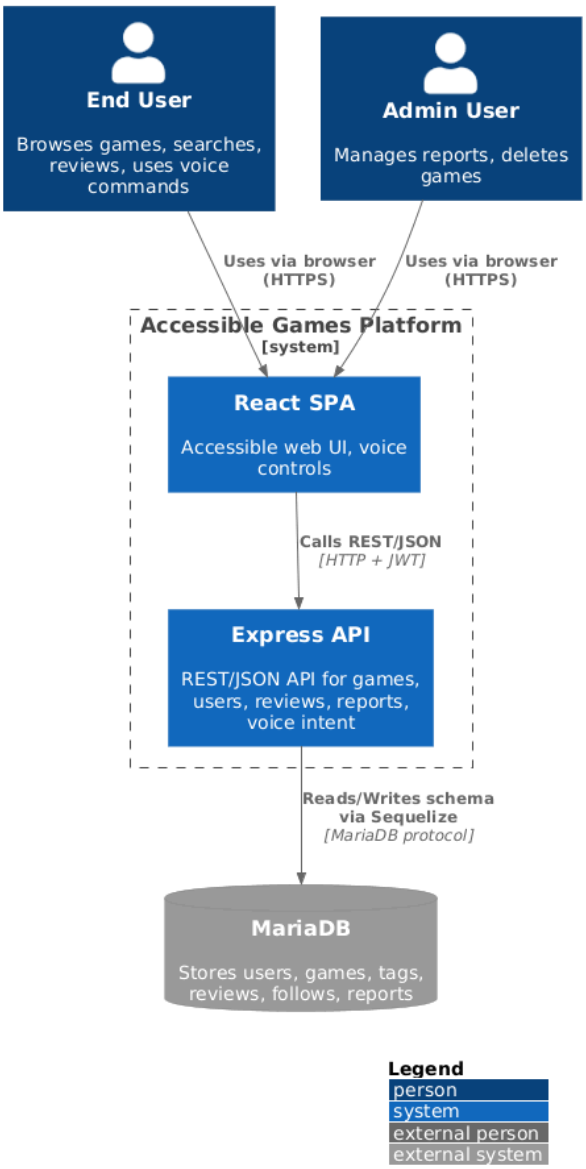
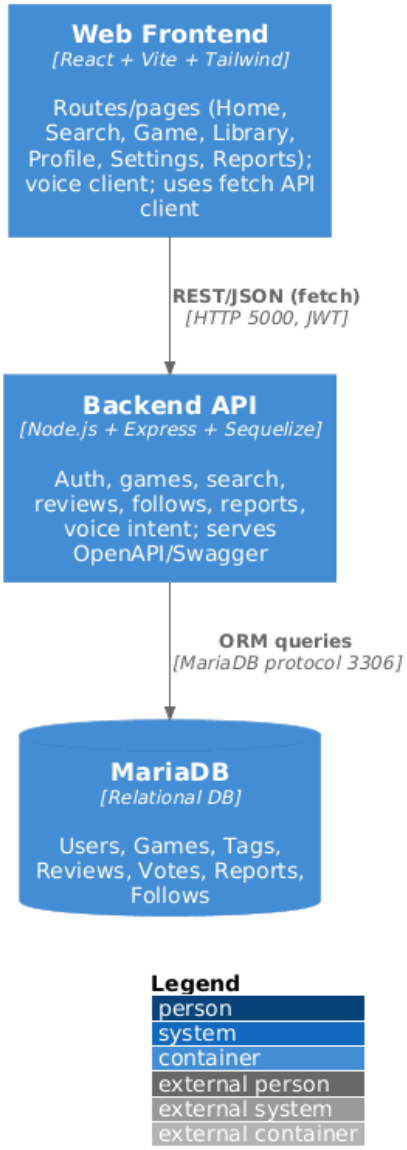
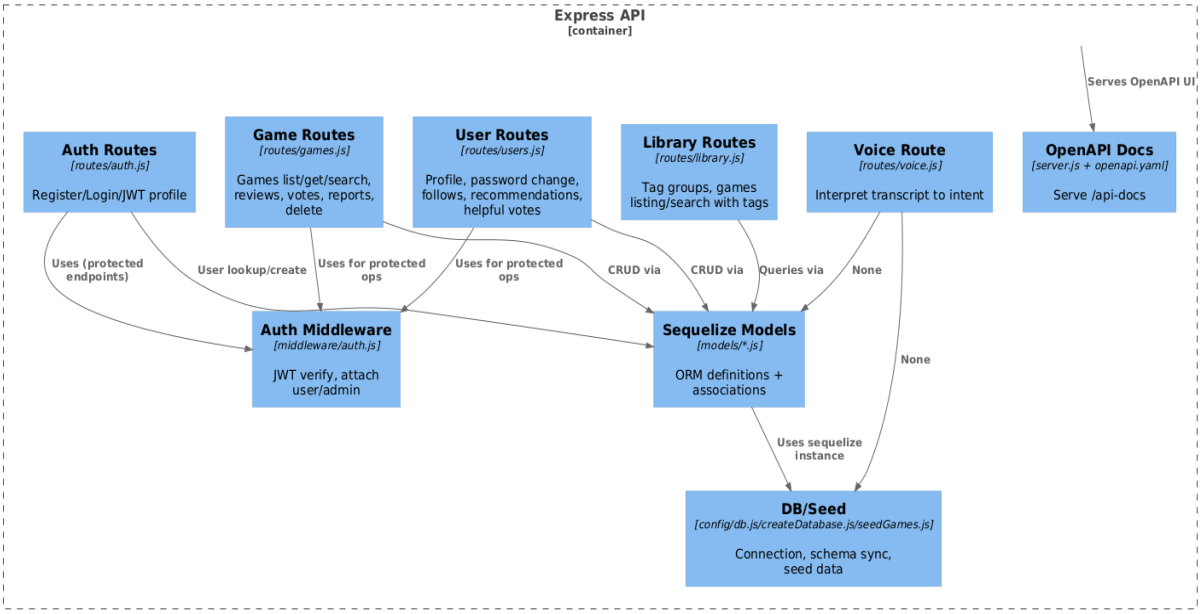
Accessible Games Platform - Context (L1)

