

# Adventure Level and Progress Tracker - Play with Better Comfort and Accessibility

Adventure | Play with Better Comfort and Accessibility | Asset ID GAME-02-06-10

**Player goal: fit controls, visuals, audio and session length to the player. Success means you can finish a session with less strain and fewer control barriers.**

## How to use this download

This is a genre-level learning resource, so it works across original browser games that share adventure mechanics. Read one section, test it in a short session, and write down what happened. Keep the part that helped; change the part that did not.

| Planning field | Write or choose                                    |
|----------------|----------------------------------------------------|
| Category       | Adventure                                          |
| Resource       | Level and Progress Tracker                         |
| Player goal    | Play with Better Comfort and Accessibility         |
| Session length | Choose 10, 20 or 30 minutes                        |
| Baseline       | Record one normal attempt before changing anything |
| Review rule    | Change one variable, then compare like with like   |

## Category fundamentals

The useful starting point in Adventure games is to explore carefully, connect clues and keep a useful record of the journey. These six fundamentals give your practice a clear order.

| # | Fundamental            | Player cue                  |
|---|------------------------|-----------------------------|
| 1 | Navigation             | Notice it before acting     |
| 2 | Observation            | Practise it slowly          |
| 3 | Inventory use          | Name the cue                |
| 4 | Clue linking           | Use it in one safe attempt  |
| 5 | Choice tracking        | Record one result           |
| 6 | Checkpoint preparation | Retest under light pressure |

## Before the first attempt

- Write the exact result you want from this session.
- Check the game's own rules and controls; this guide does not replace them.
- Pick one metric from page 3. More numbers are not automatically better.
- Change one setting, test it in a safe section and keep the version that feels easier to use.
- Stop the session while you can still describe what changed.

## Level and Progress Tracker

Track enough to see a pattern, not so much that logging replaces play. Use one main metric and one short note for each session.

| Session | Date / minutes | Main metric | Result | What changed |
|---------|----------------|-------------|--------|--------------|
| 1       | ___ / ___      | _____       | _____  | _____        |
| 2       | ___ / ___      | _____       | _____  | _____        |
| 3       | ___ / ___      | _____       | _____  | _____        |
| 4       | ___ / ___      | _____       | _____  | _____        |
| 5       | ___ / ___      | _____       | _____  | _____        |
| 6       | ___ / ___      | _____       | _____  | _____        |
| 7       | ___ / ___      | _____       | _____  | _____        |
| 8       | ___ / ___      | _____       | _____  | _____        |

### Progress review

- Best result: \_\_\_\_\_
- Typical result: \_\_\_\_\_
- Largest swing between attempts: \_\_\_\_\_
- One skill that now feels automatic: \_\_\_\_\_
- Next seven-session target: \_\_\_\_\_

## Adventure Practice Lab

Pick one drill. Run a normal attempt first, then three focused attempts, then one normal attempt again. The final attempt shows whether the practice transferred back into play.

| # | Drill                             | Skill tested           | Record               | Result        |
|---|-----------------------------------|------------------------|----------------------|---------------|
| 1 | Map a small area from memory      | Navigation             | Areas mapped         | Result: _____ |
| 2 | Inspect one room in a fixed order | Observation            | Clues resolved       | Result: _____ |
| 3 | Test each inventory item once     | Inventory use          | Unused items         | Result: _____ |
| 4 | Write a three-clue theory         | Clue linking           | Backtracks avoided   | Result: _____ |
| 5 | Compare two dialogue choices      | Choice tracking        | Objectives completed | Result: _____ |
| 6 | Prepare before a checkpoint       | Checkpoint preparation | Areas mapped         | Result: _____ |

## Common traps and a cleaner response

| Trap                                | Cleaner response                                        |
|-------------------------------------|---------------------------------------------------------|
| Rushing past interactable details   | Pause at the trigger and state the intended action.     |
| Carrying clues without linking them | Return to one dependable input before rebuilding speed. |
| Forgetting locked routes            | Use a fixed marker, route or rule for the next test.    |
| Changing several variables at once  | Compare the attempt with the same starting state.       |
| Leaving without saving notes        | End the run, write the cause and reset deliberately.    |

## Small signal dashboard

Choose one main signal for the week. A score can rise while decision quality gets worse, so keep one behaviour measure beside the result.

