# Accessibility

## Making game fun for as many people as possible

- Gameplay accessibility is a surprisingly badly handled problem.

- Totally normal people have accessibility requirements!

- Consider a parent who wants to play.

  - Can only play in short sprints (15-30 min!).

  - May only have one hand free.

  - Needs to pause **anywhere**. Including cutscenes.

- Does your game design cover the above?

- Pause.
  - Phone? Doorbell? Sudden crashing noise?

- Save.
  - Either anywhere, or frequently.

- Simple controls.
  - Lots of people are not ambidexterious. Requiring coordinated two-handed controls may be harmful.
    - Yes, most gamepads are scary to many people!

- Can the user re-configure buttons?

- Can the color-blind play your game?

  - http://colorschemedesigner.com/ has "Colorblind" simulation.

- Does your game cause motion sickness?

  - Many 1$^{st}$ person games do; same games in a 3$^{rd}$ person cause less.

- Don't get me started on 3d stereo vision.