

BudgetUp accessibility conformance report

VPAT 2.5-style summary (WCAG 2.2 level A and AA) · self-assessment

Self-assessment, not an external audit. This report was prepared by Tamsar Global Ltd from its own testing on 8 October 2026. It has not been reviewed by an independent accessibility auditor. It follows the structure of the ITI VPAT 2.5 (international edition) WCAG table but is not an official VPAT. We will replace it with an audited report after an independent WCAG 2.2 AA audit, which is planned.

Product information

Product	BudgetUp web app and website (https://budgetup.uk): public library, games, arcade, learner app, sign-in and settings
Version	Production web release, 8 October 2026
Vendor	Tamsar Global Ltd, trading as BudgetUp. Company 17371733. accessibility@budgetup.uk
Report date	8 October 2026
Standard	WCAG 2.2 level A and AA (the standard in the Public Sector Bodies Accessibility Regulations as monitored by GDS). EN 301 549 and Section 508 chapters are not yet assessed
Accessibility statement	https://budgetup.uk/legal/accessibility

Evaluation methods

- Automated testing.** axe-core 4.13 through Playwright 1.63 (Chromium), rule tags `wcag2a`, `wcag2aa`, `wcag21a`, `wcag21aa`, `wcag22aa`. Script: `apps/web/scripts/all-axe.mjs`.
- Pages (18):** home; library; library topic (Budgeting); library lesson; the same lesson in the lesson player; games; an arcade game (Money Match); join with a code; onboarding (start); sign-in; settings; pricing; learner home; learner topic map; help; trust centre; accessibility statement; an organisation page (universities).
- Configurations (4 per page, 72 runs):** phone (390 × 844) and desktop (1280 × 900), each in the light and dark themes, with reduced motion on.
- Keyboard focus check:** a scripted keyboard-only pass on four pages (about 60 tab stops each) checking that each focus stop shows a visible indicator and isn't covered by the sticky header.
- Design and code review** against the BudgetUp game accessibility rules (docs/04-compliance.md §3): keyboard operation, no time limits in learning, reduced motion, sound off by default, colour never the only signal, single-pointer alternatives.

Not covered yet: screen reader testing (NVDA, JAWS, VoiceOver, TalkBack), speech recognition, switch access, 400% zoom and text-spacing checks on every page, the 3D missions and canvas arcade games, the institution admin console, and PDFs.

Automated results

Run	Pages × sizes × themes	Pages with failures	Failing checks
Before fixes, light theme	12 × 2 × 1	0	0
Before fixes, dark theme (phone)	12 × 1 × 1	2 (home, games)	color-contrast : 6 elements
After fixes, light theme	18 × 2 × 1	0	0
After fixes, dark theme	18 × 2 × 1	0	0

Failures found and fixed (all WCAG 1.4.3 Contrast (Minimum)):

- "New" chips on solid lime used the theme's text colour, which is near-white in the dark theme: 1.33:1. Fixed globally: anything on solid lime now uses the dark lime ink in both themes (`globals.css`).
- Closing call-to-action panels on the home and games pages used white text on the dark theme's lighter violet: 2.72:1. Fixed by using the brand ink token, which flips with the theme. The same pattern was also fixed in the review-cards badge and the Side Hustle Tycoon tax-method buttons.
- The "Nana" label in the home page demo used a fixed purple: 3.22:1 on the dark card. It now uses the theme's brand colour.

Preventive fix (WCAG 2.4.11 Focus Not Obscured (Minimum)): the page now reserves scroll padding under the sticky header, so focused items and anchor targets stop below it. The keyboard check found no focus stop hidden by the header (the skip link, which is drawn above the header on purpose, and wide scrolling regions taller than the viewport were the only overlaps flagged).

A transient result on the first baseline run (missing `<title>` and `lang` on one phone page) came from the development server restarting mid-run. It was not reproduced on a re-run and is not counted.

