

Keep Talking and Nobody Explodes

Game Idea

Colorblind Option

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OVERVIEW

Add a switch in the o-ptions menu to change colors on the bomb to more colorblind-friendly alternatives.

Why?

- It feels cheap and frustrating to get a strike (or even explode!), because you just cannot differentiate the colors!
- This should be an industry standard.

Implementation Ideas / Examples

- Example: If option is turned on, Simon Says is red / blue / yellow / white, instead of vanilla R/G/B/Y