

User Experience in Webdieval®: ReverseCore®

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Visual alternatives

Text, subtitles and dialogue box

Colour blind and severity

HUD (Head Up Display)

Visual reinforcement

Camera movement and motion blur

Bloom

Video sequences

Visual input to replace audio information

Audio alternatives

Volume classes

Recognizable sounds (UI, Music, SFX)

Sound spatialization

Music change status

Sound input to replace visual information

Text, subtitles and dialogue box

Text dimensions

Font and language

Background for subtitles

Short but effective texts

Reading time

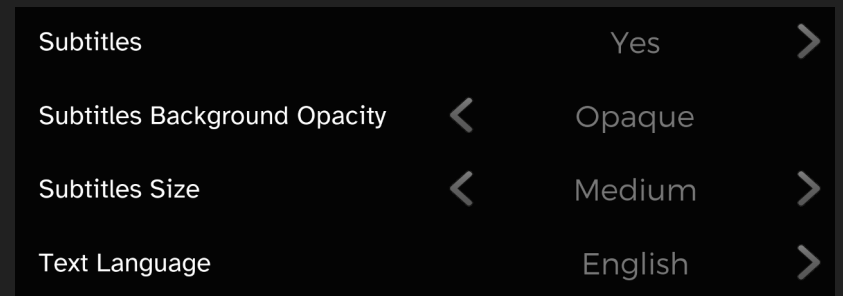


Text, subtitles and dialogue box

Text outline

Localization

Descriptions and tooltips



Colour blindness and severity

Filter Off



Deuteranopia (green-red)



Colour blindness and severity

Protanopia (red-green)



Tritanopia (blue-yellow)



Colour blindness and severity

Acrhomatopsia



Colour severity

Color Blind Mode < Deuteranopia >

Color Severity < [Progress Bar] > 7

Colour contrast for text and graphics

Pause

Resume

Settings

Main Menu

Quit

Color 1 #040404

Color 2 #00892E

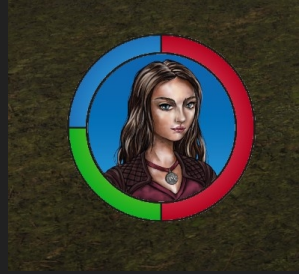
Ratio 4.508:1

Confidence level

Result	Element
Pass	Regular text Requires a ratio of at least 4.5:1 (WCAG 1.4.3) The quick brown fox The quick brown fox
Pass	Large text (14 pt. bold or 18 pt. regular) Requires a ratio of at least 3:1 (WCAG 1.4.3) The quick brown fox The quick brown fox The quick brown fox The quick brown fox
Pass	Graphical objects and UI components Requires a ratio of at least 3:1 (WCAG 1.4.11) <small>New for WCAG 2.1</small> [Checkmark] [Toggle]

HUD

Element size



HUD status change



Avoid overlapping

Keep it simple



Balance elements on screen

Overlay effects

On damage



On interactable

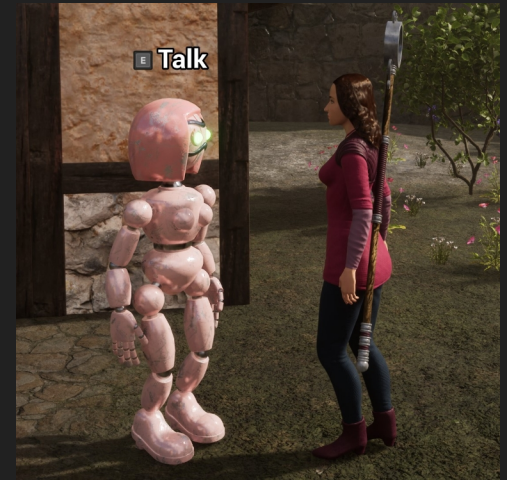
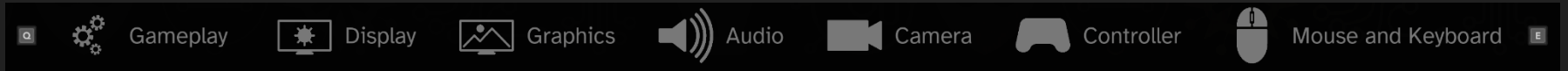


