

Listing of accessibility standards according to the [Game Accessibility Guidelines](#)

Motor

Guideline	Implemented	Not implemented
Include an option to adjust the game speed	BtC can be played at any pace, it doesn't require any quick actions. Enabling the accessibility mode turns off the automatic movement of thoughts, making this part also playable at any speed.	
Include toggle/slider for any haptics	BtC doesn't make use of any haptics (controller/ phone vibrations).	
Ensure interactive elements / virtual controls are large and well spaced, particularly on small or touch screens	Buttons and interactive elements are large and spaced out.	
Include an option to adjust the sensitivity of controls	BtC uses the cursor sensitivity of the Operating System and doesn't override it anywhere.	
Ensure that all areas of the user interface can be accessed using the same input method as the gameplay	BtC uses exclusively mouse input. All areas of the game can be accessed with mouse input.	
Ensure controls are as simple as possible, or provide a simpler alternative	In BtC you need to drag thoughts in your mind with the mouse. If accessibility mode is enabled, the dragging action (holding mouse button down while moving the mouse) is replaced by a click action. Also, the thoughts are much lighter and therefore easier to move in the accessibility mode.	
Allow controls to be remapped / reconfigured		BtC can exclusively be controlled by mouse input. The game belongs to the genre of "Point 'n Click", meaning it's a game that is

		controlled by clicking on objects to interact with them. Because this is a core feature of the genre, it's not possible change the input method.
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Cognitive

Guideline	Implemented	Not implemented
Avoid flickering images and repetitive patterns	The art style of BtC features a stop motion effect for its textures. This means that parts of the image are constantly changing or moving. If the accessibility option is enabled, this effect will not apply.	
Allow players to progress through text prompts at their own pace	The dialog text only progresses when the player clicks. Never automatically after a certain time.	
Include interactive tutorials		BtC features mostly intuitive mechanics. The mind mechanic is explained in a video-tutorial, which isn't interactive, but should do the trick for this case.
Use simple clear language		Unfortunately, it was not possible, re-writing everything in what would constitute two more languages. Seeing that the target group is (teaching) personnel at universities, this does not seem the most important point.
Allow the game to be started without the need to navigate through multiple levels of menus	The game can be started or continued with one click from the main menu.	
Use simple clear text formatting	BtC's accessibility mode features a font specifically designed for people with dyslexia.	

Vision

Guideline	Implemented	Not implemented
Provide high contrast between text/UI and background	Text in BtC is mostly displayed in black on white text boxes, or white on dark text boxes.	
Use an easily readable default font size	BtC uses large text sizes in all of its user interfaces.	
Avoid VR simulation sickness triggers	BtC isn't a VR game.	
If the game uses field of view (3D engine only), set an appropriate default for the expected viewing environment	BtC uses a standard, medium FOV.	
Ensure no essential information is conveyed by a fixed colour alone	Most information in BtC is conveyed by text. Thoughts in the mind mechanic have different colors and shapes and also display more information on hover.	
If any subtitles / captions are used, present them in a clear, easy to read way	BtC doesn't use subtitles.	
Ensure no essential information is conveyed by sounds alone	All essential information in BtC is conveyed by non-audio means.	
Provide separate volume controls or mutes for effects, speech and background / music	BtC features two volume sliders. One for the overall volume and one for the music volume.	

Speech

Guideline	Implemented	Not implemented
Ensure that speech input is not required, and included only as a supplementary / alternative input method	BtC doesn't use speech as input.	

General

Guideline	Implemented	Not implemented
Solicit accessibility feedback		Due to the small team size and tight development schedule, there were no

		resources available to test accessibility with a broad test group.
Ensure that all settings are saved/remembered	All settings are saved between play sessions.	
Provide details of accessibility features in-game		The checkbox to enable accessibility mode is prominently placed in the main menu. Details on what the accessibility mode entails can be looked up in the FAQ section on the website.
Provide details of accessibility features on packaging and/or website	Details can be found in the FAQ section on the website.	
Offer a wide choice of difficulty levels	BtC doesn't feature difficulty in a traditional gameplay sense, so there is no need to offer a range of difficulty levels.	