

Game Accessibility for the Independent Developer

WHO

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- Game developer and UX designer
- Co-founder of Inclusive Games
- [@ONLYUSEmeFEET](#)

Inclusive Games

- Game development start-up making games for everyone, including those with disabilities
- Also does consulting

ACCESSIBILITY OVERVIEW

AUDIO



- Closed Captioning
- Non-Audio Cues

VISUAL



- Colorblind Consideration
- Speed Settings
- Font Settings

MANUAL



- Custom Controls
- Speed Settings

FOR DEVELOPERS

No matter the budget, there's accessibility features you can add



Adding accessibility features can inform your game design

CONTROLS

- The more ways people can control your game, the better
- People come from multiple game platforms
- Remapping goes a long way
- Game balance is key and something to keep in mind

SETTINGS

- God Mode is easy to add and goes a long way, see Star Fox Zero
- Easier/Harder difficulty modes by tweaking game speed/enemy health
- Optional tutorials
- Optional QTEs
- Okay to disable achievements/leaderboards

COLORBLIND

Types

- Green/Yellow/Red: most common
- Blue/Yellow

Accentuated foreground

- Saturate or colorize the foreground/focus separately from the background

NORMAL



RED/GREEN/YELLOW



FONTS

Alternate Fonts

- Stylized fonts can be hard to read for some
- Alternate, more subdued font styles can keep the aesthetic while sustaining readability
- The ability to toggle between the two is dope
- Extreme discrimination toward subtitle fonts
- Consider old reliables, like Arial and Times New Roman

Colors/Contrast

- Use colors that contrast with the background the text appears over
- Outlines are chill
- So are shadows, to an extent

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DISCUSSION TIME