Table of Contents

[Introduction 1](#_Toc126861183)

[Game Tutorials 1](#_Toc126861184)

[Game Summary 1](#_Toc126861185)

[Brawlhalla 2](#_Toc126861186)

[General Overview 2](#_Toc126861187)

[Controls 3](#_Toc126861188)

[In-Game Settings and Game Modes 4](#_Toc126861189)

[In-Game Settings 4](#_Toc126861190)

[Game Modes 5](#_Toc126861191)

[Celeste 6](#_Toc126861192)

[General Overview 6](#_Toc126861193)

[Controls 7](#_Toc126861194)

[In-Game Settings and Game Modes 8](#_Toc126861195)

[In-Game Settings 8](#_Toc126861196)

[Shadow of the Tomb Raider 9](#_Toc126861197)

[General Overview 9](#_Toc126861198)

[Controls 10](#_Toc126861199)

[In-Game Settings and Game Modes 11](#_Toc126861200)

[In-Game Settings 11](#_Toc126861201)

[Game Modes 11](#_Toc126861202)

[FIFA 23 12](#_Toc126861203)

[General Overview 12](#_Toc126861204)

[Controls 13](#_Toc126861205)

[In-Game Settings and Game Modes 14](#_Toc126861206)

[In-Game Settings 14](#_Toc126861207)

[Game Modes 15](#_Toc126861208)

[DIRT 5 16](#_Toc126861209)

[General Overview 16](#_Toc126861210)

[Controls 17](#_Toc126861211)

[In-Game Settings and Game Modes 18](#_Toc126861212)

[In-Game Settings 18](#_Toc126861213)

[Game Modes 18](#_Toc126861214)

[Mario Kart 8 Deluxe 19](#_Toc126861215)

[General Overview 19](#_Toc126861216)

[Controls 20](#_Toc126861217)

[In-Game Settings and Game Modes 21](#_Toc126861218)

[In-Game Settings 21](#_Toc126861219)

[Game Modes 22](#_Toc126861220)

[Titanfall 2 23](#_Toc126861221)

[General Overview 23](#_Toc126861222)

[Controls 24](#_Toc126861223)

[In-Game Settings and Game Modes 25](#_Toc126861224)

[In-Game Settings 25](#_Toc126861225)

[Game Modes 25](#_Toc126861226)

[Portal 2 26](#_Toc126861227)

[General Overview 26](#_Toc126861228)

[Controls 27](#_Toc126861229)

[In-Game Settings and Game Modes 28](#_Toc126861230)

[In-Game Settings 28](#_Toc126861231)

[Game Modes 28](#_Toc126861232)

[Donut County 29](#_Toc126861233)

[General Overview 29](#_Toc126861234)

[Controls 30](#_Toc126861235)

[In-Game Settings and Game Modes 30](#_Toc126861236)

[In-Game Settings 30](#_Toc126861237)

[Minecraft 31](#_Toc126861238)

[General Overview 31](#_Toc126861239)

[Controls 32](#_Toc126861240)

[In-Game Settings and Game Modes 33](#_Toc126861241)

[In-Game Settings 33](#_Toc126861242)

[Game Modes 33](#_Toc126861243)

The information contained in these documents and any DIY AT devices are subject to the Makers Making Change Terms of Use which can be found at: <https://makersmakingchange.com/terms-of-use/>

# 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

A picture containing graphical user interface

Description automatically generated[[1]](#footnote-1)

