



Checklist

This document provides a condensed look at all the features mentioned in the SpecialEffect DevKit. It can be used to assess which motor accessibility options your game currently supports, and to determine what could be supported in the future.

As always not every feature mentioned here will be suitable for every game, so developers will need to decide which options best suit them.

Whether or not you decide to support a feature can be marked on the left, and those that you do can then be marked as implemented on the right.

For more detail on a specific feature please refer to the corresponding Topic video on the SpecialEffect DevKit website.

The form can be saved at any point, we recommend using Adobe Acrobat or any of the major browsers to edit this PDF.

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1 Input Devices

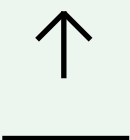
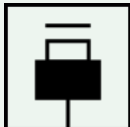
Support?

Implemented

N Y

- Players can use different input devices that are supported by the platform.
- Each supported input device has access to every action in the game.
- Players can optionally use multiple input devices concurrently to perform actions.
- Players have the option to prevent the game from receiving input from specific devices.
- The input devices that are supported offer various input methods. At a minimum, the buttons and analog sticks on a gamepad can be used.

→ [Learn more here](#)



2 Action Mapping

Support?

Implemented

N Y

Players can map any action to any input.

Remapping is presented as changing the input that performs an action.

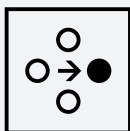
Remapping is possible at any point in the game.

Players are advised they are missing access to an action if it is not bound to an input.

Players can map multiple inputs to the same action.

If an action requires multiple inputs to be accessed at the same time, each of those inputs can be remapped, and preferably condensed to a single input.

Actions that are typically controlled by analog inputs can be mapped to digital inputs, and vice versa.



2 Action Mapping

Support?

Implemented

N Y

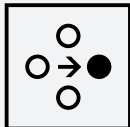
Mapping alternative input methods is possible for each action, particularly those that use motion control or other complex methods by default.

Players can remap actions for each context within the game, including menus.

Players can map multiple actions to a single input, if those actions can be performed without affecting the core of the game.

Options or layout schemes that reduce the total number of inputs required to play are provided, such as a single stick mode.

→ [Learn more here](#)



3 Input Interactions

Support?

Implemented

N Y

Players can configure which input event performs an action, ideally allowing each action to be performed on the first press of an input.

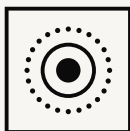
Players can adjust the timing element of input interactions.

Alternatives are provided for actions that normally require an input to be held continuously in order to be performed.

Alternatives are provided for actions that normally require an input to be held for a specific amount of time.

Alternatives are provided for actions that normally require an input to be pressed in quick succession for a certain amount of time.

Additional options are provided in cases where an action being performed in quick succession for an indefinite amount of time would be beneficial, such as performing an attack.



3 Input Interactions

Support?

Implemented

N Y

Players can modify input interactions for all input methods that the game supports, such as touch and motion.

Contexts are used to limit the number of complex input interactions required in the game.

Players can configure a single input to perform multiple actions using different input interactions, therefore reducing the total number of inputs required.

→ [Learn more here](#)



4 Analog Sensitivity

Support?

Implemented

N Y

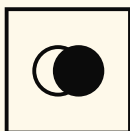
Players can adjust the area in which an action does not activate (inner deadzone) for any actions that are bound to analog inputs.

Players can adjust the area in which an action activates at its maximum value (outer threshold) for any actions that are bound to analog inputs.

Players can configure the way an analog action responds between the inner deadzone and the outer threshold i.e., a response curve.

Players can modify the maximum and minimum values of actions in cases where the core of the game is not affected.

Analog settings can be adjusted for each axis of an analog input, or even each direction.



4 Analog Sensitivity

Support?

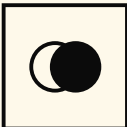
Implemented

N Y

Analog settings are available for all the input methods the game supports, including touch and motion.

Analog settings can be adjusted for each context within the game.

→ [Learn more here](#)



5 Information

Support?

Implemented

N Y

Players are informed about the actions they can perform with in-game prompts and reminders, both generally and in specific contexts.

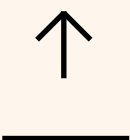
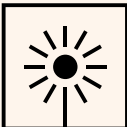
Input prompts and reminders change depending on the inputs and input interaction the player has bound to each action.

Input prompts and reminders account for the different input devices and input methods your game supports.

Players are shown the effects of each action, perhaps through images or descriptions.

Analog actions are telegraphed where appropriate, for instance showing where a projectile will land.

Tutorials that show players how and when to perform actions, perhaps in a purpose-built environment, are provided.



