

Discovery works. Evidence has limits.

Xbox Cloud Gaming / en-US / one task-scoped browser session

25 / 31

checks executed

7

route identities

32

capture pairs

22 narrow checks passed. One focus-restoration check failed, one mobile comparison check was partial, and one access-copy check recorded ambiguity. Three checks were blocked, two remain planned, and filters/sort were not offered in the sampled gallery.

Known-title search, empty-state recovery, browser Back, category discovery and three representative game details were observed. No login, purchases, age verification, gameplay or external publishing occurred.

The decision-relevant finding

After keyboard activation and Escape dismissal of Compare plans, focus landed on BODY in two trials. Restore the opener and verify with a continuous keyboard and real screen-reader journey.

Overall product confidence: NOT ASSESSED

A bounded sample cannot establish release readiness or conformance. Use the HTML hub for exact expected/actual outcomes, screenshots, timestamps and reproduction records.

Findings and coverage

Prioritized observations / narrow oracles / no bug-count contest

CX-F01 / Medium priority

Comparison dismissal failed to restore the triggering control. Repro: signed out home at 1440x1000; Enter on Compare plans; wait for content; focus Close; Escape; wait until hidden. Expected opener focus. Actual BODY in two trials. Evidence E27/E28 and focus JSON. Same-agent reproduction; WCAG judgment remains manual review.

CX-O02 / Content review

1000xRESIST says Game purchase required while listing Premium and Ultimate under Included in these subscriptions. Clarify which access path needs purchase. This is wording ambiguity, not a verified entitlement defect. Evidence E17.

CX-O03 / Transient, recovered

ASTRONEER gallery initially showed an error with refresh guidance; after reload the gallery and metadata populated. Early loading capture, unknown cause and recurrence. Evidence E21/E23. No persistent defect established.

Coverage population

Home, search, All games, Family Friendly, Fortnite, 1000xRESIST and ASTRONEER. Desktop 1440x1000; narrow 390x844 and 320x900. Search values: Fortnite and zzzxylophoneunicorn. Query variations are states, not extra routes.

What this assessment does not prove

Methodology / persona boundaries / reproducibility

Unexecuted evidence

No real screen reader, full contrast or 200%/400% zoom audit, physical touch device, second browser engine, controlled performance measurement, signed-in flow or entire-catalog crawl. Viewport resizing is not mobile-device validation.

Persona feedback

Beginner, experienced player, keyboard-only, low-vision/readability, mobile browser and recovery/boundary perspectives are AI interpretations of recorded actions. They are not user research or satisfaction measurements; emotional ratings remain NOT MEASURED.

CARBON provenance

Existing CARBON Studio 0.1.6+codex.20261015 generated 110 planning candidates and rendered native command, WCAG and VPAT-aligned working drafts. The 110 candidates are not executions. Native run initialization was partial due to a global promotion-history write restriction; no global write was retried.

Environment and package

Task-scoped in-app browser used documented controls; no shared Chrome or desktop input. Browser engine version was unavailable through the host. Public-only screenshots and DOM records carry UTC timestamps and SHA-256 hashes. All local HTML links and styling travel with the folder. External product links require network.

Next highest-value evidence

Verify focus restoration with real assistive technology; confirm intended subscription/ownership copy; test complete mobile comparison scrolling, real touch, zoom and contrast; then consider another engine and a controlled timing protocol.