

Designing Inclusive Games

This document introduces a refreshed set of guidelines for **inclusive** gaming content.

Inclusive game design focuses on making the best game for the **widest possible audience**.

01 Checklist

Introduction

		NA	Done
I1	All instructions should be delivered by images, text and audio	<input type="checkbox"/>	<input checked="" type="checkbox"/>
I2	Instructions should not auto-advance, allowing the player to read and progress at their own pace	<input type="checkbox"/>	<input checked="" type="checkbox"/>
I3	Allow players to replay any instructions and/or tutorial levels	<input type="checkbox"/>	<input checked="" type="checkbox"/>
I4	Subtitles should be enabled by default, or able to be turned on before any content is begun	<input type="checkbox"/>	<input checked="" type="checkbox"/>
I5	Any complex interactions used to control the game must be visualised using animation	<input type="checkbox"/>	<input checked="" type="checkbox"/>

Menus

M1	Games should allow players to get to gameplay without complex menus	<input type="checkbox"/>	<input checked="" type="checkbox"/>
M2	Ensure menu items are stationary	<input type="checkbox"/>	<input checked="" type="checkbox"/>

Controls

C1	All game sections should provide both keyboard and mouse control schemes	<input type="checkbox"/>	<input checked="" type="checkbox"/>
C2	Avoid complex control interactions wherever possible	<input type="checkbox"/>	<input checked="" type="checkbox"/>
C3	If more than one input method is implemented, each control scheme should be visualised and fully described	<input type="checkbox"/>	<input checked="" type="checkbox"/>
C4	If non-arrow key controls are included, allow controls to be re-mapped	<input type="checkbox"/>	<input checked="" type="checkbox"/>
C5	If camera or speech input is implemented, ensure optional alternative control schemes are available	<input type="checkbox"/>	<input checked="" type="checkbox"/>

Gameplay

G1	Allow players to choose a difficulty level. If the game increases in difficulty, ensure it begins easily	<input type="checkbox"/>	<input checked="" type="checkbox"/>
G2	Provide on-screen and audio reminders of current objectives during play	<input type="checkbox"/>	<input checked="" type="checkbox"/>
G3	If the player fails multiple times, provide hints or provide an auto-pass feature allowing them to progress	<input type="checkbox"/>	<input checked="" type="checkbox"/>
G4	Ensure interactive element size is suitable, and elements are well spaced	<input type="checkbox"/>	<input checked="" type="checkbox"/>

Audio

A1	All sound assets should be distinct from each other	<input type="checkbox"/>	<input checked="" type="checkbox"/>
A2	Provide separate volume controls for background music and sound effects	<input type="checkbox"/>	<input checked="" type="checkbox"/>
A3	Utilise brand-specific audio to help identify characters and places	<input type="checkbox"/>	<input checked="" type="checkbox"/>

Visual

V1	No content should flicker more than 3 times per second	<input type="checkbox"/>	<input checked="" type="checkbox"/>
V2	The game should not utilise only colours to differentiate states/objects. If this is not possible, offer a colourblind mode	<input type="checkbox"/>	<input checked="" type="checkbox"/>
V3	Allow players to reduce the visual complexity of the screen	<input type="checkbox"/>	<input checked="" type="checkbox"/>
V4	Text should be presented in a readable font and format	<input type="checkbox"/>	<input checked="" type="checkbox"/>
V5	Captions should be presented with a uniform high contrast, and presented at a words-per-minute suitable for the audience	<input type="checkbox"/>	<input checked="" type="checkbox"/>
V6	Interactive objects/elements should stand out clearly from the background	<input type="checkbox"/>	<input checked="" type="checkbox"/>

02 Game Elements

Introduction

- I1 All instructions should be delivered by **images, text *and* audio**
- I2 **Instructions should not auto-advance**, allowing the player to read and progress at their own pace
- I3 Allow players to **replay any instructions** and/or tutorial levels
- I4 **Subtitles should be enabled by default**, or able to be turned on before any content is begun
- I5 Any complex interactions used to control the game must be **visualised using animation**

N/A	DONE
<input type="checkbox"/>	<input checked="" type="checkbox"/>
<input type="checkbox"/>	<input checked="" type="checkbox"/>
<input type="checkbox"/>	<input checked="" type="checkbox"/>
<input type="checkbox"/>	<input checked="" type="checkbox"/>
<input type="checkbox"/>	<input checked="" type="checkbox"/>