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Visual reinforcement

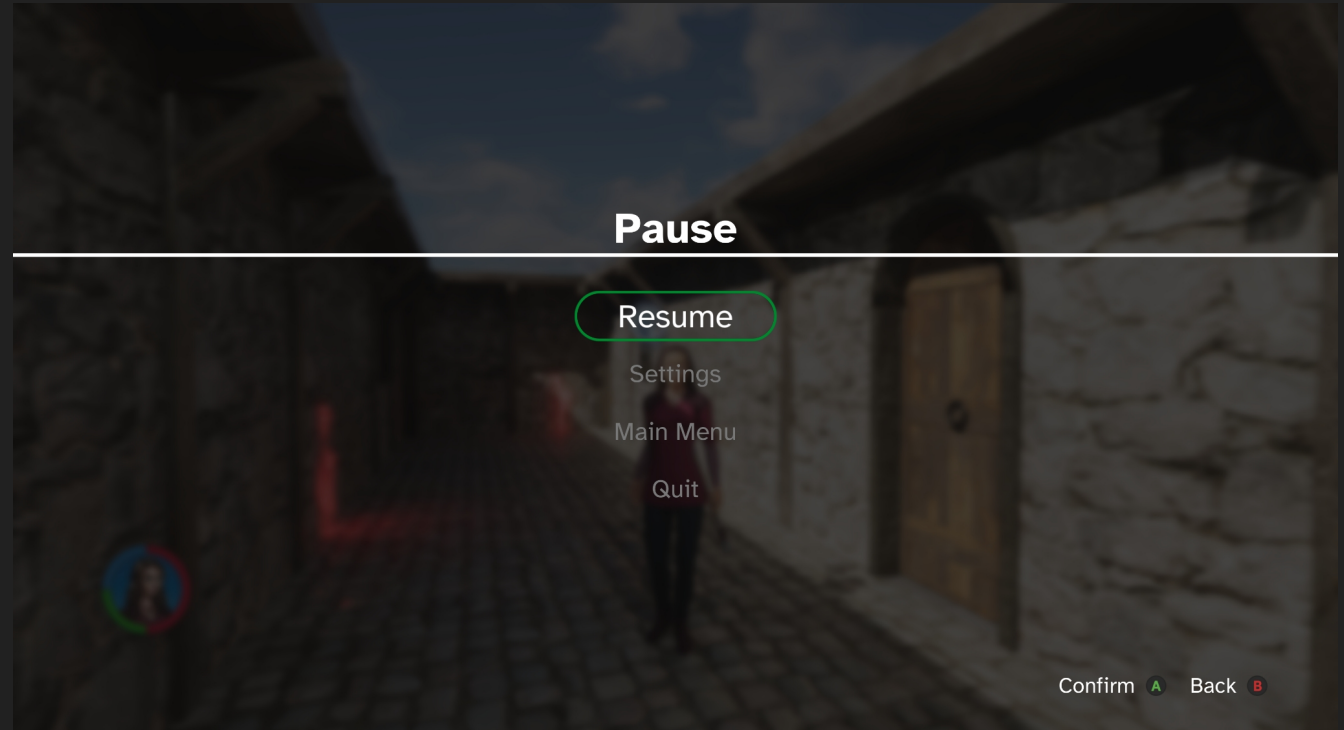
Icons and text



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Visual reinforcement

