

# -UX Documentation-

## Research Information:

(Information/Stats from Scope) [Link](#)

- 66% of people with disabilities struggle with game related issues.
  - This is why it is so important that games companies are putting extra effort into making their games more accessible for people who struggle with these issues so everyone can equally enjoy games as a medium.
- 50% of people complain there is a lack of information on the accessibility features in games, this will hinder their decision buying it.
  - If it's common practice for companies to add these features then players with these issues are more likely to not have to worry about this issue and will buy these games without worries.
  - Adding these features will also increase game sales as that demographic that struggles will now be buying more games.
- 70% of people struggling with accessibility use accessibility features in games.
  - The fact that this statistic is in the majority means it's important that games have these features.
- 33% of players who struggled with accessibility weren't able to return to the game.
  - This is a lot of people who lost money due to something they can control so this is another reason why accessibility is so important to include in games, especially if a game is £20 plus, that's a lot of money.

<b>What players might struggle with:</b>	<b>What feature I added to help:</b>	<b>Did I implement?</b>
Some players struggle with fatigue in their hands when playing games with controller	I added a mechanic I called 'Battle Assist' after 3 seconds of not touching the controller the game will battle for you so you don't feel punished by something you can't control.	Yes
Some players struggle to aim and move at the same time	I added a mechanic which is called camera assist, this allows you to target specific enemies and removes the need to use the right look stick this will help especially during fast paced combat.	Yes
Some players struggle with eye strain	I added a brightness slider to reduce the harsh lights making it easier to play for some people.	Yes
Some players struggle to keep up with multiple moving aspect on the screen and the camera movement	I added a sensitivity slider for players who struggle with how quick or slow the camera might move this shows you to cater it to you personally.	Yes
Some players struggle to understand what exactly is going on the screen and when an enemy will attack	I added a UI element when the AI is about to attack to help with a deeper understanding of the AI attacks.	Yes
Some players struggle with different action controls with strain on their fingers	I've made options for different controls, for example: Axe aim can either be a toggle or hold, The light and heavy attack can either be a press or hold.	Yes

Some players are more comfortable with other controller layouts depending on their situation	I was going to add a controller remapping feature allowing you to change the buttons to your liking.	<b>No</b> <b>(Time constraints)</b>
Some players struggle with understanding what accessibility options they have	I was going to add a questionnaire to the end of the tutorial which allows you to customise the accessibility feature to work best for you so you're able to understand which options are out there for you.	<b>Yes</b>

**Extra minor changes to help with player accessibility:**

Auto relock camera after an enemy dies

Added on screen controls that have an outline to distinguish from background

Have simple and limited text in the tutorial + added video explanations for more complex mechanics