a “+” symbol (Example: To jump, press X+B). If you are looking to familiarize yourself with the buttons on the various controllers, check out the *platforms section in booklet 2*.

Actions	Controller
	Nintendo Switch Controller
Controls	
<u>Steer</u>	Left Thumbstick or Dpad or Tilt Controller
<u>Accelerate</u>	A (can be turned off in settings)
<u>Use Item</u>	ZL or L
Brake/ Reverse	B
Hop / Drift / Trick	ZR or R
Honk horn	ZL or L (when not holding an item)
Look backwards	X
Menu Controls	
Pause	+ or -
Confirm	A
Cancel	B

Minimum Inputs Needed:

The following inputs are the minimum required to play the game effectively:

- Movement: 1 joystick or 2 buttons
- Actions: 1 buttons
 - o Accelerate
 - o Use item

In-Game Settings and Game Modes

In-Game Settings

There are two ways to access the in-game settings. The first is before a race while selecting your kart, hit the plus or minus button to see additional options. The second is by pausing during a race by pressing the plus or minus button.

Setting Name	Category	Description
Smart Steering	Functional/Input	When turned on, the player will auto-pilot along the road's edges and not be able to go off-road. This setting is on by default.
Tilt Controls	Functional/Input	Turn on to allow your kart to be steered by tilting your controller (joystick can still be used for steering).
Auto-accelerate	Functional/Input	When turned on this setting effectively holds down the accelerate button for you and eliminates the need to use the accelerate button (A). Though A can still be used for a boost at the start of a race.

Game Modes

Game Mode	Description	How to start
Single Player	Play alone in one of the various race types outlined below.	Select Single Player from the main menu
Multiplayer	Play with 2-4 players locally on the same Nintendo Switch console in split screen view.	Select Multiplayer from the main menu, then select the number of players.
Online Play	Play with players online. Either play with friends, regional, worldwide, or join a tournament. Either one (1p) or two (2p) players can join from one system.	Select Online Play from the main menu, then select 1p or 2p.
Wireless Play	Play with 2-8 players locally on separate Nintendo Switch consoles. Four consoles can connect this way, and either one or two people can join on each console for a total of 8 players.	Select Wireless Play from the main menu, then select 1p or 2p.
Race Types		
Grand Prix	Go for gold in a 4-race cup!	Through Single Player or Multiplayer
Time Trials	Race alone against the clock for new records!	Through Single Player
VS Race	Race using custom rules	Through Single Player, Multiplayer, Online, or Wireless Play
Battle	Various battle types with different objectives, played on a set course.	Through Single Player, Multiplayer, Online, or Wireless Play

Titanfall 2



General Overview

Game Description: Titanfall 2 is focused around Jack Cooper who is a soldier who uses a robot suit to fight in war. The game was created by Respawn Entertainment and Electronic Arts (EA). This game is a story based first person shooter game with both single player and multiplayer options. A quick video overview of the game can be seen here: <https://www.youtube.com/watch?v=ktw2k3m7Qko>



Players: 1

Genre: First person shooter

- Similar Games: Call of Duty, Fortnite, Battlefield

Minimum Controls: 2 joysticks and 5 buttons ~~or _joysticks and _buttons~~ This game requires a joystick.

Cost: \$25.99

Platform: Xbox, PlayStation, Nintendo Switch, PC, Android, iOS

ESRB Age Rating: *M*

Accessibility Reviews :



<https://dagersystem.com/disability-game-review-titanfall-2/>

⁶ <https://www.playstation.com/en-ca/games/titanfall-2/>

Controls

The full list of the inputs for the various systems that the game is available on can be found in the table below. Some actions may require buttons to be pressed together, if this is the case, it will be denoted by using a “+” symbol (Example: To jump, press X+B). If you are looking to familiarize yourself with the buttons on the various controllers, check out the *platforms section in booklet 2*.

Actions	Controller		
	Keyboard	Xbox Controller	PlayStation Controller
Controls			
<u>Move</u>	W,A,S,D	Left Thumbstick	Left Thumbstick
Sprint	Left Shift	L3	L3
<u>Jump</u>	Space	A	X
Crouch	Ctrl	B	O
Slide	Shift+Ctrl	L3+B	L3+O
<u>Aim</u>	Right Click	LT	L2
<u>Shoot</u>	Left Click	RT	R2
<u>Reload</u>	R	X	□
Melee	C	R3	R3
Throw Grenade	F	RB	R1
<u>Switch Weapons</u>	Scroll Wheel	Y	△
Menu Controls			
Pause	Esc	Menu Button	Options Button

Minimum Inputs Needed:

The following inputs are the minimum required to play the game effectively:

- Movement: 2 joysticks
- Actions: 5 buttons
 - Aim
 - Shoot
 - Jump
 - Reload
 - Switch Weapons

In-Game Settings and Game Modes

Titanfall 2 is a unique case of game modes. This is because, for testing purposes in the game, the first playable part in the game is a training center that can be restarted endlessly. This training center is great for testing the game and AT out. The rest of the game can also be played, but staying in the tutorial mode is possible if desired.