Menu Aesthetics
Update

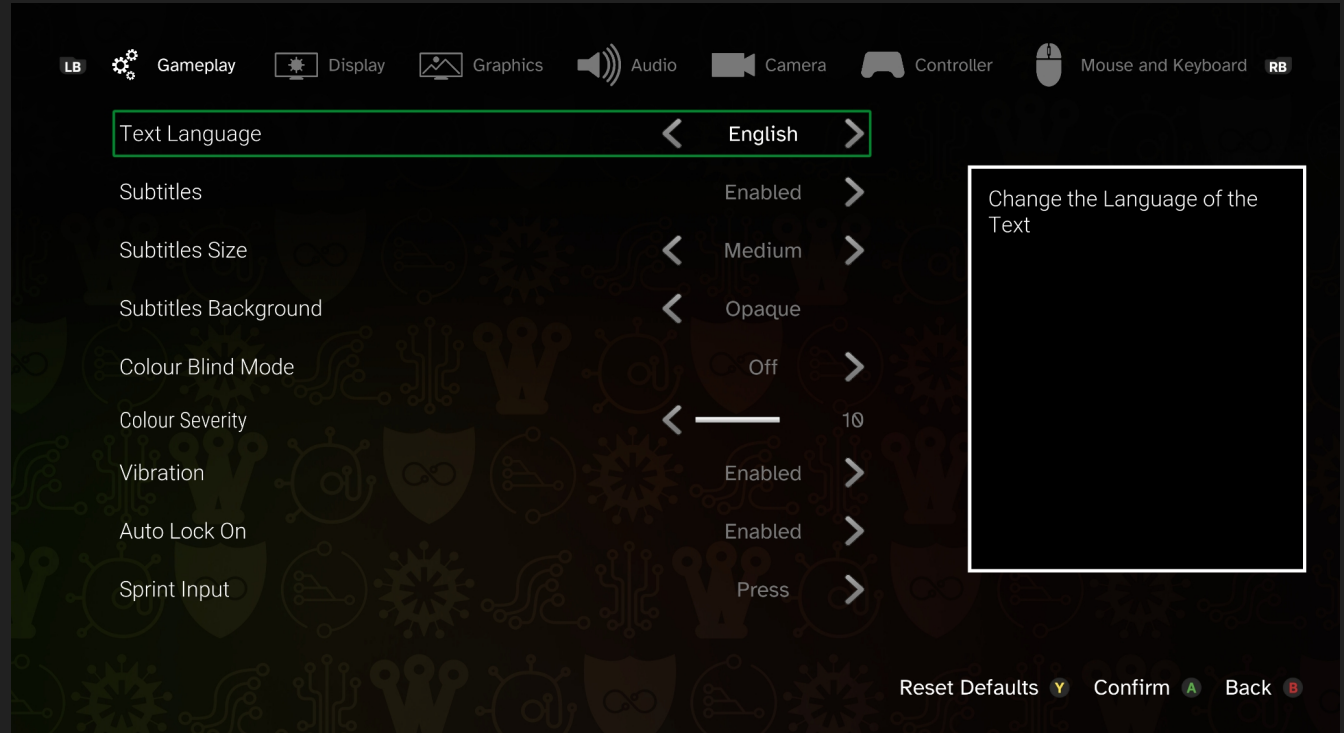


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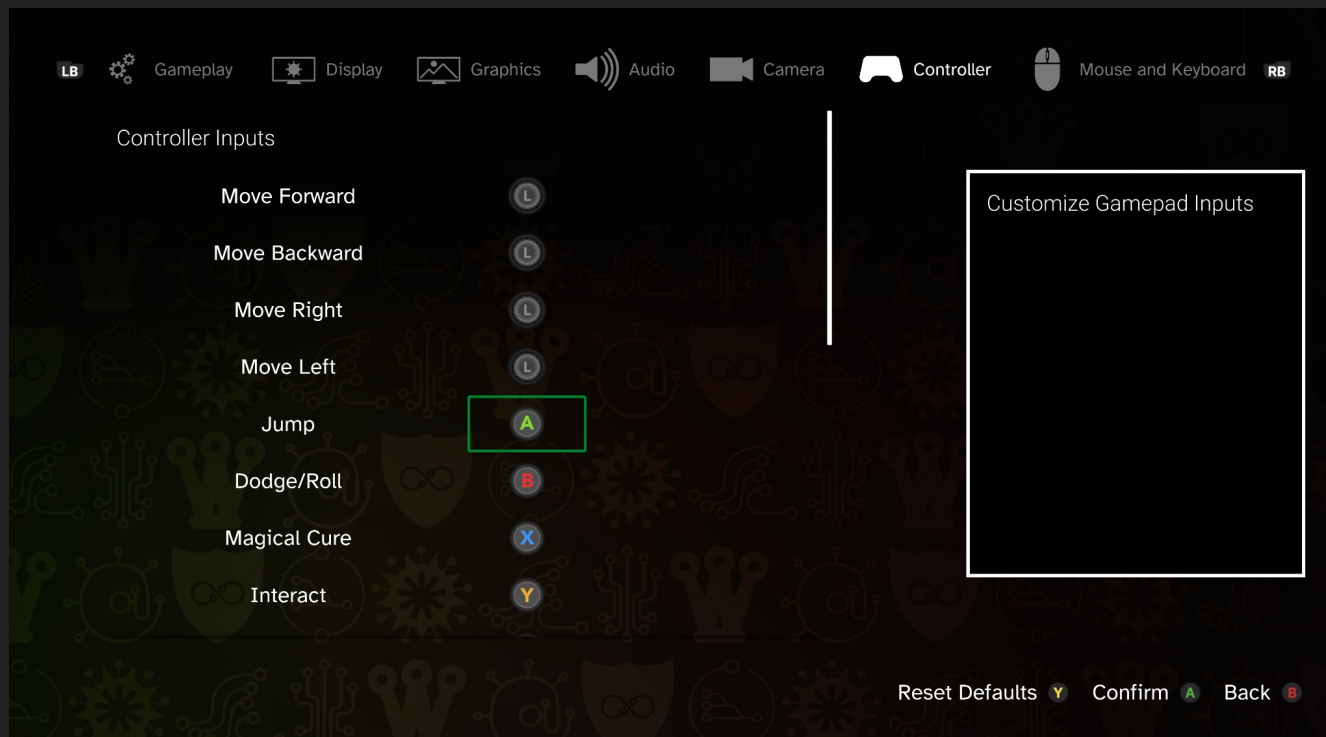
Settings categories