Menus

M1 Games should allow players to **get to gameplay without complex menus**

M2 Ensure menu items are **stationary**

N/A DONE

Controls

C1 All game sections should provide **both keyboard and mouse control** schemes



N/A DONE

C2 **Avoid complex control interactions** wherever possible

C3 If more than one input method is implemented, each control scheme should be **visualised and fully described**

C4 If non-arrow key controls are included, **allow controls to be re-mapped**

C5 If **camera or speech input** is implemented, ensure optional alternative control schemes are available

N/A	DONE

Gameplay

- G1** Allow players to **choose a difficulty level**. If the game uses increasing difficulty, ensure it begins easily
- G2** Provide **on-screen and audio reminders of current objectives** during play
- G3** If the player fails multiple times, **provide hints or provide an auto-pass feature** allowing them to progress
- G4** Ensure interactive element **size** is suitable, and elements are well **spaced**

N/A DONE

Audio

A1 All sound assets should be **distinct** from each other

A2 Provide **separate volume controls** for background music and sound effects

A3 Utilise **brand-specific audio** to help identify characters and places

N/A DONE

Visual

V1 **No content should flicker** more than 3 times per second

V2 The game should not utilise **only colours to differentiate states/objects**. If this is not possible, offer a colourblind mode

V3 Allow players to **reduce the visual complexity** of the screen

V4 Text should be presented in a **readable font and format**

V5 Captions should be presented with a **uniform high contrast**, and presented at a words-per-minute **suitable for the audience**

V6 **Interactive objects/elements** should **stand out** clearly from the background

N/A DONE

Inclusive Game Evaluation

Introduction		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
I1		Red	Red	Red	Red	Red	Red	Red	Green	Red	Green	Red	Green	Red	Red	Red
I2		Green	Green	Green	Green	Green	Green	Green	Green	Red	Red	Green	Green	Red	Green	Green
I3		Grey	Green	Red	Red	Green	Green	Green	Red	Red	Green	Green	Green	Green	Green	Green
I4		Green	Grey	Green	Grey	Grey	Red	Red	Green	Red	Green	Red	Green	Red	Grey	Grey
I5		Grey	Grey	Grey	Grey	Grey	Grey	Grey	Grey	Green	Grey	Red	Grey	Red	Red	Red
Menus																
M1		Green	Green	Green	Green	Red	Green	Green	Red	Red	Green	Red	Red	Green	Green	Green
M2		Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green
Controls																
C1		Green	Green	Red	Green	Green	Green	Green	Green	Green	Green	Red	Green	Red	Grey	Grey
C2		Green	Green	Red	Green	Red	Green	Green	Green	Green	Green	Green	Green	Red	Green	Green
C3		Grey	Grey	Grey	Grey	Grey	Red	Grey	Red	Grey	Grey	Grey	Red	Grey	Grey	Grey
C4		Grey	Grey	Grey	Grey	Grey	Grey	Grey	Red	Grey	Grey	Red	Grey	Red	Grey	Grey
C5		Grey	Grey	Grey	Grey	Grey	Green	Grey	Grey	Grey	Grey	Grey	Grey	Grey	Grey	Grey
Gameplay																
G1		Green	Red	Red	Red	Red	Green	Red	Green	Green	Green	Green	Green	Green	Red	Green
G2		Grey	Green	Red	Grey	Green	Green	Green	Green	Green	Grey	Red	Green	Red	Grey	Green
G3		Green	Green	Red	Green	Red	Grey	Green	Red	Red	Green	Green	Green	Red	Green	Green
G4		Green	Red	Red	Red	Grey	Green	Grey	Green	Red	Grey	Red	Red	Red	Grey	Grey
Audio																
A1		Red	Red	Red	Red	Red	Green	Red	Green	Green	Green	Green	Green	Red	Green	Red
A2		Red	Red	Red	Red	Red	Red	Red	Red	Green	Red	Red	Red	Red	Red	Red
* A3		Grey	Grey	Grey	Grey	Grey	Grey	Grey	Grey	Grey	Grey	Grey	Grey	Grey	Grey	Grey
Visual																
V1		Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green
V2		Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green
V3		Grey	Red	Red	Red	Red	Red	Red	Red	Green	Grey	Red	Red	Green	Red	Red
V4		Green	Green	Red	Green	Green	Green	Red	Green	Green	Green	Green	Green	Green	Green	Green
V5		Green	Grey	Red	Green	Grey	Green	Grey	Green	Red	Red	Grey	Green	Grey	Grey	Grey
V6		Green	Red	Red	Green	Red	Green	Green	Green	Red	Green	Red	Red	Green	Green	Red