Conformance terms

- **Supports:** we found no failure in the tested sample, using the methods listed.
- **Partially supports:** some content does not meet the criterion.
- **Does not support:** most content does not meet the criterion.
- **Not applicable:** the criterion doesn't apply to this product.
- **Not yet evaluated:** we haven't tested this enough to make a claim.

WCAG 2.2 Level A

Criterion	Level	Conformance	Remarks
1.1.1 Non-text content	A	Partially supports	Automated alt-text checks pass. 3D missions and canvas arcade games expose scene objects without text alternatives; each 3D mission has a classic (non-3D) mode with the same learning. Some illustration alt text may not fully describe the image
1.2.1 Audio-only and video-only (prerecorded)	A	Not applicable	No prerecorded audio-only or video-only content. Sound effects are decorative and off by default
1.2.2 Captions (prerecorded)	A	Not applicable	No prerecorded video with audio
1.2.3 Audio description or media alternative	A	Not applicable	No prerecorded video
1.3.1 Info and relationships	A	Partially supports	Automated checks for landmarks, headings, lists, tables and form labels pass. Not yet confirmed with a screen reader; 3D and canvas scenes don't expose structure
1.3.2 Meaningful sequence	A	Not yet evaluated	Needs a screen reader pass
1.3.3 Sensory characteristics	A	Supports	Design review: instructions don't rely on shape, position or sound alone
1.4.1 Use of colour	A	Supports	Design rule: colour is never the only signal (right and wrong answers also use icons and text). Automated link-in-text checks pass
1.4.2 Audio control	A	Supports	Sound is off by default and has a control
2.1.1 Keyboard	A	Partially supports	Library, lesson player, sign-in, settings and DOM games are keyboard operable. 3D missions need continuous movement input and the Gremlin Survivors canvas game is real-time; the classic mode and library levels are the alternatives
2.1.2 No keyboard trap	A	Supports	No traps found in the keyboard check; dialogs return focus
2.1.4 Character key shortcuts	A	Not yet evaluated	Some games use single-key controls; to review whether they can be turned off or are only active on focus
2.2.1 Timing adjustable	A	Partially supports	No time limits in learning. Some arcade games are timed by design (the arcade is optional and the same concepts are taught untimed)
2.2.2 Pause, stop, hide	A	Supports	Animations respect reduced motion; arcade games have pause
2.3.1 Three flashes or below threshold	A	Supports	Design rule: no content flashes more than three times a second
2.4.1 Bypass blocks	A	Supports	Skip link to main content; landmarks pass automated checks
2.4.2 Page titled	A	Supports	Every tested page has a unique, descriptive title
2.4.3 Focus order	A	Supports	Keyboard check found a logical order on the tested pages
2.4.4 Link purpose (in context)	A	Supports	Automated link-name checks pass

Criterion	Level	Conformance	Remarks
2.5.1 Pointer gestures	A	Partially supports	Swipe-based levels and Flat Life may rely on swipes in places without an obvious single-tap alternative; being checked
2.5.2 Pointer cancellation	A	Supports	Controls act on pointer up (standard buttons)
2.5.3 Label in name	A	Supports	Automated checks pass; visible labels match accessible names
2.5.4 Motion actuation	A	Not applicable	No device-motion input
3.1.1 Language of page	A	Supports	<code>lang="en-GB"</code> on every page
3.2.1 On focus	A	Supports	No context change on focus found
3.2.2 On input	A	Supports	No unexpected context change on input found
3.2.6 Consistent help	A	Supports	Help and "Report a problem" are in consistent places (footer, settings, lesson player header, arcade menus)
3.3.1 Error identification	A	Supports	Form errors are shown in text next to the field
3.3.2 Labels or instructions	A	Supports	Automated label checks pass
3.3.7 Redundant entry	A	Supports	Onboarding and sign-in don't ask for the same information twice
4.1.2 Name, role, value	A	Partially supports	Automated ARIA and control-name checks pass on all tested pages. 3D scenes don't expose objects to assistive technology. Not yet confirmed with a screen reader