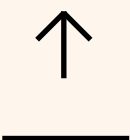
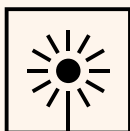
5 Information

Support?

Implemented

N Y

- Players are provided with information about their current state, such as their current location on a map.
- The interface that provides status information can be configured to change the amount, or location, of information that’s provided.
- Information that prepares players for any challenges they might face is provided, such as warning players about incoming danger they may need to react quickly to.
- Players can learn about the various systems present in the game via tutorials.
- Players are reminded of what they’ve learnt so far or features they might have missed.
- Players are given information that guides them on how best to progress in the game.



5 Information

Support?

Implemented

N

Y

Players are provided options for the ways in which they receive feedback from the game, such as through visual means instead of gamepad rumble.

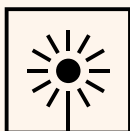
All of the same information is still provided when certain methods of feedback are changed by the player.

Settings can be adjusted at the very start of the game, particularly accessibility settings.

Accessibility preset options that configure a range of settings at once are available to the player.

Players can adjust all settings at any point in the game.

Players are informed about the availability of certain settings at specific points in the game, perhaps detecting when they might benefit from it most.



5 Information

Support?

Implemented

N Y

Accessibility options require the least amount of input to configure in any menus.

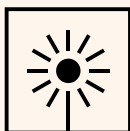
Menus remember which setting the player last configured and automatically go to that position when reopened.

Clear descriptions are given for what each setting does and what effect adjusting it will have.

Menus indicate which settings have been changed from the default and can be reverted to the original values. This could be for individual settings, for a single group, or for all available settings.

Players are provided with a consequence-free area or mode to practice in, perhaps showing what inputs they're using and what actions they relate to, or even containing simplified versions of what the player will encounter in the main experience.

→ [Learn more here](#)



6 Assistance

Support?

Implemented

N Y

Options that enhance the elements players have control over are available, such as increasing character health or even granting invincibility.

In multiplayer scenarios it is possible to adjust the power of each player.

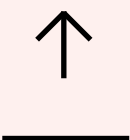
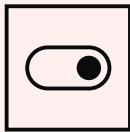
Players can configure the difficulty level of the elements they don't have control over.

Differences in difficulty options are clearly explained to the player.

Difficulty can be adjusted both globally and in specific contexts, such as during combat or while solving puzzles.

Players are given a fine-grained control over each aspect of game difficulty, such as setting how much damage an enemy deals.

Difficulty can be adjusted at an any point throughout the course of the game.



6 Assistance

Support?

Implemented

N Y

Challenging sections can be skipped, acting as if the player had completed them.

Game progress can be saved, particularly after completing challenging sections.

Options are provided for points in the game that require the player to respond quickly to something.

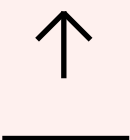
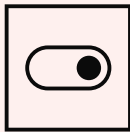
Alternatives are provided for instances that require precise timing of an input.

Players can adjust the speed of multiple elements or even the entire game.

Any time limits in which a certain number of things need to be achieved can be adjusted or removed.

The game can be paused at any point.

Actions that require a certain level of dexterity with an analog input have options to assist the player.



6 Assistance

Support?

Implemented

N Y

In any cursor-based interfaces the size of the cursor or selectable elements can be adjusted.

Steering and speed assists are available when the player needs to move something along a specific path and/or at a certain speed.

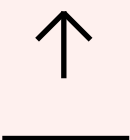
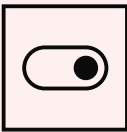
Options are provided that make the camera easier to control, such as alternative viewpoints or aim assists.

Players can configure when any aim assists will activate.

Target lock-on for the camera is available and can be configured by the player.

Aim assists extend beyond just camera control to any analog action that requires aiming something in a certain direction.

→ [Learn more here](#)



7 Simplification

Support?

Implemented

N Y

Alternative ways to perform actions that require the use of potentially challenging inputs or input interactions are available.

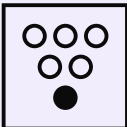
A cursor selection method is available as an alternative to interacting with multiple inputs.

Events that require the player to move an analog input in a series of precise ways can be simplified.

Control of certain actions can be given to another player, either locally or online.

Some digital actions can be automated to reduce the number of actions the player needs to perform, particularly those that require complex input interactions.

Some analog actions can be automated in a specific or optimal way, especially those that require complex input interactions.



7 Simplification

Support?

Implemented

N Y

The camera can be recentered manually, in response to other actions, or updated continuously to point in the direction the character is moving.

Analog assists can be limited to a single axis.

Options that attempt to predict which action the player would like to perform are available, perhaps based on their current context or recently performed actions.

→ [Learn more here](#)

