Vision/visual processing:

- Custom text size & multiple font options
- Scaling ui size
- Contrast and brightness sliders
- Alternative effect to sparkling for daytime
- Colorblind modes
- Diegetic sound (https://www.reddit.com/r/ffxiv/comments/m2h2tc/how_do_you_play_if_youre_blind_heres_how_a_video/),
- More graphical settings and the ability to customize them (such as disabling anti aliasing)
- Alternative bullseye options for hunting
- Ability to disable certain visual effects, such as fireworks which can trigger epilepsy
- A mini map

Hearing/auditory processing:

- Secondary subtitles for the things NPCs say but isn't part of the standard conversation stuff
- Sound descriptions (can refer to FFXIV's HoH systems for this, which include visual alerts for audio cues)
- More sound adjustment options such as; voices, music, effects, metronome sound, notifications, ui sounds, etc.
- Ability to disable other players' sounds. For instance, not hearing other players' chopping while cooking, jumping, gliders, etc.
- Addition of a specific toggle for sound on/off relating to crops being ready for harvest at home

Mobility:

- Adjustments to cooking interface
- More forgiving minigames in cooking, fishing & bug catching. There might need to be some kind of a toggle for time sensitive activities. In Stardew this is done by having automatic fishing take a few seconds longer, making it undesirable to able players.
- An option for one-click toggle, so instead of holding down left click to mine, enabling a toggle that allows one click to hold down left click
- Enable autowalking while climbing
- Controller support
- Ability to turn off controller support so that we can set up our own accessibility devices
- Ability to scatter potentially multiple seeds/fertilizer over an area to limit excessive clicking.
- Checkpoint/saves in parkour oriented content (ex temple of wind)
- Ability to fully rebind the keyboard, which is especially important for left-handed players.

Overall/misc:

- Clearer order of operation for cooking
- Checkbox to select group cooking which makes the menu static to help prevent the ‘menu jumping’ phenomenon.
- Adjustments to the crafting and storage windows to allow different sorting, reducing the amount of scrolling necessary. For instance, ‘seating’, ‘beds’, ‘surfaces’, etc.
- Potential addition of a crop that’s used only for more accessible focus food? Or some other focus food alternative.

- An option to enable/disable friend requests and community invites in games from players who are not on one's friend list (seeing this kind of notifications popping up randomly may potentially trigger anxiety in some players).

Overall/misc (cont):

- Improved quest log. Add NPC dialogue relevant to the quest in the log. Toggling on quest hints with some kind of 'trail' would also be helpful for quests such as those where you need to follow something on the ground that might be hard to see (as is the case with forageable resources at night).

References:

- This website has a long list of potential accessibility settings: https://www.familygamingdatabase.com/accessibility. And here's an example of an accessibility review for another game which gives an idea of what settings a game can have: https://www.familygamingdatabase.com/en-au/accessibility/Wildmender

Wanna add something to the doc? Tag @Yohannes on discord, or use the suggest/comment function on the document itself.