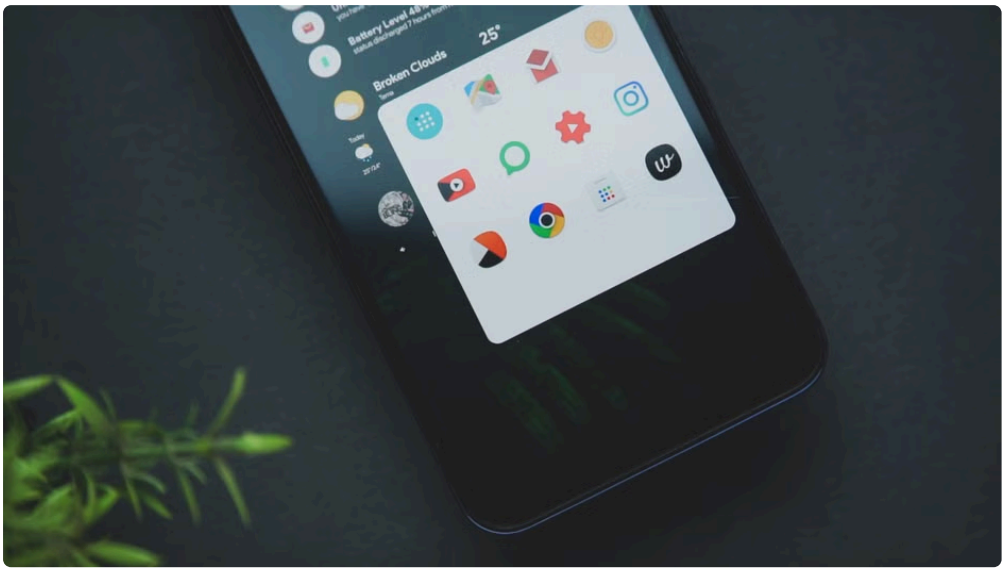
A casino app can look polished at its default text size and still be difficult to use if you enlarge text on your phone. Buttons may lose their labels, game titles may be cut off, or a menu may become impossible to navigate. The only reliable way to assess support is to test the app with larger system text settings and follow real navigation paths—not just inspect a screenshot.

This guide explains how to check text scaling, dynamic type behavior, and overall readability in a casino app. It also covers how the lobby's structure affects the test: format-first navigation, clear category labels, search, browsing, and filters all matter. The steps apply whether you are reviewing an app such as MrQ or another casino product. An app's features can change with updates, so test the version you actually use rather than relying on a general claim.

What Text Resizing Support Means

Text resizing lets people increase interface text to a size that is more comfortable to read. On iPhone and iPad, Apple's Dynamic Type system gives apps a way to respond to the user's preferred text size. Android provides system font-size controls, though exactly how an app responds depends on how it was built. Some apps support the operating system's text settings throughout; others resize only certain text, or do not respond at all.



Good text scaling is more than making letters bigger. The surrounding layout should adapt too. A label should remain visible, a button should still be easy to tap, and content should reflow or scroll rather than overlap. Larger text may require more vertical space, but it should not make essential functions disappear.

Text resizing is also only one part of accessibility. Contrast, screen-reader support, touch-target size, captions, and clear navigation matter as well. A successful readability test does not prove that an app is accessible in every respect; it gives you useful evidence about one important feature.

Before You Start: Set Up a Practical Test

Choose a device and note its operating system and version. Update the app if you want to test the current release, and record the app version so your results have context. Then set a baseline: open the app at your usual system text size and notice casino app back button how the lobby, menus, buttons, and game information appear.

For a fair comparison, use the operating system's text-size controls rather than judging a zoomed screenshot. On iOS, look for Text Size in Display & Brightness or the Accessibility settings; the exact route can vary by version. On

Android, check Display or Accessibility settings for Font size and display size. You can also look for app-specific text-size controls, but test system settings separately to see whether the app respects them.

1. Record your starting text setting and take note of the app version.
2. Increase system text by one or more steps, then reopen the app if necessary.
3. Check the same screens at the larger size, including landscape orientation if the device supports it.
4. Try key actions, not just reading: open navigation, use search, apply a filter, and return to the lobby.

Count taps and screens as you go. For example, note how many taps it takes to reach a game format from the home lobby and how many screens you pass through. That makes it easier to spot when a larger layout adds unnecessary navigation or hides a control below the fold.