| Signal               | Start           | Latest         | Decision             |
|----------------------|-----------------|----------------|----------------------|
| Areas mapped         | Baseline: _____ | Current: _____ | Keep / change: _____ |
| Clues resolved       | Baseline: _____ | Current: _____ | Keep / change: _____ |
| Unused items         | Baseline: _____ | Current: _____ | Keep / change: _____ |
| Backtracks avoided   | Baseline: _____ | Current: _____ | Keep / change: _____ |
| Objectives completed | Baseline: _____ | Current: _____ | Keep / change: _____ |

## Session Sheet for Play with Better Comfort and Accessibility

Today's focus is to fit controls, visuals, audio and session length to the player. Change one setting, test it in a safe section and keep the version that feels easier to use.

| Session field      | Entry                                        |
|--------------------|----------------------------------------------|
| Player or initials | _____                                        |
| Date and game      | _____                                        |
| Input method       | Keyboard / touch / gamepad / other           |
| Session target     | _____                                        |
| Main signal        | Areas mapped                                 |
| Comfort check      | Visual / audio / motion / reach / break plan |

## Twenty-minute practice shape

| Time      | Action                                                             |
|-----------|--------------------------------------------------------------------|
| 0-2 min   | Warm up with familiar inputs. No score target.                     |
| 2-7 min   | Focused drill: Map a small area from memory.                       |
| 7-12 min  | Focused drill: Inspect one room in a fixed order.                  |
| 12-17 min | Return to normal play and use the skill only when its cue appears. |
| 17-20 min | Record the result, one cause and the next test.                    |

## Attempt log

| Attempt | Outcome       | Observation        | Decision           |
|---------|---------------|--------------------|--------------------|
| 1       | Result: _____ | Cue noticed: _____ | Next change: _____ |
| 2       | Result: _____ | Cue noticed: _____ | Next change: _____ |
| 3       | Result: _____ | Cue noticed: _____ | Next change: _____ |
| 4       | Result: _____ | Cue noticed: _____ | Next change: _____ |
| 5       | Result: _____ | Cue noticed: _____ | Next change: _____ |

## Close the session

- What improved when I slowed down? \_\_\_\_\_
- Where did the first avoidable error begin? \_\_\_\_\_
- What setting or instruction should stay the same next time? \_\_\_\_\_
- Next session's single focus: \_\_\_\_\_

## Controls, Comfort and Accessibility Lab

A strong setup removes friction without playing the game for you. Record the current setup, change one option and replay the same short section before deciding what to keep.

| Area           | One option to test                         | Question after the replay                    |
|----------------|--------------------------------------------|----------------------------------------------|
| Visual clarity | Text size, contrast, effects or camera     | Can I read the next cue in time?             |
| Audio clarity  | Cue balance, captions or output device     | Can I identify the useful sound comfortably? |
| Input reach    | Binding, grip, gesture area or handedness  | Can I repeat the input without strain?       |
| Motion comfort | Camera speed, shake, blur or field of view | Can I track movement without discomfort?     |
| Session pace   | Pause points, reminders or break length    | Can I finish focused rather than fatigued?   |
| Interface load | Notifications, clutter or pointer size     | Is the objective easier to find?             |

## One-change comparison

| Test field             | Record                               |
|------------------------|--------------------------------------|
| Short test section     | _____                                |
| Original setting       | _____                                |
| Single change          | _____                                |
| Old result             | Areas mapped: _____                  |
| New result             | Areas mapped: _____                  |
| Comfort before / after | ___ / 5 ___ / 5                      |
| Decision               | Keep / revise / restore / test again |

## Stop-and-adjust signals

- Repeated wrong inputs after slowing down
- Text, targets or hazards remain hard to distinguish
- Headache, eye strain, dizziness, numbness or pain
- Audio is uncomfortable or masks the cue you need
- Frustration makes the next attempt less deliberate

## Adventure Scenario Cards

Use these cards away from a live attempt first. Say what you notice, choose one action and name the evidence that would make you change course. There is rarely one universal answer; the value is in making the decision visible.

| # | Situation                                                          | First question               | Small response                         |
|---|--------------------------------------------------------------------|------------------------------|----------------------------------------|
| 1 | The opening plan stops working earlier than expected.              | Check navigation             | Use: map a small area from memory      |
| 2 | A tempting reward appears while the safe route is still available. | Check observation            | Use: inspect one room in a fixed order |
| 3 | One mistake has just broken the rhythm of the run.                 | Check inventory use          | Use: test each inventory item once     |
| 4 | The useful cue is visible, but the input keeps arriving late.      | Check clue linking           | Use: write a three-clue theory         |
| 5 | The result improves once, then drops on the next two attempts.     | Check choice tracking        | Use: compare two dialogue choices      |
| 6 | You have enough time for only one more focused attempt.            | Check checkpoint preparation | Use: prepare before a checkpoint       |