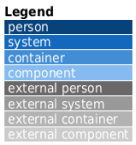


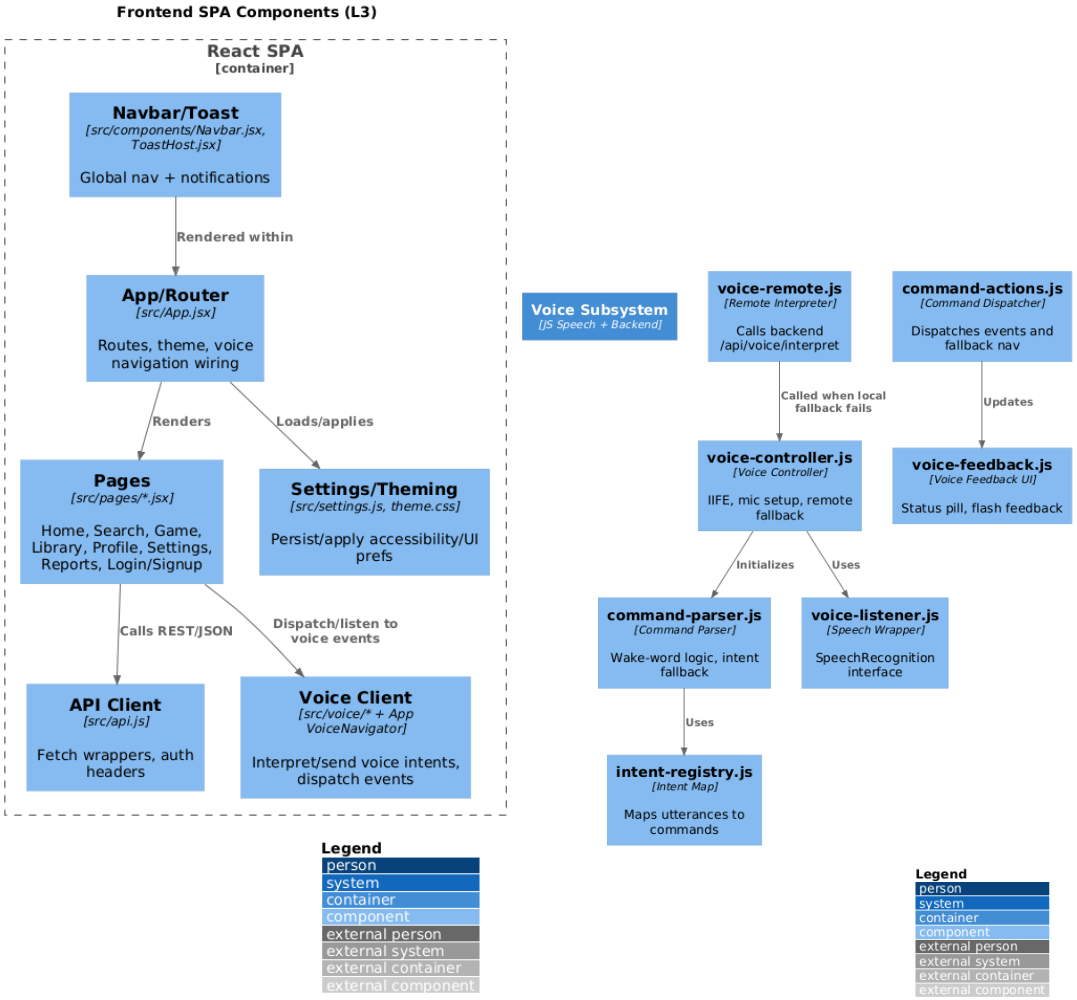
Accessible Games Platform - Containers (L2)



Backend API Components (L3)






Frontend SPA Components (L3)
React SPA
[container]
Navbar/Toast
[src/components/Navbar.jsx, ToastHost.jsx]
Global nav + notifications
Rendered within
App/Router
[src/App.jsx]
Routes, theme, voice navigation wiring
Renders
Loads/applies
Pages
[src/pages/*.jsx]
Home, Search, Game, Library, Profile, Settings, Reports, Login/Signup
Settings/Theming
[src/settings.js, theme.css]
Persist/apply accessibility/UI prefs
Calls REST/JSON
Dispatch/listen to voice events
API Client
[src/api.js]
Fetch wrappers, auth headers
Voice Client
[src/voice/* + App VoiceNavigator]
Interpret/send voice intents, dispatch events
Legend
person
system
container
component
external person
external system
external container
external component
Voice Subsystem
[JS Speech + Backend]
voice-remote.js
[Remote Interpreter]
Calls backend /api/voice/interpret
command-actions.js
[Command Dispatcher]
Dispatches events and fallback nav
Called when local fallback fails
Updates
voice-controller.js
[Voice Controller]
IIFE, mic setup, remote fallback
voice-feedback.js
[Voice Feedback UI]
Status pill, flash feedback
Initializes
Uses
command-parser.js
[Command Parser]
Wake-word logic, intent fallback
voice-listener.js
[Speech Wrapper]
SpeechRecognition interface
Uses
intent-registry.js
[Intent Map]
Maps utterances to commands
Legend
person
system
container
component
external person
external system
external container
external component