WCAG 2.2 Level AA

Criterion	Level	Conformance	Remarks
1.2.4 Captions (live)	AA	Not applicable	No live audio
1.2.5 Audio description (prerecorded)	AA	Not applicable	No prerecorded video
1.3.4 Orientation	AA	Supports	Works in portrait and landscape
1.3.5 Identify input purpose	AA	Supports	Email and name fields use autocomplete attributes (automated check passes)
1.4.3 Contrast (minimum)	AA	Partially supports	Automated checks pass on all tested pages in both themes after the fixes above. Text over illustrations, gradients and in game scenes can't be fully checked automatically; a manual contrast audit is pending
1.4.4 Resize text	AA	Not yet evaluated	Layout uses relative units; 200% text resize not yet tested on every page
1.4.5 Images of text	AA	Supports	Text is live text, including the wordmark
1.4.10 Reflow	AA	Partially supports	Tested at 390 px wide with no horizontal page scrolling; wide tables scroll inside their own region. 320 px and 400% zoom not yet tested; 3D scenes need a minimum size

Criterion	Level	Conformance	Remarks
1.4.11 Non-text contrast	AA	Not yet evaluated	Borders and focus rings use a high-contrast line colour; not yet measured systematically
1.4.12 Text spacing	AA	Not yet evaluated	
1.4.13 Content on hover or focus	AA	Not yet evaluated	Few hover-only elements; to review tooltips
2.4.5 Multiple ways	AA	Supports	Navigation, library index, sitemap and search engine pages
2.4.6 Headings and labels	AA	Supports	Automated heading-order and label checks pass
2.4.7 Focus visible	AA	Supports	A 3 px focus outline on every focusable element; the keyboard check found no stop without a visible indicator (other than the development-only error overlay)
2.4.11 Focus not obscured (minimum)	AA	Supports	Scroll padding keeps focus below the sticky header; keyboard check passed
2.5.7 Dragging movements	AA	Partially supports	Some swipe and drag interactions may lack a single-pointer alternative (see 2.5.1)
2.5.8 Target size (minimum)	AA	Supports	Automated target-size check passes on all tested pages
3.1.2 Language of parts	AA	Supports	Content is in English; Welsh-language variants are not yet offered
3.2.3 Consistent navigation	AA	Supports	Shared header, footer and learner status bar
3.2.4 Consistent identification	AA	Supports	Shared components for the same functions
3.3.3 Error suggestion	AA	Supports	Errors say how to fix them (for example, an invalid access code)
3.3.4 Error prevention (legal, financial, data)	AA	Supports	Account deletion needs a typed confirmation; purchases go through a review step in hosted checkout and can be cancelled within 14 days
3.3.8 Accessible authentication (minimum)	AA	Supports	No passwords or cognitive tests: sign-in by email link, Google or the institution's own sign-in
4.1.3 Status messages	AA	Partially supports	Answer feedback and payment status use live regions; not yet confirmed with a screen reader across all games

Summary

- Automated WCAG 2.2 A/AA checks: **no failures** on 18 key pages at phone and desktop sizes in light and dark themes, after fixing six contrast failures in the dark theme.
- **Partially supports** today: mainly 3D missions and canvas arcade games (classic mode and library levels are the conforming alternatives), swipe interactions, and contrast over illustrations.

- **Not yet evaluated:** screen reader, zoom, text spacing and non-text contrast. These need manual testing, which comes before the independent audit.

Next steps

1. Manual testing with NVDA + Chrome, VoiceOver on iOS and macOS, keyboard only, 400% zoom and text-spacing overrides.
2. Review single-key game shortcuts (2.1.4) and swipe alternatives (2.5.1, 2.5.7).
3. Add the axe script to continuous integration.
4. Commission an independent WCAG 2.2 AA audit and publish an audited ACR (VPAT 2.5 INT, with EN 301 549 and Section 508).