## 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:** (Everyone 10+)

**Accessibility Reviews:**

Taming Gaming

|  |  |
| --- | --- |
| **Qr code  Description automatically generated** | [**https://www.taminggaming.com/accessibility/Brawlhalla**](https://www.taminggaming.com/accessibility/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** | | | | | |
| **Jump** | ↑ | W | A | B | X |
| Drop (fall fast) | ↓ | S | Left Thumbstick held downward | Left Thumbstick held downward | Left Thumbstick held downward |
| **Quick attack** | C or left mouse button | J or left mouse button | X | Y | **square** |
| Heavy attack | X or right mouse button | K or right mouse button | B or Y | A or X | O or triangle |
| 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
  + Jump
  + Quick Attack/Pickup
  + 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 | * Online play only * Play against other online players in a standard fight | Click “Play” from the main menu |
| Custom Game Room | * 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 | * Play against CPU characters or add more in person players | Click “Offline Play” from the main menu and then “Couch Party” |
| Training | * Play against a CPU that does not fight back | Click “Offline Play” from the main menu and then “Training” |
| Tournament | * Play in a series of fights against multiple CPU | Click “Offline Play” from the main menu and then “Tournament” |
| Tutorials | * Follow through guided tutorials on how to play the game | Click “Offline Play” from the main menu and then “Tutorials” |

# Celeste

A picture containing diagram

Description automatically generated[[2]](#footnote-2)

## 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:** (Everyone 10+)

**Accessibility Reviews :**

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

## 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** | | | | |
| **Move** | ↑←→↓ | Left Thumbstick | Left Thumbstick | Left Thumbstick |
| **Jump** | C | A or Y | B or X | X |
| **Dash** | X | X or B | A or Y | triangle or **square** |
| **Grab** | 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 | **square** |
| **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
  + Jump
  + Dash/talk
  + 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

A picture containing calendar

Description automatically generated[[3]](#footnote-3)

## 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:**

**Accessibility Reviews:**

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

## 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** | | | |
| **Move** | WASD | Left Thumbstick | Left Thumbstick |
| **Jump/Climb** | Space | A | X |
| Sprint | Left Shift | L3 | L3 |
| **Aim** | Right Click | LT | L2 |
| **Shoot** | Left Click | RT | R2 |
| **Cycle through weapons** | 1/2/3/4 | D-Pad | D-Pad |
| **Look around** | Mouse movement | Right Thumbstick | Right Thumbstick |
| Melee attack | F | Y | triangle |
| **Interact (general common input)** | E | X | **square** |
| 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
  + Jump
  + Aim
  + Shoot
  + Cycle through (requires 4 buttons)
  + Heal
  + 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

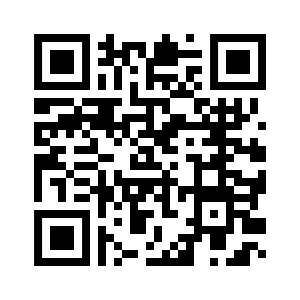
A person kicking a football ball

Description automatically generated

## 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** | | | | |
| **Move** | W,A,S,D | Left Thumbstick | Left Thumbstick | Left Thumbstick |
| **Simple Ground Pass** | Right Click | A | B | X |
| **Shoot** | 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)
  + 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 | * 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 | * 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 | * 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) | * 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 | * Build your own team and challenge other teams to gain points. | Select Ultimate Team from main menu |
| Career Mode  (Not available on Nintendo Switch) | * 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) | * 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

[[4]](#footnote-4)

## 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:** (for Everyone)

**Accessibility Reviews :**

|  |  |
| --- | --- |
|  | [**https://gameaccess.info/dirt-5-game-access-seetings-overview/**](https://gameaccess.info/dirt-5-game-access-seetings-overview/) |

## 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** | | | |
| **Steer (left and right)** | A and D | Left Thumbstick | Left Thumbstick |
| **Accelerate** | Space | RT | R2 |
| **Break** | 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
  + Accelerate
  + 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 | * Gamer plays as a driver that goes through a story driven series of races. | Select Career from main menu |
| Online | * Play online races against other players | Select Online from main menu |
| Playgrounds | * 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 | * Drops the player into a free play or timed race immediately. * No online players. | Select Arcade from main menu |

# Mario Kart 8 Deluxe

[[5]](#footnote-5)

## 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=tKlRN2YpxRE>



**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> |

## 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** | |
| **Steer** | Left Thumbstick or Dpad or Tilt Controller |
| **Accelerate** | A (can be turned off in settings) |
| **Use Item** | 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
  + Accelerate
  + 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

A picture containing text, book

Description automatically generated[[6]](#footnote-6)