Gameplay settings



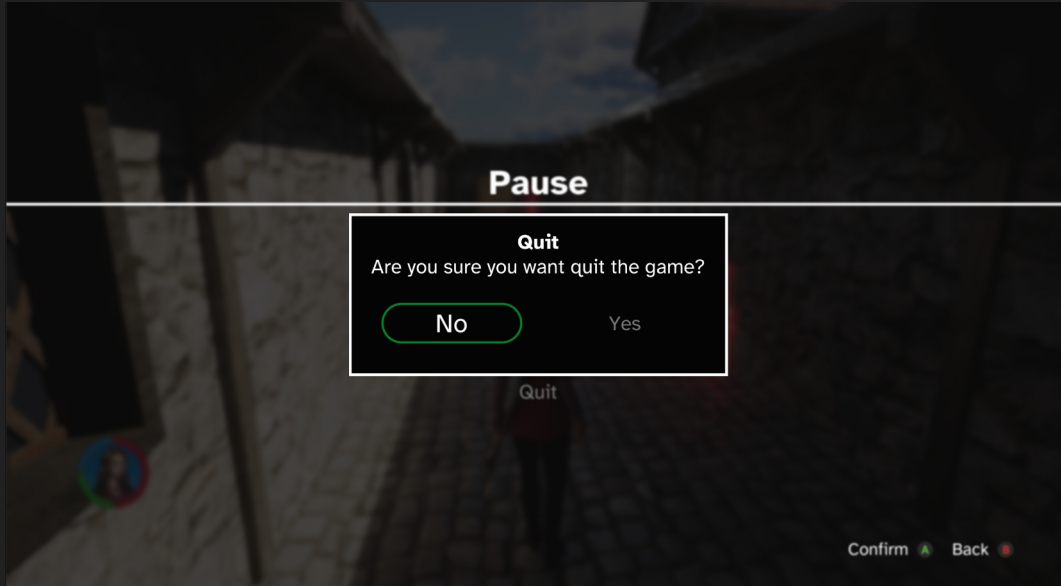
Settings categories

Customizable controller settings

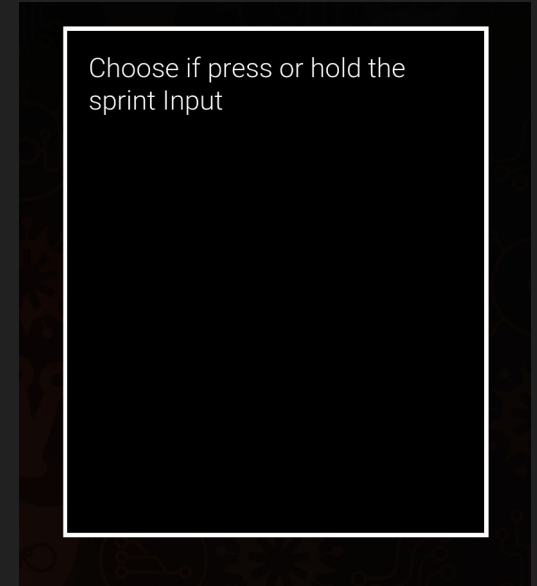


Prompts and tooltips

Prompt sample

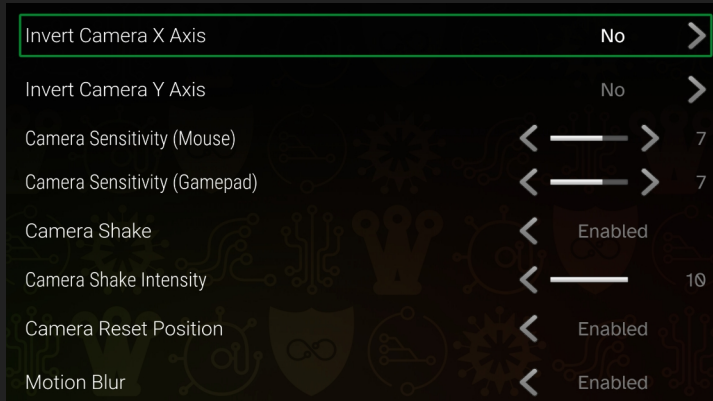


Tooltip sample



Camera movements and motion blur

Camera movements



Motion blur On



Motion blur Off



Bloom

Bloom On



Bloom Off

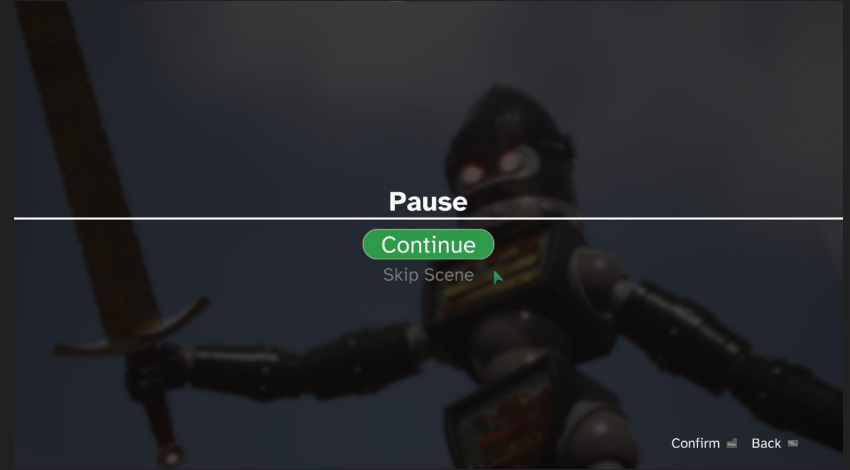


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Video sequences