In-Game Settings

Setting Name	Category	Description
Button Remapping	Function/Input	Customization of inputs on the controller or keyboard and mouse.
Toggle Options	Function/Input	Gamer to choose if the crouch or aiming is a toggle on and off rather than a holding button.
Joystick Controls	Function/Input	Player to set dead zone and sensitivity.
Auto Sprinting	Functional/Input	Sets sprinting to be automatic rather than a button press.
Display	Visual/Display	Control several settings such as brightness, screen shake, etc.

Game Modes

Game Mode Name	Description	How to start
Career	<ul style="list-style-type: none"> Story based game where player follows path of the game and survive enemies. 	Select Career from main menu
Multiplayer	<ul style="list-style-type: none"> Various game modes to play online with others such as capture the flag, last titan standing, etc 	Select Multiplayer from main menu
Gauntlet (practice zone)	<ul style="list-style-type: none"> Goal is to get familiar with controls. Not actual game mode but mission in campaign. 	Start the campaign and the first mission will be the "gauntlet" this section can be used for practice

Portal 2



General Overview

Game Description: Portal 2 is the second and last game in the Portal series created by Valve Corporation. This is a puzzle game with first person shooter style. The player plays as a robot that is trying to escape and has to solve each level by using the Portal Gun. The Portal Gun shoots two portals that are linked. A quick video overview of the game can be seen here:

<https://www.youtube.com/watch?v=D5Bd9Q2WLIk>



Players: 1-2

Genre: Puzzle, Co-op, First Person Shooter

- Similar Games: It Takes Two, Fez, Human Fall Flat

Minimum Controls: 2 joysticks and 2 buttons

Cost: \$10.99

Platform: Xbox, PlayStation, Nintendo Switch, PC

ESRB Age Rating: E₁₀₊

Accessibility Reviews:



<https://www.taminggaming.com/en-gb/accessibility/Portal>

⁷ https://store.steampowered.com/app/620/Portal_2/

Controls

The full list of the inputs for the various systems that the game is available on can be found in the table below. Some actions may require buttons to be pressed together, if this is the case, it will be denoted by using a “+” symbol (Example: To jump, press X+B). If you are looking to familiarize yourself with the buttons on the various controllers, check out the *platforms section in booklet 2*.

Actions	Controls			
	Keyboard	Xbox Controller	Nintendo Switch Controller	PlayStation Controller
Controls				
<u>Move</u>	W,A,S,D	Left Thumbstick	Left Thumbstick	Left Thumbstick
<u>Aim</u>	Mouse Movement	Right Thumbstick	Right Thumbstick	Right Thumbstick
<u>Shoot first portal (blue)</u>	Right Click	LT	ZL	L2
<u>Shoot second portal (orange)</u>	Left Click	RT	ZR	R2
Interact/Pickup	E	X or RB	Y	□ or R1
Jump	Space	A or LB	A	X or L1
Menu Controls				
Pause	Esc	Menu Button	+	Options Button

Minimum Inputs Needed:

The following inputs are the minimum required to play the game effectively:

- Movement: 2 joysticks
- Actions: 2 buttons
 - o First portal (blue)
 - o Second portal (orange)
 - o Jump

In-Game Settings and Game Modes

In-Game Settings

Setting Name	Category	Description
Button Remapping	Functional/Input	Allows player to customize their controls.
Aim Sensitivity	Functional/Input	Adjust the sensitivity of the aim function to be more or less responsive.

Game Modes

Game Mode Name	Description	How to start
Single Player	Story mode in the game	From the main menu select "Single player"
Cooperative Game	Allows the player to play online with one other person or with someone connected on the same device. This is the same story/game that is in the single player mode.	From main menu select "Cooperative Game"

Donut County



General Overview

Game Description: Donut County is a puzzle game that uses the unique game mechanic of the gamer playing as a sinkhole. Created by the studio Annapurna Interactive. The player must navigate courses as the sinkhole and swallow various things to become larger and pass the level. This game only uses a joystick. A quick video overview of the game can be seen here:

<https://www.youtube.com/watch?v=NWt1GPkfzkM>



Players: 1

Genre: Puzzle

- Similar Games: Pikuniku, Limbo, Inside

Minimum Controls: 1 joystick and 1 button

Cost: \$12.99

Platform: Xbox, PlayStation, Nintendo Switch, PC, Android, iOS

ESRB Age Rating: *E* (for Everyone)

Accessibility Reviews:



<https://caniplaythat.com/2019/01/14/deaf-game-review-donut-county/>

⁸ https://store.steampowered.com/app/702670/Donut_County/

Controls

The full list of the inputs for the various systems that the game is available on can be found in the table below. Some actions may require buttons to be pressed together, if this is the case, it will be denoted by using a “+” symbol (Example: To jump, press X+B). If you are looking to familiarize yourself with the buttons on the various controllers, check out the *platforms section in booklet 2*.

