Things to provide in audit

- ☑ ~~Image description and VTT recommendations subtitles, captions, descriptions, chapters, and metadata~~
- ☑ ~~"How to play" paragraph (rewrite)~~
- ☑ ~~List of features (font size, mute sound, disable video, etc)~~
- ☑ ~~manual testing of some of the interactive features~~
- ☑ ~~Some prioritization of features/changes would be really helpful for Maggie.~~
- ☑ ~~Test on various OS and browser~~
  - ☑ ~~MacOS~~
    - ☑ ~~Safari~~
    - ☑ ~~Chrome~~
    - ☑ ~~Firefox~~
  - ☑ ~~Windows~~
    - ☑ ~~Chrome~~
    - ☑ ~~Firefox~~
- ☑ ~~Mobile testing for iPhone~~
  - ☑ ~~Chrome~~
  - ☑ ~~Safari~~
  - ☑ ~~Firefox~~
- ☑ ~~Mobile testing for iPad~~
  - ☑ ~~Chrome~~
  - ☑ ~~Firefox~~
  - ☑ ~~Safari~~
- ☑ ~~Mobile testing for Android~~
  - ☑ ~~Chrome~~
  - ☑ ~~Firefox~~
- ☐ screen reader testing (we can use simulators but this is best tested by someone who is Blind who predominantly or only uses a screen reader; simulators can only reveal a slice of the user experience)

https://www.onlybansgame.com/v2/QATest.html

AUDIT

Prioritization

1. List of features for accessibility (read below)
2. Universal changes (read below)
3. How to Play page improvements (read below)
4. Text-only version of game

List of Features

- Offer accessibility options on front page, not in sidebar
    - Game should start with sound and video OFF;
        - provide on/off toggle on front page, not in sidebar
        - turn off sound wasn't clear enough
    - Toggle font sizes - minimum needs to be 14pt
    - Toggle contrast
- Offer a text-only version of the game (this will include captions of photos instead of photos)

How to Play page improvements

This game is fictionalized, but based on entirely true stories. Throughout the game, facts and real-life experiences will be shared.

> *Goal: Make $200 in 6 weeks.*

> *Make money by:*
> - *posting photos that attract new paying fans*
> - *earning tips*

> *Avoid:*
> - *Having your identity stolen or revealed.*
> - *Having your account shut down.*
> - *Stalkers and harassment*

Use your mouse or finger to click links. Links are underlined and look like this.

Sometimes, parts of the game will require you to click on photos to advance the game.

Sometimes, there are videos; they are just for background viewing.

There is no undo or back button. If you get stuck or something is broken, you can Restart (found in the left sidebar).

Universal changes

- The language of the document is not identified or a lang attribute value is invalid.
- <h1 id="ui-dialog-title"></h1> has no content and should be deleted or given content
- Links
  - Lower the underline that is under links
  - Links must be a different, contrasting color from the text
  - Keep colors on links universal across all pages and browsers
    - To assure that links can always be read, consider creating a universal CSS color box around decision links such as Enter, Skip, Submit, etc.
- Contrast
  - a:hover link color is too dark and needs to be improved
  - Text of "music-is-gonna-start-put-in-headphones.exe" has a contrast ratio of 2.15:1 (text too light)
  - Sidebar text of "Only Bans" and "Goal...Wallet… Week" has a contrast ratio of 2.74:1 (very low contrast between text and background)
- Image description and alt text considerations:
  - Request pronouns and gender of all models. Include pronouns next to names when giving credit.
  - Ask if models have any specifications for how they describe their body in regards to size, shape, skin pigmentation, features, hair styles AND textures, and area of the body that can be gendered (ie: chest, pecs, breasts, fatty tissue, etc?)
  - Provide an opportunity to allow the model to disclose their race or ethnicity in their terms. This includes their description as well as how much they think is necessary to convey via text. Pay attention to the differences between identity and visual descriptions and the varying degrees to which this matters to models.
    - (It seems that you have already done some of this)
  - Ask models to describe the mood, vibe, energy, etc of the photo. While the images function as a form of advertising (and therefore are designed to provoke specific reactions) the fact that these images are also designed to be consumed allows for image descriptions to be longer and more detailed as when describing artwork.