Scene pause and skip option



Graphics

Textures edited to avoid obvious repetitions

Flashes to be limited to avoid seizures

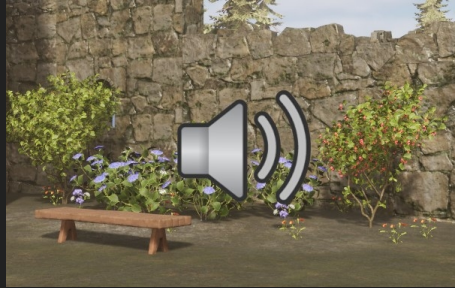
Visual input to replace sound information



Audio alternatives

Volume classes

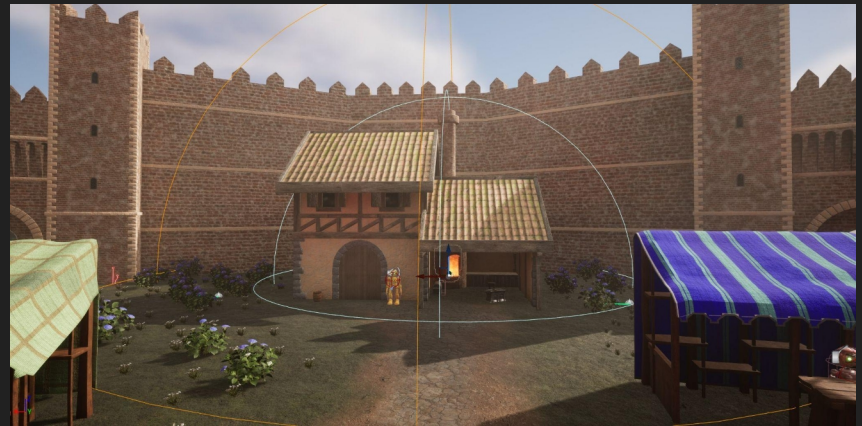
Recognizable sounds



Sound spatialization

Music change status

Sound input to replace visual information



Manual and automatic features

Lock On



Equipment



Pickups

Overlaps

Pressing Inputs

