# Weekly Reflection Summary

## Week 1: User Research and Needs Analysis

* \*\*Main Tasks:\*\*
* Designed and conducted user interviews focusing on gaming website expectations.
* Extracted and wrote structured user stories based on the findings.
* Defined user personas and their corresponding goals.
* \*\*Insights and Challenges:\*\*
* Identified key needs from different user groups (efficiency-seekers, social players, etc.).
* Some interview responses were vague and required guided questioning.
* Realized the importance of user-driven design but saw room to improve interview structure.
* \*\*Suggestions for Improvement:\*\*
* Design standardized interview templates for consistency.
* Refine user personas with more detailed behavioral and technical profiles.

## Week 2: Site Structure and Component Design

* \*\*Main Tasks:\*\*
* Built the basic site structure using HTML and CSS.
* Implemented the initial version of flip cards.
* Defined layout rules such as container width, title hierarchy, and spacing utilities.
* \*\*Insights and Challenges:\*\*
* Learned to use Flexbox and Grid effectively.
* Faced issues with CSS animations not triggering.
* Recognized inconsistent heading sizes and layout hierarchy.
* \*\*Suggestions for Improvement:\*\*
* Deepen understanding of animation trigger mechanisms.
* Unify heading levels and spacing strategies.
* Split CSS into base/layout/component for maintainability.

## Week 3: Style Guide and Visual System

* \*\*Main Tasks:\*\*
* Created a style guide documenting fonts, colors, cards, and buttons.
* Introduced CSS custom properties for consistency.
* Adopted a Steam-inspired blue color theme.
* \*\*Insights and Challenges:\*\*
* Understood the collaborative value of having a clear style guide.
* Detected accessibility issues due to poor color contrast.
* Improved structure but image captions lacked clarity.
* \*\*Suggestions for Improvement:\*\*
* Add visual examples with size and code annotations.
* Use color contrast tools to ensure WCAG compliance.
* Refactor reusable class components (e.g., .card, .btn).

## Week 4: Interaction and Accessibility Enhancements

* \*\*Main Tasks:\*\*
* Refined flip card content to ensure clarity and completeness.
* Developed nested accordion components with brief descriptive summaries.
* Applied ARIA labels and keyboard navigation logic for better accessibility.
* \*\*Insights and Challenges:\*\*
* Recognized the role of semantic HTML and accessibility standards.
* Gained experience with ARIA properties, though some confusion remained.
* Nested content occasionally rendered incorrectly on small screens.
* \*\*Suggestions for Improvement:\*\*
* Regularly test with accessibility tools like WAVE and axe.
* Document components with behavior and accessibility notes.
* Simplify nested accordion content for readability.

## Week 5: Content Integration and Final Polishing

* \*\*Main Tasks:\*\*
* Integrated previous work into main pages (home, style guide, ethics).
* Wrote Reflective Design and Ethics content based on ACS values.
* Refined navigation and layout for consistency.
* \*\*Insights and Challenges:\*\*
* Articulated the design rationale and user-centric development process.
* Noticed slight performance issues due to uncompressed assets.
* Some textual content was repetitive or overly complex.
* \*\*Suggestions for Improvement:\*\*
* Compress image assets to improve page load speed.
* Unify terminology across all pages.
* Add a summary page highlighting key insights and user impact.