Run a Readability Test on the Whole Lobby

A useful readability test follows the app from its entry screen to a specific type of game. Check the main navigation, category pages, search results, filters, game cards, and any game-detail screens. Look for the same problems at every stage, rather than deciding the app works because one screen scales well.

- **Clipping:** Are letters, words, or game titles cut off at the edge of a card?
- **Overlap:** Do labels collide with icons, buttons, badges, or other text?
- **Reflow:** Does the layout make room for larger text, or does it keep a fixed-width design?
- **Scrolling:** Can you scroll to all content and reach controls without a gesture being blocked?
- **Tap targets:** Are buttons still large and distinct enough to select confidently?
- **State visibility:** Can you tell which filter, tab, or category is selected?

Pay special attention to game thumbnails. If a title is cropped, two entries in the same series may become indistinguishable. A card should not depend on tiny text or artwork alone to explain what it contains. Check whether the full title is available elsewhere on the card or in an accessible detail view.

Start with Format-First Navigation

Casino lobbies often mix different kinds of games. A format-first structure separates slots, live casino, bingo, and hybrids before asking people to browse themes or promotions. This is helpful for accessibility because it gives users a clear first choice and reduces the amount of scanning needed.

Test whether each format is easy to find at larger text sizes. Can you identify “Slots” or “Live casino” without relying on an unlabeled icon? Does “Bingo” remain visible in the main navigation, or does it disappear into a horizontal carousel? If a hybrid game combines formats, check whether its placement and description make that clear instead of forcing you to guess.

Count the route: from the lobby, how many taps does it take to open the format you want, and how many screens do you pass through? If the app puts a promotional carousel or a mood-based collection ahead of basic formats, the route may be harder to follow. A label such as “Hot” or “Fun” is mood-based, not descriptive: it does not tell users whether the collection contains slots, live tables, or bingo games.

Check Whether Category Labels Explain Function

Category labels should describe what a group contains or what it lets you do. “Table games,” “jackpots,” and “recently played” communicate more than “Good vibes” or “For you.” Mood-based labels may be useful as

optional discovery collections, but they should not replace clear categories or be the only route to a game type.

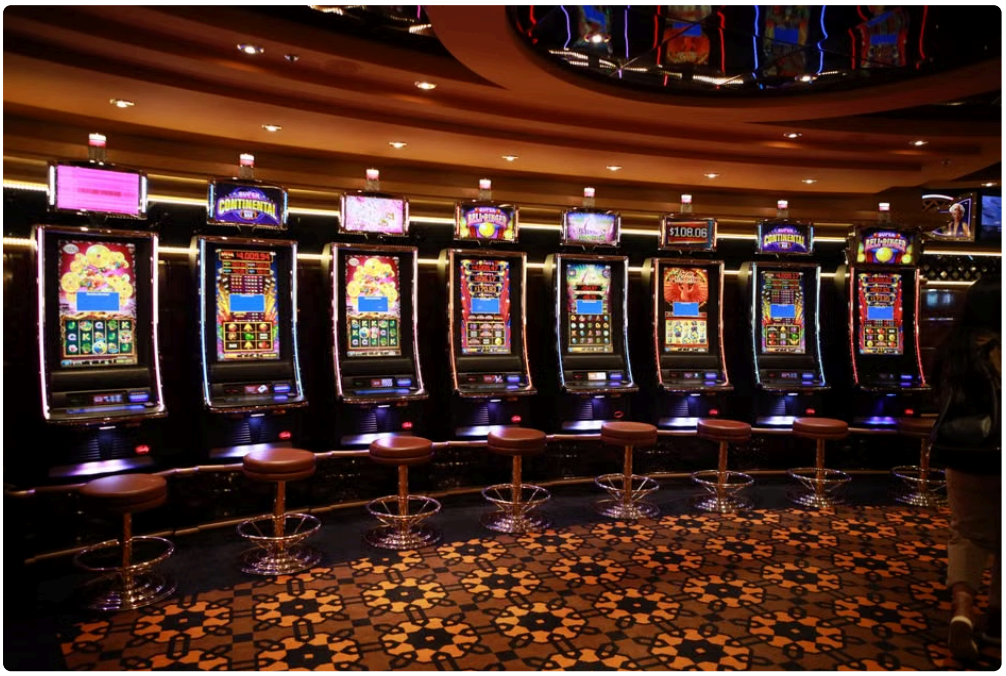
Increase text size and inspect category tabs, tiles, and section headings. A label that wraps onto two lines may be perfectly usable if the tile expands. It is a problem if the second line is hidden, if the label overlaps an icon, or if the tile becomes too small to tap. Also check whether category names remain consistent between the home screen, search results, and filters.

