Accessible PDF Content: CSC258_Writing_Guide.pdf

Accessibility Notes:

Processed for: Cognitive Impairment-Friendly Summary

Here is a simplified summary of the user guide information, made for individuals with cognitive impairments:

This guide helps you write a good user guide for your game.

1. Make Your Guide Easy to Use

Help people play your game. Your guide shows them how.

Put parts in a good order. Start with easy things, then go to harder things.

Use clear titles. These are like big words to show new parts.

You can add a list of titles at the start. This helps people find what they need.

2. Use Pictures

Pictures help people understand.

Draw circles or boxes on pictures. This shows what is important.

Make pictures clear and big enough.

If you show many things in one picture, give each thing a number.

Then you can say "look at number 1" in your guide.

3. Add Messages for Pictures (Captions)

Always write a short message under each picture. This is called a caption.

The caption should say "Figure 1: [Short message about the picture]."

Give each picture a number.

Use the number to talk about the picture. For example, "See Figure 2."

4. Write Clearly

Be clear about what you are talking about.

Do not use words like "it" or "this" if it can be confusing.

Always say the full name of what you mean.

Bad: "Open the game. Run it." (What is "it"?)

Good: "Open the game. Run the game."

Keep sentences short.

Do not use too many words.

Take out words that are not needed.
Good: "To use the game, open it."

Make sentences easy to read.
Read your guide out loud. If it sounds choppy, fix it.
Good: "Press the green button."

Use strong action words.
Tell people exactly what to do.
Say "Click" instead of "Use."
Say "Paste" instead of "Put."

5. Think About Who Will Read Your Guide

Write for people who will play your game.
They want to know how to *play* it, not how you *made* it.
Do not talk about computer code or hard technical details.
Only tell them what they need to know to use it.
Use simple, everyday words.
Do not use computer words or hard math words.
Bad: "Enter a positive integer."
Good: "Enter a number. This number must be positive."

Tell people every single step.
Do not skip steps, even if they seem small.
Use a numbered list for steps.
Example:
Find the game file.
Open the file.
Copy all the words in the file.

6. Make It Easy For Everyone To Read (Accessibility)

Colors:
Use black letters on a white background.
Do not use colored letters.

Letters (Font):
Make letters big, at least size 12.
Use simple letter styles like Arial or Times New Roman.

Slanted Words (Italics):

Do not use slanted words. They are hard to read.

Use **bold words** instead to show important things.

Titles (Headings):

Use special titles (like "Heading 1," "Heading 2").

These help people see the main parts and smaller parts of your guide.

They help people jump to different parts of the guide easily.