Actions	Controls			
	Keyboard	Xbox Controller	Nintendo Switch Controller	PlayStation Controller
Controls				
<u>Move</u>	Mouse	Left Thumbstick	Left Thumbstick	Left Thumbstick
<u>Interact</u>	C	A	A	X
Menu Controls				
Pause	Esc	Menu Button	+	Options Button

Minimum Inputs Needed:

The following inputs are the minimum required to play the game effectively:

- Movement: 1 joystick
- Actions: 1 buttons
 - o Interact

In-Game Settings and Game Modes

There is only one game mode for donut county which is the main story mode. Therefore, this section has been removed.

In-Game Settings

Setting Name	Category	Description
Vibration	Sensory	Control the intensity of vibration of the controller
Aim Sensitivity	Functional/Input	Adjust the sensitivity of the aim function to be more or less responsive.

Minecraft



General Overview

Game Description: Minecraft is an open world sandbox game created by Mojang. This is a very popular game with online or solo options. This game is more free flowing with little driving story or direction. With various game modes from surviving against enemies, crafting materials, and creating custom landscapes, there is endless opportunities in Minecraft. A quick video overview of the game can be seen here: <https://www.youtube.com/watch?v=MmB9b5njVbA>



Players: 1

Genre: Sandbox, Survival, Online Community

- Similar Games: Roblox, Terraria, Stardew Valley

Minimum Controls: 2 joystick and 4 buttons or 1 joystick and 8 buttons

Cost: \$30.99

Platform: Xbox, PlayStation, Nintendo Switch, PC, Android, iOS

ESRB Age Rating: E_{10+}

Accessibility Reviews:



<https://www.taminggaming.com/en-gb/accessibility/Minecraft>

⁹ <https://www.minecraft.net/en-us>

Controls

The full list of the inputs for the various systems that the game is available on can be found in the table below. Some actions may require buttons to be pressed together, if this is the case, it will be denoted by using a “+” symbol (Example: To jump, press X+B). If you are looking to familiarize yourself with the buttons on the various controllers, check out the *platforms section in booklet 2*.

Actions	Controls			
	Keyboard	Xbox Controller	Nintendo Switch Controller	PlayStation Controller
Controls				
<u>Move</u>	W,A,S,D	Left Thumbstick	Left Thumbstick	Left Thumbstick
<u>Jump</u>	Space	A	A	X
<u>View Inventory</u>	E	Y	X	△
<u>Place/Use Item</u>	Right Click	LT	ZL	L2
<u>Mine/Hit</u>	Left Click	RT	ZR	R2
<u>Cycle Through Item</u>	Scroll Wheel	LB or RB	L or R	L1 or R1
Sprint	Left Ctrl	Press left thumbstick up twice fast	Press left thumbstick up twice fast	Press left thumbstick up twice fast
Menu Controls				
Pause	Esc	Menu Button	+	Options Button

Minimum Inputs Needed:

The following inputs are the minimum required to play the game effectively:

- Movement: 2 joystick or 4 buttons for forward, back, left, right
- Actions: 5 buttons
 - o Jump
 - o View Inventory
 - o Use item
 - o Mine/Hit
 - o Cycle Through Item

In-Game Settings and Game Modes

In-Game Settings

Setting Name	Category	Description
Button Remapping	Functional/Input	Allows player to customize their controls
Auto Jump	Functional/Input	When traversing, jumping is automatic
Aim Sensitivity	Functional/Input	Adjust the sensitivity of the aim function to be more or less responsive
Difficulty	Game Mechanic	When creating the world, the gamer can select the difficulty

Game Modes

Game Mode Name	Description	How to start
Survival	<ul style="list-style-type: none"> Start the game with no items. Player must survive nights with enemies and create the world they want. 	Start a new world and select Survival
Creative	<ul style="list-style-type: none"> Enter the world with every item. Focus is around creating a world using the items. 	Start a new world and select Creative
Adventure	<ul style="list-style-type: none"> Similar to survival but the world can not be changed. Only weapons can be used. 	Start a new world and select Adventure
Online Play	<ul style="list-style-type: none"> Using multiplayer mode, you can join others worlds and play with them. Often a password is required. 	Search servers from main menu and select the one you would like to join