Icons should have visible text labels where their meaning is not obvious. A magnifying glass may suggest search; a stylized symbol for a game format may not. Do not assume that an icon-only menu is self-explanatory, especially when the user is navigating quickly or using enlarged text.

Search vs. Browsing: Test Both Routes

Search works best when you already know what you want, such as a game title or provider. It can reduce scrolling through a large lobby, but only if the search field remains easy to locate, its label is readable, and results are presented clearly. Try searching for a full title and a partial title. Then increase text size and see whether the field, keyboard, results, and any “no results” message remain usable.

Browsing works better when you know the kind of game you want but not its exact name. A person looking for bingo, live roulette, or a slot with a particular theme benefits from clear categories and filters. Pretty simple.. Test whether browsing still makes sense when larger text reduces how many cards fit on the screen. Fewer visible cards are acceptable; losing the category context or having controls cover the content is not.



Neither route should be the only workable option. If you cannot remember a title, browsing should help. If the lobby is long, search should provide a shortcut. Check whether search results show enough information to distinguish similar games, and whether returning from a result puts you back where you started. A back action that resets your position can force extra scrolling and make the experience tiring, especially with larger text.

Understand Filters: Provider, Theme, and Game Type

Filters are not interchangeable. Each answers a different question, so test them separately and check whether the app labels them clearly.

Filter What it helps you find What to check at larger text sizes Provider Games made by a particular studio or supplier Names are readable; selected providers are obvious; long lists can scroll Theme Games with a shared subject, setting, or visual style Theme names are descriptive and do not rely only on artwork or color Game type A format such as slots, bingo, or live tables Options are distinct, consistently named, and easy to select

Open each filter panel and check for clipped options, cramped checkboxes, or buttons that shift off-screen. Apply more than one filter if the app permits it. The results should reflect the selection, and the selected state should be visible without relying on color alone. Also check how to clear filters: a small unlabeled “x” can be difficult to understand, while a clear “Reset filters” control explains its function.

A Simple Pass-or-Follow-Up Checklist

Use this checklist while testing. “Pass” means the interface remains usable at the text sizes you tried; it does not mean the app meets every accessibility standard.

- System text-size settings affect the app’s important labels and controls.
- Text wraps or layouts expand instead of clipping or overlapping.
- Slots, live casino, bingo, and hybrid formats are easy to distinguish.
- Category names explain function rather than relying on mood-based language.
- Search and browsing both provide a workable route to games.
- Provider, theme, and game-type filters are clearly differentiated.
- Game titles and series entries remain distinguishable.
- Back navigation returns you to your previous position where expected.
- Portrait and landscape views remain usable, if both are supported.

If an item fails, note the screen, text setting, device orientation, and steps that led to the problem. For example: “At the second-largest font setting, the provider filter’s last option is partly hidden in portrait orientation.” Specific notes are more useful to a support team than saying only that the app is hard to read.

Keep Text Size and Orientation in Your QA Notes

For a compact review, keep a small checklist beside your test results:

- **Text size:** Starting size, largest size tested, and whether labels reflowed.
- **Orientation:** Portrait and landscape results, including any content that moved or disappeared.
- **Navigation:** Taps and screens needed to reach a format, search result, or filter.
- **Return behavior:** Whether Back preserves your lobby position and selections.

These notes help distinguish a text-scaling problem from a navigation or layout problem. They also make it easier to compare app updates over time. When writing to customer support, include the device model, operating system, app version, and a short reproduction path. Avoid including account credentials or other sensitive information in screenshots.

Where to Find More Accessibility Guidance

The UK government’s accessibility guidance at accessibility.blog.gov.uk is a useful reference for thinking about accessible digital services. It is not a certification of any casino app, so use it as background reading rather than

proof that a particular product passes an accessibility test. Operators and apps may change, too: a menu that works in one release can behave differently after an update.

Bottom Line

To check whether a casino app supports accessibility text resizing, change the device's system text setting and repeat a real journey through the lobby. Look beyond the home screen: test format-first navigation, descriptive categories, search, browsing, and provider, theme, and game-type filters. Confirm that text reflows, controls remain reachable, and returning to the lobby does not erase your place.

The strongest result is not simply "the font got bigger." It is that the app remains readable and understandable while you use it. A careful readability test, with text size, orientation, taps, and screens recorded, gives you a practical answer—and a clear report if something needs fixing.