- - - In this circumstance accessibility is both a basic foundational element but may be used to facilitate additional features.
    - I suggest limiting these longer descriptions to images that are selected by the player for their "posts." This may also serve as another method of reinforcing points of advocacy. Such as the fact that platforms encourage the use of this kind of imagery to advertise products like clothing or cosmetics but discriminate against those advertising a specific use of their body. (Despite also encouraging athletes and models whose bodies can be used to market products!)
  - It may be useful to have a disclosure at the start regarding image descriptions that the degree or identity in image descriptions is based on the comfort of the model.
  - The previous point may be something you want to add as a page as this may be relevant to your content and mission. The way in which algorithms target individual images is indeed discriminatory but it is harder to pinpoint how and why the conclusion to remove an image was made. When it comes to text description, the model has much more control over what is and is not absorbed by the viewer. Captions and alt text can be useful tools for creating a more "objective" content that reinforces the autonomy of the model. Sex workers may prefer to have captions that are more or less direct about the purpose of the imagery.
- Sound / Auditory processing:
  - No sound should play automatically on any page. Sound should be an opt-in experience. For the player and for those in the vicinity of the player.
  - Descriptions of the sounds should be available before a user starts. These descriptions are different from captions and should be used to describe the overall "mood" and include any details that may be triggering, confusing, or sensitive to the viewer or those around the viewer.
    - Triggering sounds include sirens, sounds of distress, animals, etc.
      - Currently, OnlyBans does not have sounds of this content that I can find.
    - When using sounds to indicate messaging or notifications, use a "ping" that is different from the default of most operating systems. This can be confusing or distracting for players. These sounds can also increase the risk of being targeted by existing platforms and should only be used if it is your intent to make direct commentary (positive or negative) on how such platforms interact with SWs.
      - Currently, OnlyBans does not have sounds of this content that I can detect.

- - - ■ Let players know if sound is going to be particularly graphic or "etrotic," to allow the player to consider what they may be allowing others nearby to hear.
        - Currently, some background sounds are "NSFW" or may result in players revealing the nature of the content they are viewing. This is to be expected and recommendations are to inform viewers of this rather than change the audio.
      - ■ Recommending headphones at the start is a good way to both protect the privacy of viewers and provide a more controlled experience.
- Mobile testing iPhone:
  - Mobile compatibility is critical for those who only have access to specific devices. Significant portions of your viewers will rarely use or have access to a laptop or desktop.
  - **(Chrome, Safari, Firefox)** When moving between pages, video backgrounds appear as a singular video and play immediately. These must be clicked through in order to get to the next content page. If this is intentional, or made to be intentional, the videos should not start without player interaction.
  - **(Chrome, Safari, Firefox)** Even when the viewer has exited the video (which acts as a transition), sound still plays.
  - **(Firefox)** Allows videos to pop out. This may not be useful for those with screen readers, however, having the option to pop out the background video may be useful for those who want to have more control over their sensory stimuli. These videos should still not start playing without the consent of the viewer. If this is to be kept as a feature, details should be included in the "How to Play" section
- Mobile testing Android:
  - **(Chrome, Firefox)** When moving between pages, video backgrounds appear as a singular video and play immediately. These must be clicked through in order to get to the next content page. If this is intentional, or made to be intentional, the videos should not start without player interaction.
  - **(Firefox)** Sidebar is not evident.
  - **(Firefox)** Background videos do not resize to the browser/phone. (For example, on the "welcome @QTPieSlice" page, we see only the person's ear.)
- iPad testing:

- ○ **(Safari, Firefox, Chrome)** Plays the same way as on a browser with the one exception that the 9 photo selection page layout gets reformatted from the grid while in portrait position.
- ○ **(Safari, Firefox, Chrome)** The keyboard automatically opens when going to the "what is your name" page. The keyboard should only open when the user selects the section to add or change their name. This allows users to avoid keyboard use by using your default pseudonym.
- ○ **(Chrome)** On some playthroughs an error message appeared (Error: the passage "DEFAULT" does not exist) and could not be remedied by restarting or refreshing and required a new tab to be opened.

Here are the pages with an interaction that is anything other than simple links:

[What-is-your-name](#)
- Needs ALT description for video

[Photo-selection](#)
- 9 photos in need of more descriptive ALT
- Don't make the photos bigger on hover
  - Possible thing to do instead: change the contrast of the photos to black and white

[Outing-prelude](#)
- Avoid white backgrounds
- Improve contrast of text to background in white background area

[Verify-more](#)
- Add more vertical space between bullet point options for ease of reading and selection.
- Keep in mind that in addition to making this more accessible, this is also important for mobile or tablet users who select by hand. Users should have enough distance between interactive elements to minimize chances of clicking the wrong selection. **This is especially important in a game that does not allow you to undo or return to the previous page.**

[Suggested-friends](#)
(the "mom" link is a special cycling link)
- Needs ALT description for video
- Put a solid color background behind the text
- In the "mom" cycling link, put holder text in the text box to make it clear the user is meant to type there. Something like "Dear Mom…" (and change "Mom" with each relevant role)

Pages with the "chat bubble" animations. These animations are roughly the same for each page, but I'm including all for completeness.