## Work one card fully

| Decision field       | Notes                                                                        |
|----------------------|------------------------------------------------------------------------------|
| Chosen card          | _____                                                                        |
| What is known        | _____                                                                        |
| What is assumed      | _____                                                                        |
| Safe option          | _____                                                                        |
| Higher-risk option   | _____                                                                        |
| My choice and reason | _____                                                                        |
| Evidence to watch    | Clues resolved: _____                                                        |
| Goal connection      | This helps me fit controls, visuals, audio and session length to the player. |

## Debrief

- What did I notice early enough? \_\_\_\_\_
- Which assumption was wrong? \_\_\_\_\_
- Did the result come from the decision or the input? \_\_\_\_\_
- What would make the safer option too passive? \_\_\_\_\_

## Seven-Session Evidence Tracker

Use the same main signal for all seven sessions. The purpose is to see whether work on play with better comfort and accessibility transfers into normal play, not to manufacture a perfect upward line.

| Session | Focus                  | Signal               | Result | One useful note |
|---------|------------------------|----------------------|--------|-----------------|
| 1       | Navigation             | Areas mapped         | _____  | _____           |
| 2       | Observation            | Clues resolved       | _____  | _____           |
| 3       | Inventory use          | Unused items         | _____  | _____           |
| 4       | Clue linking           | Backtracks avoided   | _____  | _____           |
| 5       | Choice tracking        | Objectives completed | _____  | _____           |
| 6       | Checkpoint preparation | Areas mapped         | _____  | _____           |
| 7       | Navigation             | Clues resolved       | _____  | _____           |

## Compare the pattern

| Review                 | Value | Context                      |
|------------------------|-------|------------------------------|
| Baseline result        | _____ | Conditions: _____            |
| Typical result         | _____ | Based on sessions: _____     |
| Best repeatable result | _____ | Repeated how often? _____    |
| Largest drop           | _____ | Likely trigger: _____        |
| Comfort pattern        | _____ | Break or setup change: _____ |

## Evidence-based decision

- Keep: the routine that produced a repeatable gain.
- Change: the smallest cause linked to the repeated error.
- Pause: a metric that adds logging but no useful decision.
- Next target: one behaviour and one result for the next seven sessions.

## Personal Playbook and Next-Step Plan

Finish by turning your notes into a short playbook you can actually remember. Write actions in your own words and keep only the cues that changed a decision or result.

| Moment        | My rule                                                  |
|---------------|----------------------------------------------------------|
| Before play   | I will check the objective, comfort and navigation.      |
| Opening cue   | When I notice _____, I will test observation.            |
| Pressure rule | When the plan breaks, I will _____.                      |
| Recovery rule | After an error, I will use compare two dialogue choices. |
| Risk rule     | I will take the higher-risk option only when _____.      |
| Stop rule     | I will pause or finish when _____.                       |
| Review rule   | I will record areas mapped and one cause.                |

## Two-week continuation plan

| Session   | Practice                          | Purpose                                            |
|-----------|-----------------------------------|----------------------------------------------------|
| Session 1 | Map a small area from memory      | Set a clean baseline                               |
| Session 2 | Inspect one room in a fixed order | Repeat one visible cue                             |
| Session 3 | Test each inventory item once     | Apply under light pressure                         |
| Session 4 | Write a three-clue theory         | Retest the weak section                            |
| Session 5 | Compare two dialogue choices      | Check transfer to normal play                      |
| Session 6 | Prepare before a checkpoint       | Review: Play with Better Comfort and Accessibility |

### Completion review

- I can now finish a session with less strain and fewer control barriers: yes / partly / not yet
- The clearest evidence is: \_\_\_\_\_
- The most useful page in this workbook was: \_\_\_\_\_
- My next small target is: \_\_\_\_\_

Original independent resource created for ArcadeOwl. It is a generic learning and record-keeping aid, not an official game manual and not affiliated with a game publisher or platform. Check each game's own controls, rules, age guidance and terms. Stop if play causes pain, dizziness or distress, and seek suitable advice where needed. Do not add copied screenshots, maps, artwork, story text, music, manual pages or third-party walkthrough text when adapting this file.