# 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.
* **Work Phase 4 Reflection**
* **1. Pages Implemented & Rationale**

1. **Home (index.html)**
   * **Focus:** A prominent hero search bar with a dropdown filter for game types, enabling visitors to quickly find games of interest.
2. **Top Games (game.html)**
   * Showcases game cards by category (Single-player / Online / Mobile) with links to detail pages.
3. **Community (community.html)**
   * Embedded registration/login modal, review submission form, and review list to foster user interaction.
4. **Download Center (download.html)**
   * Provides download links and a “Report an Issue” entry point.
5. **Contact Us (contact.html)**
   * Displays a contact form and company contact details for user support.

* Together, these pages cover the site’s core workflow: **Browse Games → Refine Search → Community Interaction → Download/Support → Contact Support**.
* **2. Mapping to Visceral / Behavioral / Reflective Design**

| * **Level** | * **Implementation Highlights** |
| --- | --- |
| * **Visceral** | * - Dark primary palette (#0b1c2c, #2c3e50) with vibrant accent colors (cyan #06b6d4, yellow #facc15). - Large hero title and search area create an immediate visual impact. |
| * **Behavioral** | * - Navigation links scale up and underline on hover. - Search button uses the .BTN style: glowing border and subtle scale feedback. - Card clicks, form validation, modal animations. |
| * **Reflective** | * - Consistent top and bottom navigation reinforces brand. - Gamepad icon in the footer menu echoes the header controller motif. - Modular CSS variables for future theming. |

* **3. Pages to Reconsider or Remove**
* **Standalone Registration/Login Page**  
  Converted to a site-wide modal for smoother UX. The standalone page can be removed or retained as a fallback.
* **Download Center**  
  If usage is low, consider merging download links into game detail or community pages to simplify navigation.
* **4. Accessibility Quick Audit**

1. **Semantic HTML**
   * Proper use of <nav>, <main>, <section>, <form>, <button>, <label>.
   * All form controls have <label> or aria-label.
2. **Keyboard Accessibility**
   * All navigation links, buttons, and form fields are reachable via Tab.\
   * Modals close by clicking the overlay or pressing Esc.
3. **Color Contrast**
   * Primary text (#f8fafc) on background (#0b1c2c) meets WCAG AAA.
   * Semi-transparent placeholders may need adjustment if contrast falls below AA.
4. **ARIA Enhancements**
   * Modals include role="dialog" aria-modal="true" aria-labelledby="...".
   * Dropdown menus use aria-haspopup="true" and update aria-expanded.
5. **Live Validation**
   * Error messages injected into containers with role="alert" for screen readers.

* **5. Next Steps & Future Work**

1. **Deep Accessibility Testing**
   * Run automated scans with Lighthouse, IBM Equal Access Checker, axe-core; implement fixes.
2. **Responsive Refinement**
   * Tweak breakpoints for mobile nav collapse, footer menu visibility, and card grid layouts.
3. **Performance & SEO**
   * Debounce search input.<br>- Lazy-load images (loading="lazy").<br>- Add meta tags and JSON-LD structured data.
4. **Backend Integration**
   * Resolve CORS issues.<br>- Implement JWT authentication.<br>- Add pagination and like/vote features for reviews.
5. **Enhanced Interactions**
   * Hero search autocomplete suggestions.<br>- Sidebar detail panes for game cards.<br>- Lazy-loaded submenu items in the footer.