

Horror element (narrative)

+

Voice-led + simple interaction

Find game examples.

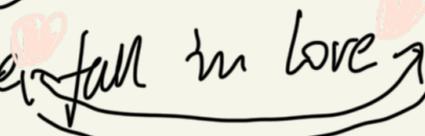
Elements for the

Blind 

Games for the Blind.

- 50% Colour blindness, colour weakness.
- 80% Basically invisible.
- 100% All invisible.

Big events,  Small events,
 save people,
 changing perspective changes the importance of
 watering the flowers, "go out", things!

Plan A. Blind people  Deaf people.
 (♂) (♀)

Plan B. Blind children + Guide dog. (hero dog).
 (6 years old) 
 Ⓚ Single-player games.
 Ⓛ Two player games.

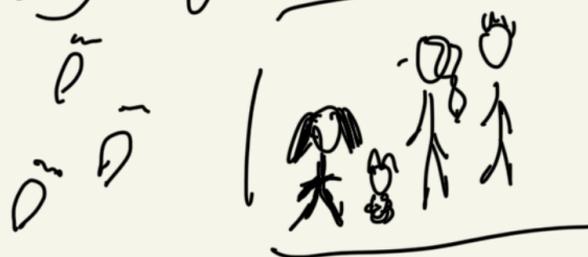
Plan C. (Story)

(The parents) give the (puppy) the task of taking the

little girl out of the room. (new home)

End, panoramic view of a family together.

Name: You are my eyes.



(key point) => Footstages. (Dog) 