[greetings](#)
- Needs ALT description for video
- Needs ALT description for animated text
- More vertical space between "Did you select…" and "a fake name."

[joinGroup](#)
- Needs ALT description for video
- "You get a DM from a sex worker you follow" needs to be on a solid color background, as does "Continue to your next week"
- Needs ALT description for chat bubble animation

[joinedGroup](#)
- Needs ALT description for video
- Needs ALT description for chat bubble animation

[community-support](#)
- Needs ALT description for chat bubble animation

[share4share](#)
- Needs ALT description for video
- Needs ALT description for chat bubble animation text

Pages that use heading tags or might be problematic for screen reader

Note from Caz: heading tags are not a problem when used properly with the sizes in descending order.

[attendWorkshop](#)
- Put all text on page in a solid color background
- Change use of heading tags to div class

[outing-prelude](#)
- Avoid white backgrounds
- Improve contrast of text to background in white background area

[suspension-side-story](#)
- Continue link needs to be on a background or turned into a CSS button (same on all pages)

[Permabanned-appeal](#)
is an example of a page with "spans" that can appear or disappear ("Yes" and "No")
- Needs ALT description for video
- Make the solid background behind text more opaque

All other pages

[Load-screen](#)
- More vertical space between "Take a moment…" and "Enter."

[Opening-screen](#)
- More vertical space between "Play" and "Read more."
- Needs ALT description for background image collage

[Motivation](#)
- Needs ALT description for video

[Start-week](#)
- Week 1
    - Needs ALT description for video
    - Make solid color box behind text more opaque
- Week 2
    - Needs ALT description for video
    - Make solid color box behind text more opaque

[Skip-verify-phone](#)
- Lower contrast between text and background

[Skip-verify-more](#)
- Lower the contrast between text and background

[newFans](#)
- Needs ALT description for video

[noReasonBan](#)
- "flagged" text at top should be darker (contrast is too light)

[tooSexyBan](#)
- "flagged" text at top should be darker (contrast is too light)

[shadowBan](#)
- No changes

[noReason-real-story](#)
- "IRL.exe" text at top should be darker (contrast is too light)
- Missing two images and model name?

- Don't make the photos appear and bigger on hover
  - Possible thing to do instead: change the contrast of the photos to black and white
  - Display both images side by side or the selected image and a box that the player could select to reveal the original image. Nothing should change via hover and no reveal should occur that does not require an action such as a link.

[too-sexy-real-story](#)
- "IRL.exe" text at top should be darker (contrast is too light)
- Missing two images and model name?
- Don't make the photos appear and bigger on hover
  - Possible thing to do instead: change the contrast of the photos to black and white
  - Display both images side by side or the selected image and a box that the player could select to reveal the original image. Nothing should change via hover and no reveal should occur that does not require an action such as a link.

[shadowBan-real-story](#)
- "real-story.txt" text at top should be darker (contrast is too light)
- Missing two images and model name?
- Don't make the photos appear and bigger on hover
  - Possible thing to do instead: change the contrast of the photos to black and white
  - Display both images side by side or the selected image and a box that the player could select to reveal the original image. Nothing should change via hover and no reveal should occur that does not require an action such as a link.

[tip](#)
- Needs ALT description for video

[Outing-side-story](#)
- White text on blue background's contrast is too low.

[personal-data](#)
- Needs ALT description for video
- Needs ALT description for animated text

[stolen-content](#)
- Needs ALT description for video
- White text on blue background's contrast is too low.

[Suspension-consequence](#)
- Needs ALT description for video

[Permaban-transition](#)
- Needs ALT description for video

[permabanned](#)
- No changes

[permabanned-real-story](#)
- "Not-alone.exe" font is too light (low contrast).

[close-account](#)
- Put a contrasting opaque color box behind the text.

[money-ending](#)
- White text on blue background's contrast is too low.

[got-money-ending](#)
- Needs ALT text on video
- Put a contrasting opaque-ish color box behind the text.

[not-enough-money-ending](#)
- No changes

[permabanned-ending](#)
- No changes

[ending](#)
- Needs ALT text on video
- Needs vertical space between sentences/lines so links are easier to access.
- "The-end.exe" text is too light (too low contrast)

Sidebar

[How to Play](#)
- No changes

[About](#)
- Avoid white backgrounds
- Improve contrast of text to background in white background area
- Needs vertical space between sentences/lines so links are easier to access.

[Credits](#)
- Needs vertical space between sentences/lines so links are easier to access.

[QA Test](#)
- No changes

[The Menu Sidebar](#)
- No changes