## 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:**

**Accessibility Reviews :**

|  |  |
| --- | --- |
|  | <https://dagersystem.com/disability-game-review-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** | | | |
| **Move** | W,A,S,D | Left Thumbstick | Left Thumbstick |
| Sprint | Left Shift | L3 | L3 |
| **Jump** | Space | A | X |
| Crouch | Ctrl | B | O |
| Slide | Shift+Ctrl | L3+B | L3+O |
| **Aim** | Right Click | LT | L2 |
| **Shoot** | Left Click | RT | R2 |
| **Reload** | R | X | **square** |
| Melee | C | R3 | R3 |
| Throw Grenade | F | RB | R1 |
| **Switch Weapons** | Scroll Wheel | Y | triangle |
| **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 | * Story based game where player follows path of the game and survive enemies. | Select Career from main menu |
| Multiplayer | * 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) | * 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

A person in a space suit

Description automatically generated with low confidence[[7]](#footnote-7)

## 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:**

**Accessibility Reviews:**

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

## 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** | | | | |
| **Move** | W,A,S,D | Left Thumbstick | Left Thumbstick | Left Thumbstick |
| **Aim** | Mouse Movement | Right Thumbstick | Right Thumbstick | Right Thumbstick |
| **Shoot first portal (blue)** | Right Click | LT | ZL | L2 |
| **Shoot second portal (orange)** | Left Click | RT | ZR | R2 |
| Interact/Pickup | E | X or RB | Y | **square** 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
  + First portal (blue)
  + Second portal (orange)
  + 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

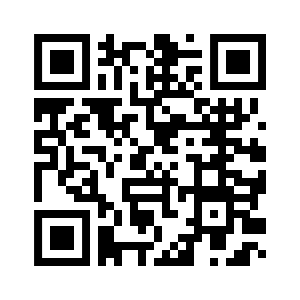
A picture containing graphical user interface

Description automatically generated[[8]](#footnote-8)

## 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:** (for Everyone)

**Accessibility Reviews:**

|  |  |
| --- | --- |
|  | <https://caniplaythat.com/2019/01/14/deaf-game-review-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** | | | | |
| **Move** | Mouse | Left Thumbstick | Left Thumbstick | Left Thumbstick |
| **Interact** | 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
  + 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

A picture containing graphical user interface

Description automatically generated[[9]](#footnote-9)

## 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:**

**Accessibility Reviews:**

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

## 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** | | | | |
| **Move** | W,A,S,D | Left Thumbstick | Left Thumbstick | Left Thumbstick |
| **Jump** | Space | A | A | X |
| **View Inventory** | E | Y | X | triangle |
| **Place/Use Item** | Right Click | LT | ZL | L2 |
| **Mine/Hit** | Left Click | RT | ZR | R2 |
| **Cycle Through Item** | 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
  + Jump
  + View Inventory
  + Use item
  + Mine/Hit
  + 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 | * 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 | * Enter the world with every item. * Focus is around creating a world using the items. | Start a new world and select Creative |
| Adventure | * Similar to survival but the world can not be changed. * Only weapons can be used. | Start a new world and select Adventure |
| Online Play | * 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 |

1. <https://www.ubisoft.com/en-gb/game/brawlhalla/brawlhalla> [↑](#footnote-ref-1)
2. <https://www.xbox.com/en-CA/games/store/celeste/bwmql2rpwbhb> [↑](#footnote-ref-2)
3. <https://store.steampowered.com/app/750920/Shadow_of_the_Tomb_Raider_Definitive_Edition/> [↑](#footnote-ref-3)
4. <https://www.playstation.com/en-ca/games/dirt-5/> [↑](#footnote-ref-4)
5. <https://www.gamespot.com/reviews/mario-kart-8-deluxe-review/1900-6416660/> [↑](#footnote-ref-5)
6. <https://www.playstation.com/en-ca/games/titanfall-2/> [↑](#footnote-ref-6)
7. <https://store.steampowered.com/app/620/Portal_2/> [↑](#footnote-ref-7)
8. <https://store.steampowered.com/app/702670/Donut_County/> [↑](#footnote-ref-8)
9. <https://www.minecraft.net/en-us> [↑](#footnote-ref-9)